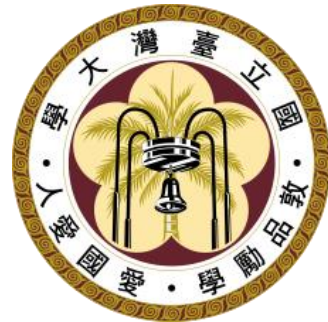


Deep-Learning-Based Anomaly Detection for Connected and Autonomous Vehicles in Lane-Changing Scenarios

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Outline

- ❑ **Introduction**
- ❑ Problem Formulation
- ❑ Proposed Approaches
- ❑ Experimental Results
- ❑ Conclusion

Introduction

❑ Advanced Driver Assistance Systems (ADAS)

- Cooperative Adaptive Cruise Control (CACC), Lane Keeping Assistance System (LKA) and so on
- Use vehicular communication to receive the environmental information like the position, velocity, and acceleration from the surrounding vehicles

❑ Wireless channels are vulnerable to security attacks

- Attackers can modify data transmitted from other vehicles

❑ Mitigation approaches should be provided to protect against attacks

- Intrusion Detection Systems (IDS)

Related Work

❑ Rule-based model [1]

- Based on the rules of human knowledge

❑ Probabilistic model [2]

- Using multiple statistical techniques

❑ Deep-learning-based model [3]

- Iterated computation

[1] "Lane-changing prediction in highway: Comparing empirically rule-based model mobil and a naive bayes algorithm," ITSC'21

[2] "Highway discretionary lane changing behavior recognition using continuous and discrete hidden Markov model," ITSC'21

[3] "An ensemble deep learning approach for driver lane change intention inference," Transportation Research Part C: Emerging Technologies '20

Contributions

❑ Propose stealthy attacks

- Cannot be detected by a rule-based model

❑ Propose deep-learning-based models for anomaly detection

- The models achieve decent detection performances against the anomaly

❑ Have a general anomaly detection workflow

- The workflow can be used in different lane-changing environments
- Highway, roundabout, and opposite overtaking

❑ Deploy the attacks directly into SUMO during the simulation

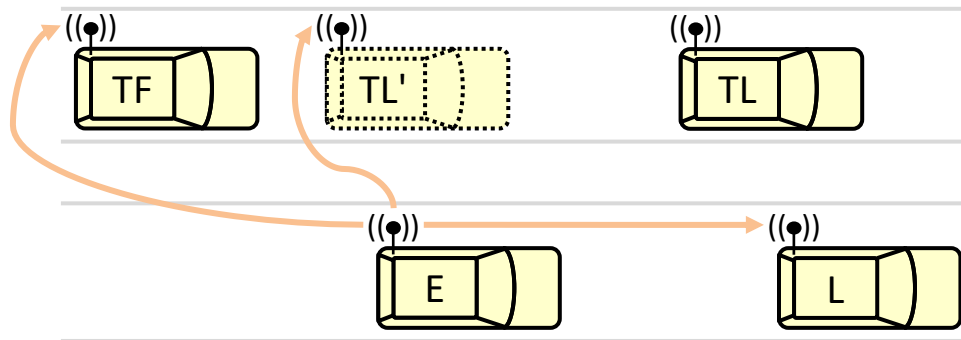
- Generate data to better reflect the real-world scenarios
- Establish the standards and specifications for the operations in SUMO

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System Overview

- ❑ Information which assists lane changing can be compromised
- ❑ Detect whether a vehicle is attacked when it has a lane-changing intention
- ❑ Example:
 - Anomalous vehicle TL indicate itself as TL'



Definitions: Feature Vector

□ Consider 4 vehicles

- Ego vehicle
- Leading vehicle on the source lane
- Leading vehicle on the target lane
- Following vehicle on the target lane

□ Feature vector \mathbf{r} with dimension n

$$\square \mathbf{r}^{(t)} = \left[f_1^{(t)}, f_2^{(t)}, \dots, f_n^{(t)} \right]$$

- Example: $f_1^{(t)}$ is the position of the ego vehicle at time t , $f_2^{(t)}$ is the velocity of the ego vehicle at time t and so on

Definitions: Trajectory Vector

❑ Feature vectors \mathbf{r} can form a trajectory vector \mathbf{R}

❑ w is the length of a trajectory vector \mathbf{R}

❑ $\mathbf{R} = [\mathbf{r}^{(0)}, \mathbf{r}^{(1)}, \dots, \mathbf{r}^{(w-1)}]$

❑ Example:

➤ $\mathbf{r}^{(0)} = [100, 10, 1], \mathbf{r}^{(1)} = [110, 11, 1], \mathbf{r}^{(2)} = [121, 11, 1]$

➤ $\mathbf{R} = [\mathbf{r}^{(0)}, \mathbf{r}^{(1)}, \mathbf{r}^{(2)}]$

Acceleration Bias Attack (1/2)

