



# Outline (Meeting 9 Feb, 2021)

- Paper (A) Stealthy attacks
- Paper (B) Mitigation Strategy



# Reconfigurable Pneumatic System

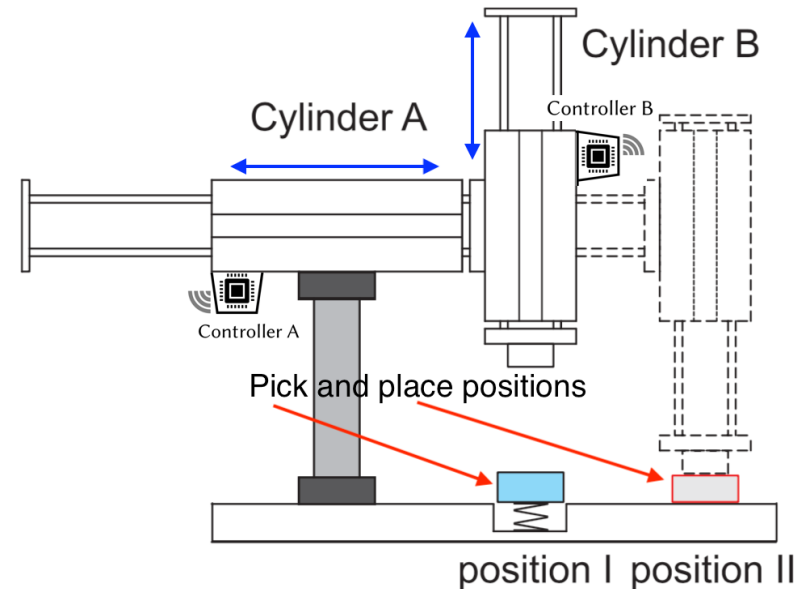
System's work cycle:

**B + B - A + B + B - A -**

where X+ denotes advancement and X-  
retracting of cylinder

X ( $X \in \{A, B\}$ )

## Reconfigurable Pneumatic System





# Input and output signals

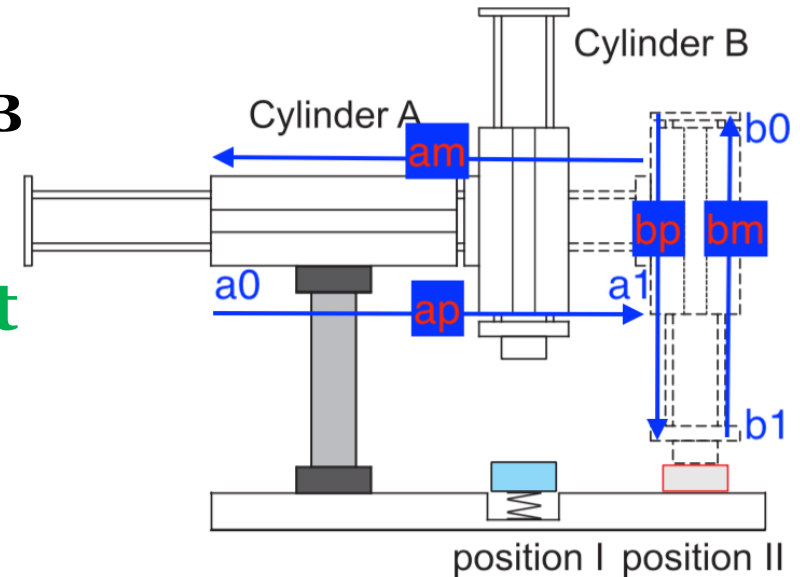
**Controller's  
input and output signals:**

**Controller A      Controller B**

Sensing signals:      **a0, a1**      **b0, b1**

Commands:      **ap, am**      **bp, bm, st**

## Reconfigurable Pneumatic System



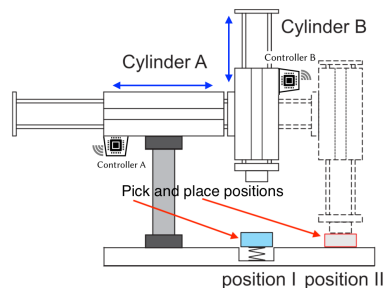


# CIPN

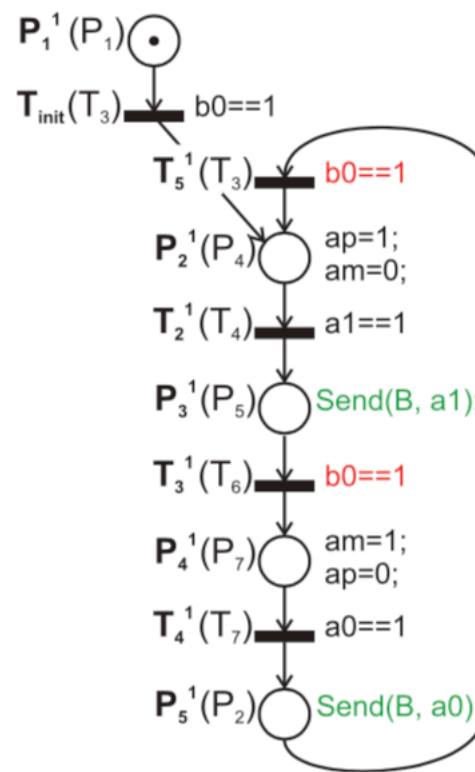
System's work cycle:  
**B + B - A + B + B - A -**