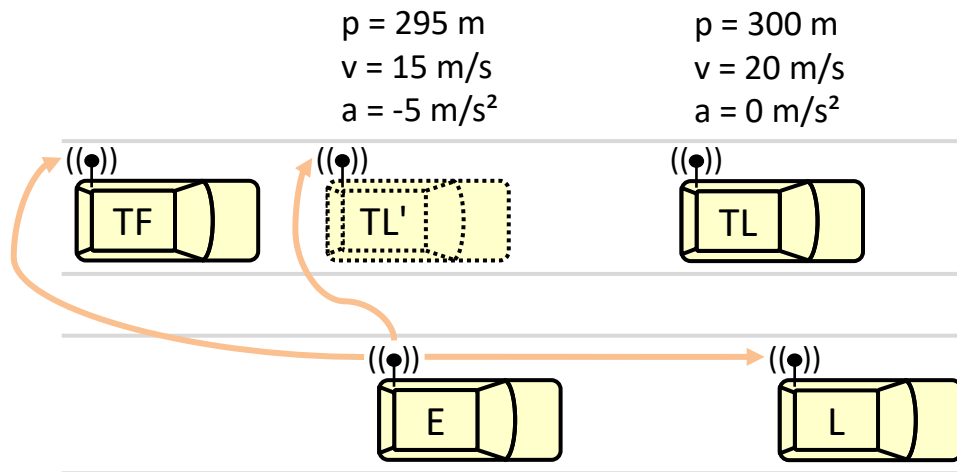
- ❑ Originally proposed in work [4], with some modifications
- ❑ In a trajectory vector \mathbf{R} , there is an acceleration vector \mathbf{A}
- ❑ $\mathbf{A} = [a^{(0)}, a^{(1)}, \dots, a^{(w-1)}]$
- ❑ Example:
 - $a^{(0)} = [0, 1, -1, 0]$
 - $a^{(0)}$ is also a vector, containing the acceleration of the ego vehicle, the acceleration of the leading vehicle on the source lane and so on

Acceleration Bias Attack (2/2)

- ❑ By adding an offset vector \mathbf{o} , we can obtain attacked acceleration vector \mathbf{A}'
- ❑ Each vehicle has an unique seed \mathbf{s}
- ❑
$$\mathbf{A}' = \left[a^{(0)} + o^{(0)}, a^{(1)} + o^{(1)}, \dots, a^{(w-1)} + o^{(w-1)} \right]$$
 - $\mathbf{o}^{(t)} = [0, O(t, s_l), O(t, s_{tl}), O(t, s_{tf})]$
 - $O(t, s) = m \cdot \sin(0.02 \cdot ((s + t) \% 400))$
- ❑ **Stealthy attack**
 - With law of physics, recalculate the attacked trajectory vector \mathbf{R}'

Acceleration Bias Attack Example

- Anomalous information about TL may indicate TL as TL'



Mistiming Trajectory Attack

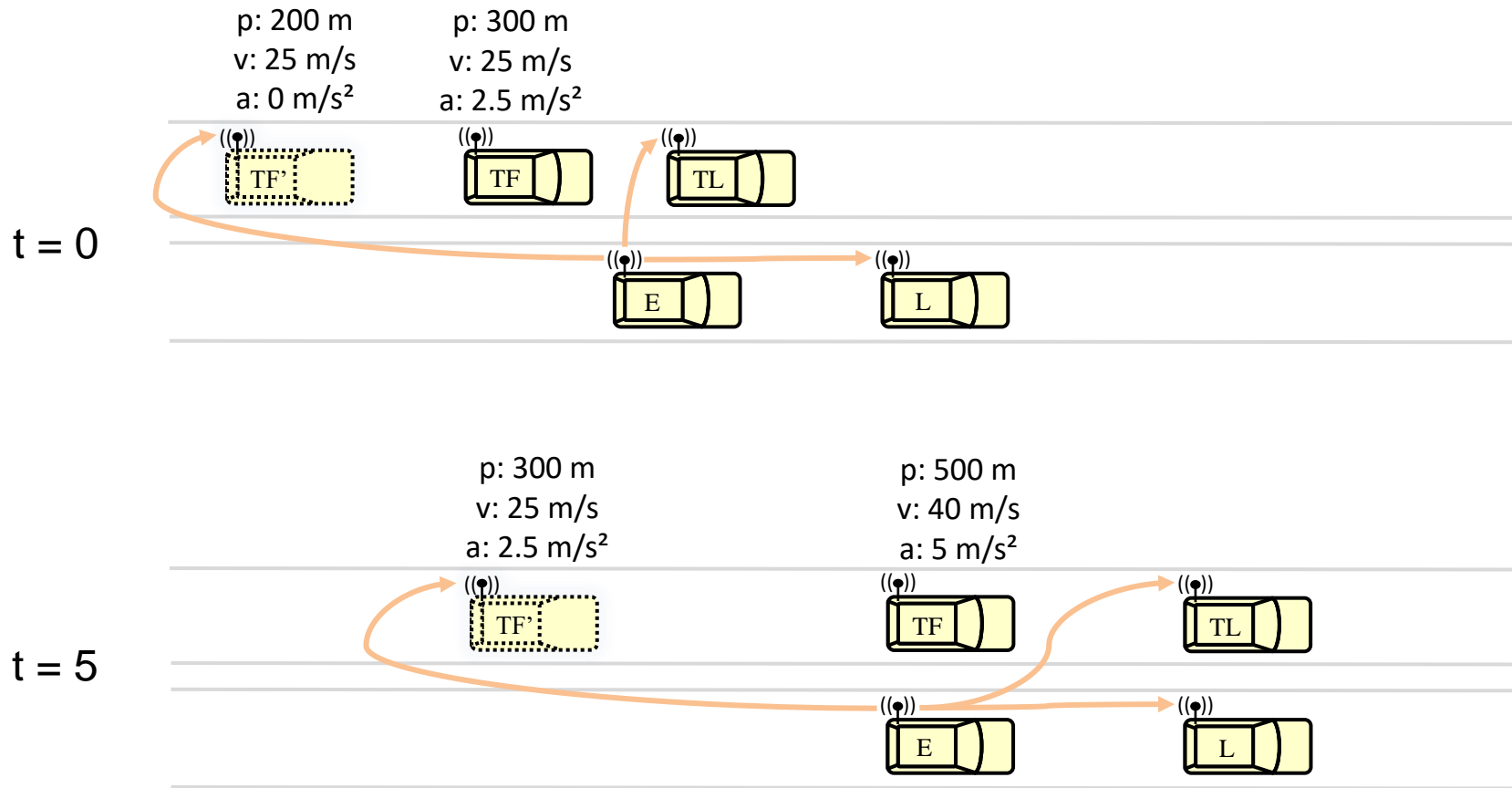
❑ Anomalous vehicles transmit outdated data about themselves

$$\square \mathbf{r}^{(t)} = [f_1^{(t)}, f_2^{(t)}, \dots, f_n^{(t)}]$$

$$\square \mathbf{r}'^{(t)} = [f_1^{(t)}, f_2^{(t)}, f_3^{(t)}, f_4'^{(t)}, f_5'^{(t)}, \dots, f_{n-2}'^{(t)}, f_{n-1}'^{(t)}, f_n'^{(t)}]$$

$$\square f'^{(t)} = \begin{cases} f^{(t-\Delta t)}, & \text{if the vehicle is anomalous} \\ f^{(t)} & , \text{if the vehicle is normal} \end{cases}$$

Mistiming Trajectory Attack Example



Data Selection: Overview

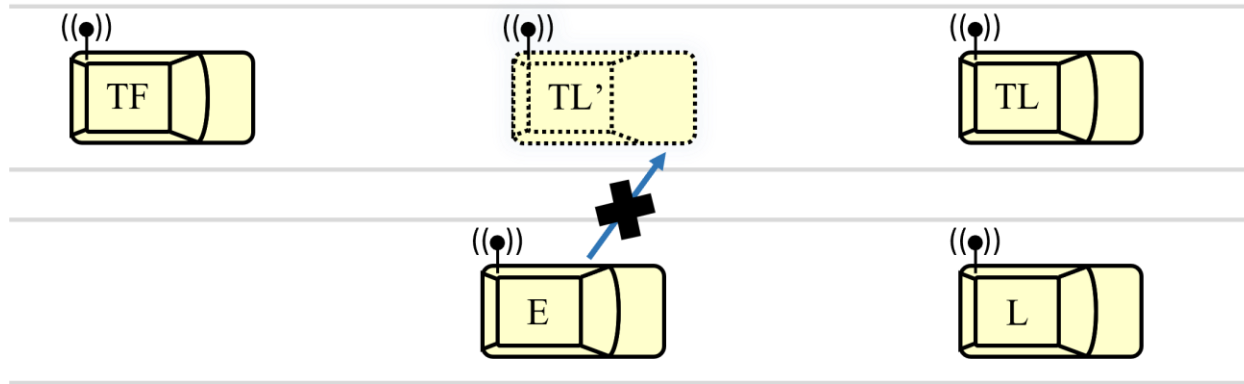
❑ We select the lane-changing scenarios that have greater importance

- The leading vehicle on the target lane blocks the lane-changing route
- The following vehicle on the target lane blocks the lane-changing route
- Colliding with the leading vehicle on the target lane during a lane-changing maneuver
- Colliding with the following vehicle on the target lane during a lane-changing maneuver

❑ We do not select scenarios that the leading vehicle is anomalous vehicle

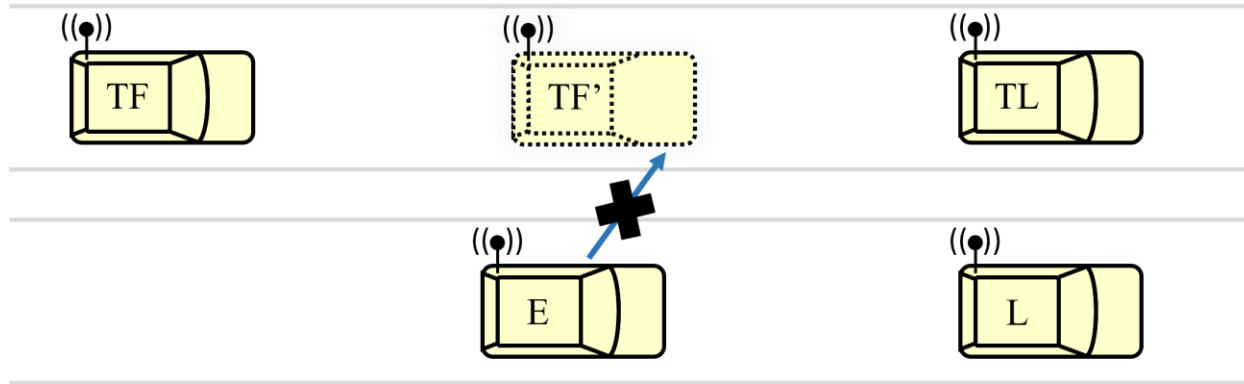
Data Selection: Case 1

- ❑ The leading vehicle on the target lane blocks the lane-changing route



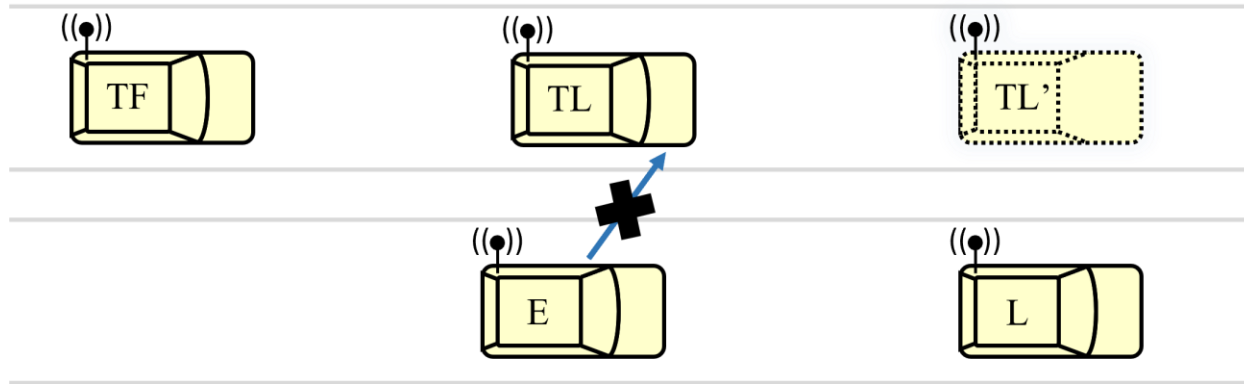
Data Selection: Case 2

- ❑ The following vehicle on the target lane blocks the lane-changing route



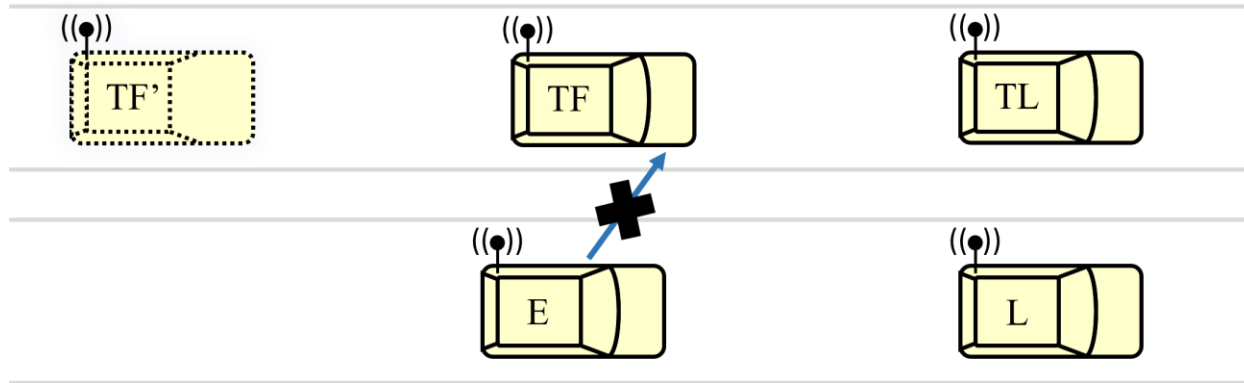
Data Selection: Case 3

- ❑ Colliding with the leading vehicle on the target lane during the lane-changing maneuver



Data Selection: Case 4

- ❑ Colliding with the following vehicle on the target lane during the lane-changing maneuver



Detection Goal (1/2)

$$\square F(R) = \begin{cases} 1, & \text{there is anomaly in } R \\ 0, & \text{there is no anomaly in } R \end{cases}$$

➤ $TP = \{R' \mid F(R') = 1\}$

➤ $FN = \{R' \mid F(R') = 0\}$

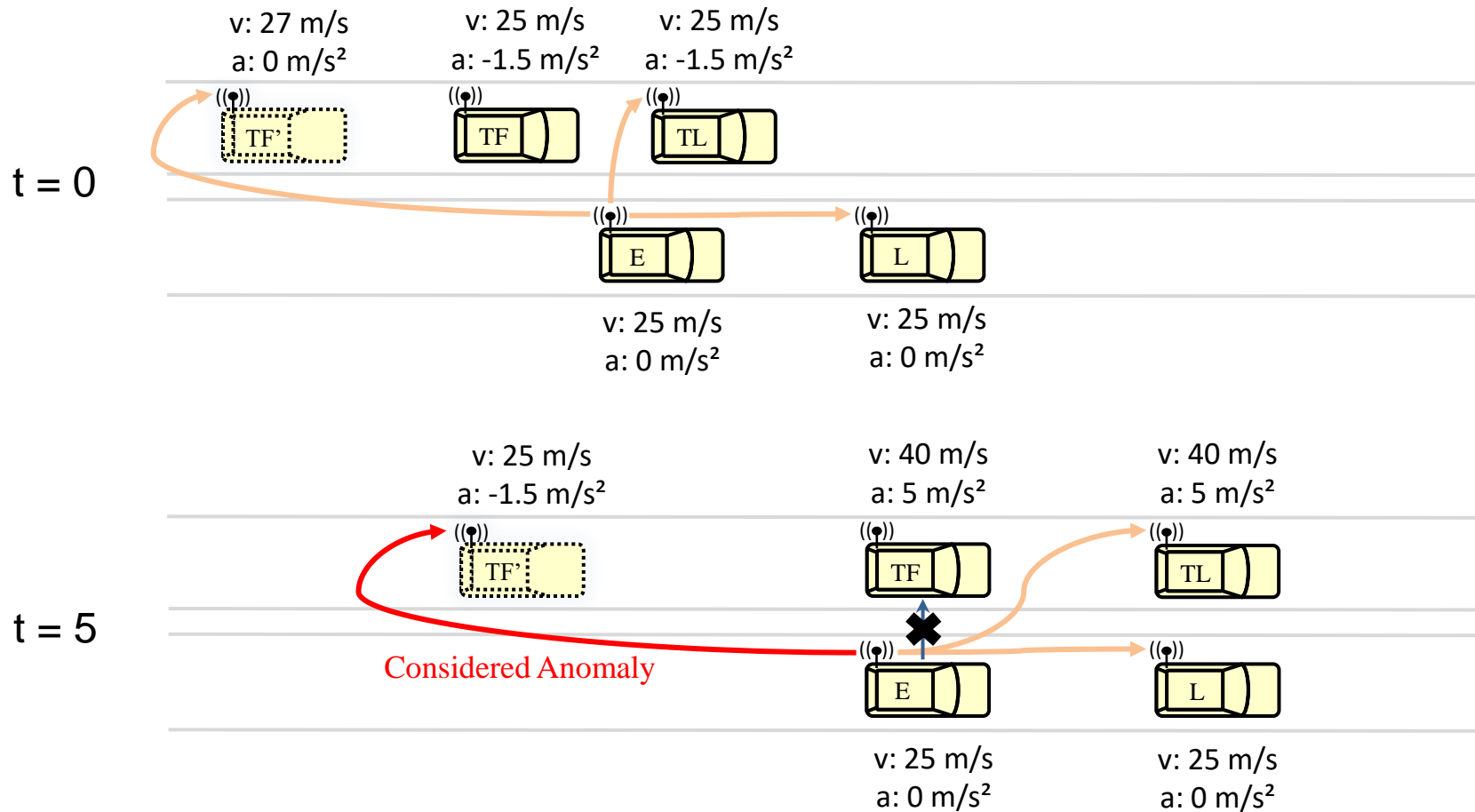
➤ $FP = \{R \mid F(R) = 1\}$

➤ $TN = \{R \mid F(R) = 0\}$

Detection Goal (2/2)

- ❑ Both anomalous data and normal data have similar positional patterns
 - Detection models need to detect whether a vehicle performs the normal driving behavior
- ❑ Detection models detect whether the driving behavior of the vehicle is normal
 - Detect acceleration and velocity offsets
 - Detect whether information from the past aligns with the normal driving behavior at the current point in time

Detection Goal Example



Traffic Environments

❑ Three traffic environments

- Highway, roundabout and opposite overtaking
- Provide a broader range of scenarios analysis

❑ Different driving behavior in traffic environments

Highway

❑ Heavy traffic flow

- Frequent lane changing by vehicle in order to maintain a smooth flow of traffic

❑ High level of safety

- Vehicles traveling at high speed on a highway can have life-threatening accidents with a single operational mistake



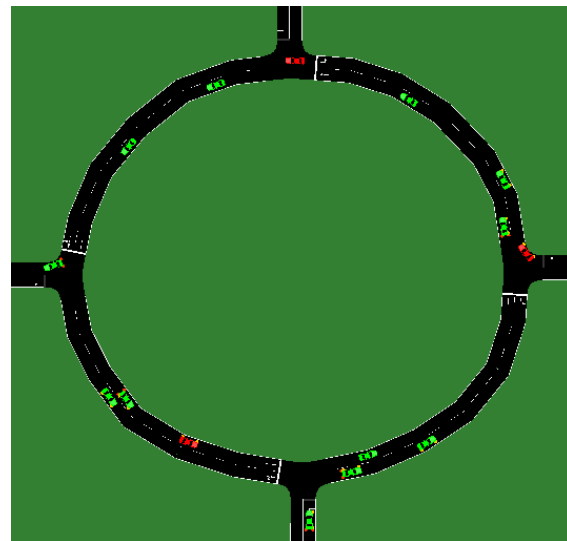
Roundabout

❑ Frequent lane changing

- Vehicles drive on the inner lane during general circulation and change to the outer lane for leaving

❑ Exit-related driving behavior

- Vehicles have frequent accelerations and decelerations when they near exits



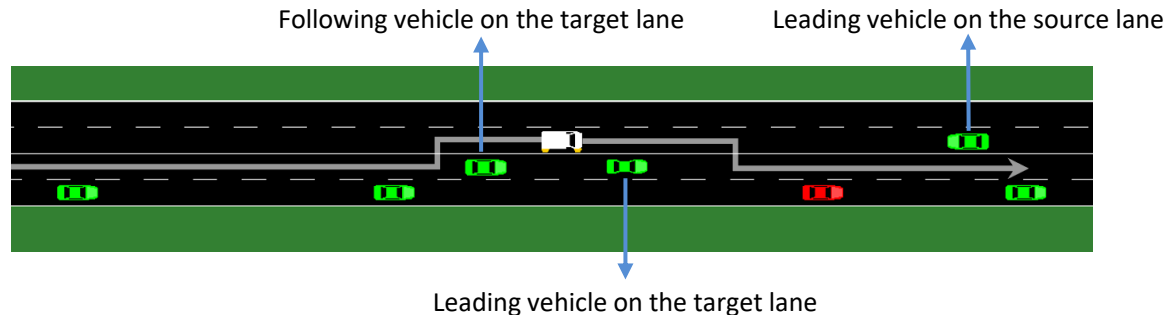
Opposite Overtaking

❑ Dangerous situation

- Put both the oncoming vehicles (leading vehicle) and the overtaking vehicle itself in significant danger

❑ Inconsistent driving behavior

- Vehicles perform unusual driving behavior when they encounter the emergency events

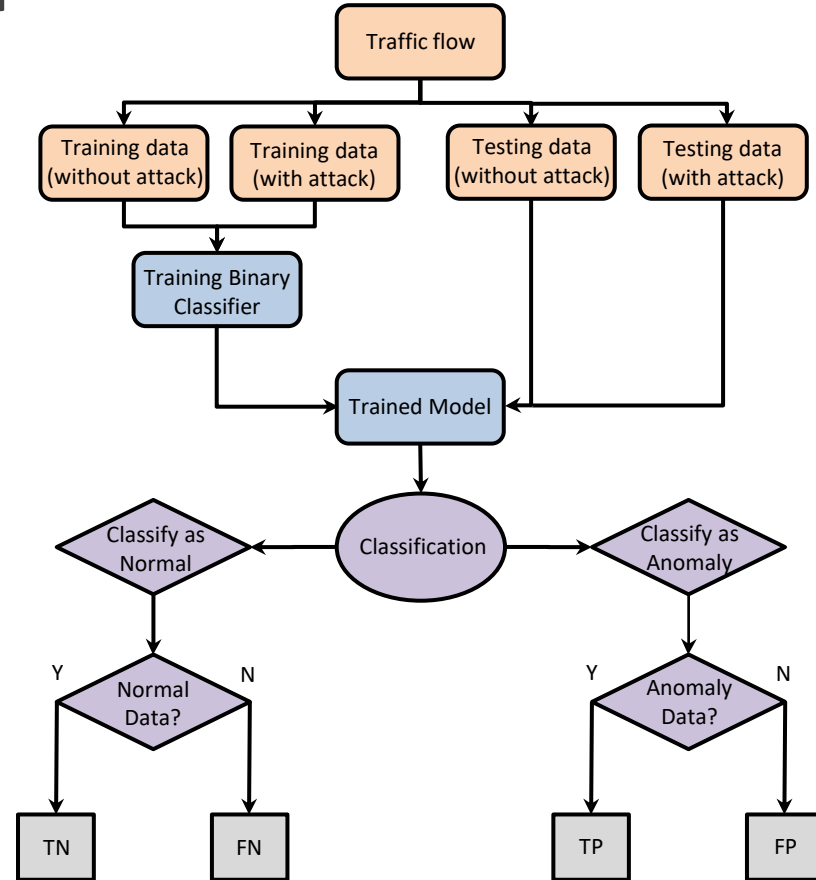


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Classifier Approach

- ❑ Binary classification
- ❑ Propose two deep-learning-based models
 - Long Short-Term Memory based RNN
 - Deep Neural Network
- ❑ Two machine-learning-based models / Rule-based model
 - Mainly for the comparison of deep-learning-based models



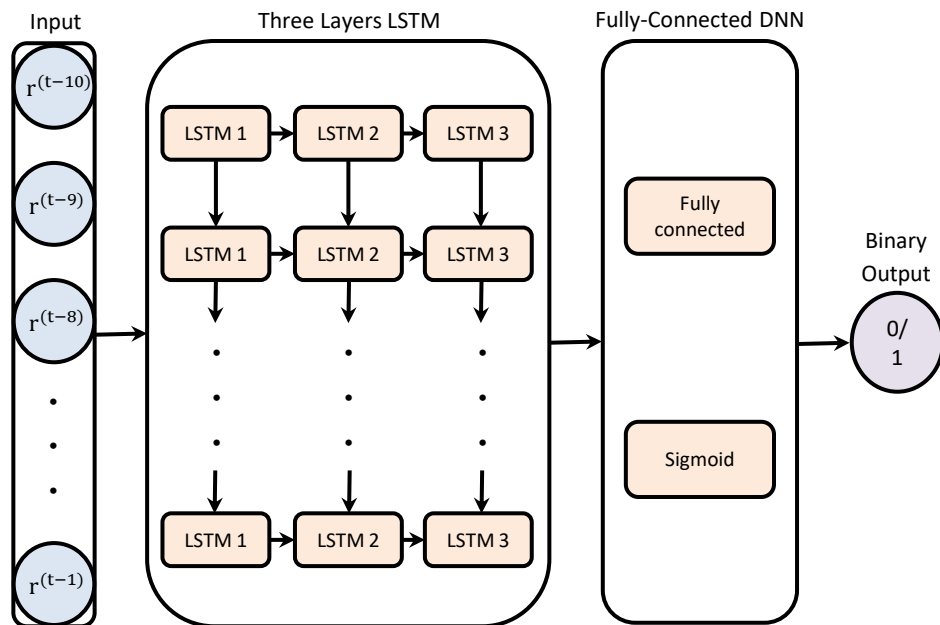
Long Short-Term Memory (LSTM)

❑ LSTM is well-suited for processing time-series data

- LSTM layer contains memory units that can capture and retain the long-term dependencies

❑ The long-term dependencies

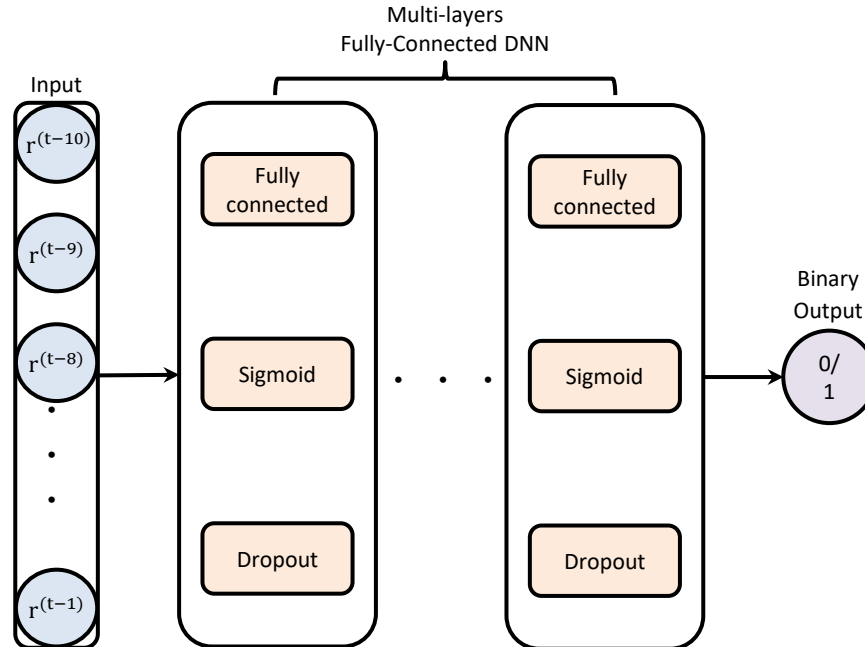
- How the behavior of a vehicle is affected by the surrounding vehicles



Deep Neural Network (DNN)

❑ DNN is able to detect the abnormal driving behavior

- DNN can detect the abnormal driving behavior by significant differences in speed, position, or acceleration compared to surrounding vehicles



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Setting

- ❑ All the experiment are running on the desktop with Intel Core i7-9700 CPU, and NVIDIA-2080Ti GPU
- ❑ Use SUMO (**S**imulation of **U**rban **M**obility) to generate training and testing data
- ❑ Three traffic environments are used in the simulation

SUMO

❑ SUMO is a simulation platform

- 5000 training data and 1000 testing data in highway and roundabout
- 1500 training data and 300 testing data in opposite overtaking
- 1:1 ratio between normal data and anomaly data

❑ Directly deploy the attacks into simulation

- Generate data to better reflect the real-world scenarios

Comparative Models

❑ Support Vector Machine (SVM)

- Effectively handle high dimensional data and nonlinear problems

❑ Random Forest (RF)

- High robustness and flexibility

❑ Rule-based model (RBS)

- Physics rules
- No sudden brake or acceleration

Results: Acceleration Bias Attack

❑ Deep-learning-based models outperform other models

- LSTM better than DNN due to its model characteristics that can handle time series data
- Rule-based model cannot detect the anomaly since our attacks are stealthy

❑ Longer data length leads to better result

Environment / Data Length	LSTM	DNN	SVM	RF	RBS
Highway / 5	0.92	0.86	0.74	0.79	0.03
Highway / 10	0.95	0.92	0.72	0.80	0.04
Roundabout / 5	0.90	0.87	0.78	0.76	0.03
Roundabout / 10	0.94	0.92	0.77	0.77	0.05
Overtaking / 5	0.84	0.78	0.63	0.64	<0.01
Overtaking / 10	0.85	0.81	0.63	0.61	<0.01

Results: Acceleration Bias Attack

□ Highway

- The normal driving behavior on the highway is much stricter
- Easier to detect the added attack offset on acceleration and velocity

□ Roundabout

- Vehicles have frequent acceleration and deceleration near exits
- Harder to detect the added attack offset on acceleration and velocity

□ Opposite overtaking

- Vehicles accelerate and decelerate to provide sufficient spaces for the opposite overtaking vehicles

Results: Mistiming Trajectory Attack

- ❑ Deep-learning-based models outperform other models
- ❑ Longer time step intervals lead to better results
 - The larger differences in driving behavior

Environment / Time step intervals	LSTM	DNN	SVM	RF	RBS
Highway / 10	0.72	0.66	0.60	0.51	<0.01
Highway / 20	0.81	0.72	0.63	0.56	<0.01
Roundabout / 10	0.86	0.83	0.65	0.64	<0.01
Roundabout / 20	0.89	0.84	0.71	0.67	<0.01
Overtaking / 10	0.70	0.61	0.61	0.59	<0.01
Overtaking / 20	0.75	0.65	0.64	0.60	<0.01

Results: Mistiming Trajectory Attack

❑ Highway

- Some of the data are not ideal

❑ Roundabout

- Driving behavior is more likely to be affected by surrounding vehicles

❑ Opposite overtaking

- The inconsistency of driving behavior makes it difficult to classify

Runtimes

❑ The testing time of detection models are not longer than 0.21 milliseconds per data

➤ Suitable for real-time systems

Model	LSTM	DNN	SVM	RF
Training Time (minutes)	14	15	2	3

Model	LSTM	DNN	SVM	RF
Testing Time per Data (milliseconds)	0.21	0.07	0.03	0.05

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Conclusion

❑ Propose stealthy attacks

- Cannot be detected by a rule-based model

❑ Propose deep-learning-based models for anomaly detection

- The models achieve decent detection performances against the anomaly

❑ Have a general anomaly detection workflow

- The workflow can be used in different lane-changing environments
- Analyzing the driving behavior in three different traffic environments

❑ Deploy the attacks directly into SUMO during the simulation

- Generate data to better reflect the real-world scenarios
- Establish the standards and specifications for the operations in SUMO

Future Work

❑ Explore more efficient detection approaches

- Convolutional Neural Networks model (CNN)
- Generative Adversarial Networks model (GAN)

❑ Explore powerful attack models

- Collaborative Attacks

❑ Take actions after detecting the anomaly

- Make vehicles stay away from anomalous vehicles

Q&A

Thank You!