**Sensing Events**

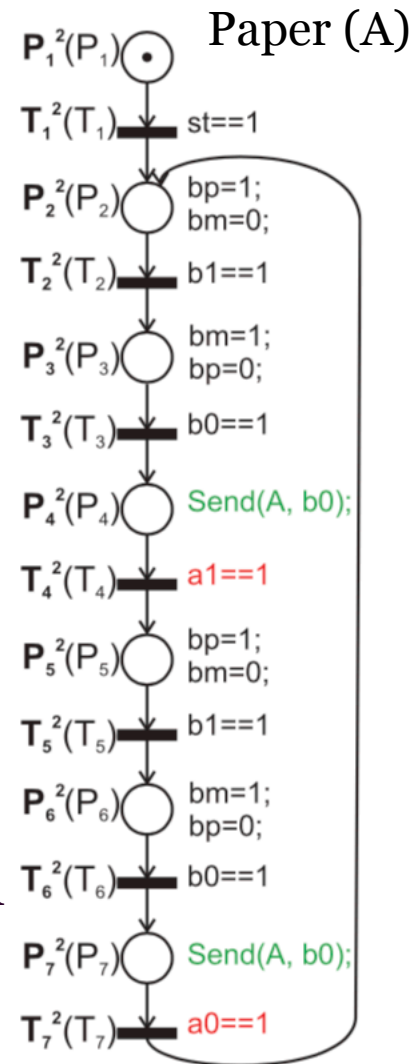
**Commands**



**Global (a)**



**Local Controller A (b)**



**Local Controller B (c)**

Paper (A)



# Cylinders A and B (FSMi)

## Controllable and Uncontrollable events

Possible behaviours of Cylinder **A** and **B** represented as FSA.

$$(Q^i, E^i, f^i, q_0^i)$$

Local Controller **A** and **B**:

**Actuator signals**  
(**Controllable** events)

**Sensor signals**  
(**Uncontrollable** events)

$$E^i = E_c^i \cup E_{uc}^i$$

$$E_o^i \cup E_{uo}^i$$

- Each Cylinder **A** and **B** modeled as FSA that is locally controlled by a Local Controller specified by **CIPN**.
- **Sensor signals** assigned to **CIPNi** transitions belong to **uncontrollable** events, while **actuator signals** assigned to the places are **controllable**.



# Controlled loop behavior of system

- Each Local controller **A** and **B** provides controlled behaviour of the Cylinder **A** and **B** through a feedback control loop by imposing a **Supervisor**.

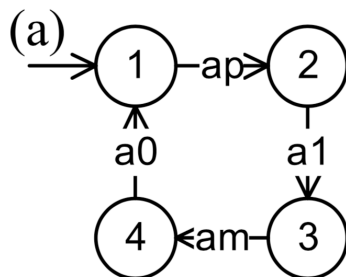
The system as a whole can be represented as an FSA:

$$(Q^i, E^i, f^i, q_0^i) \times (Q^i, E^i, f^i, q_0^i)$$

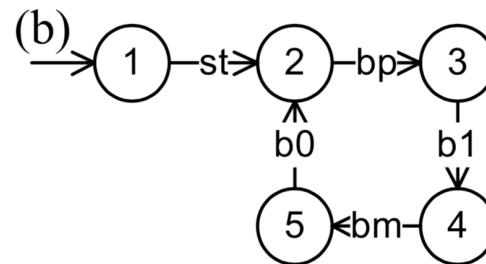
$$S \times G,$$



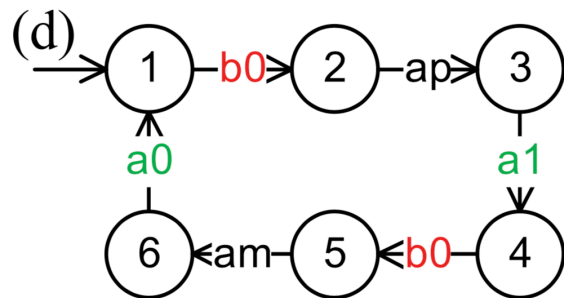
# Model of system as FSAs



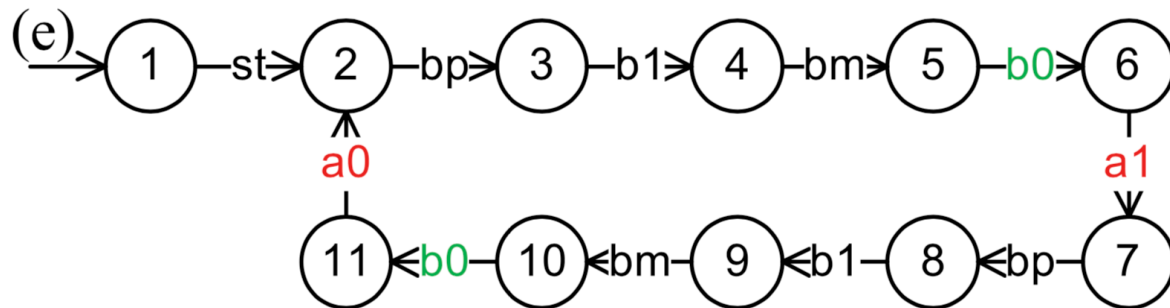
Cylinder A (**Global\_A**)



Cylinder B (**Global\_B**)



Local Controller A (**Supervisor\_A**)



Local Controller A (**Supervisor\_B**)

**Observable events:**  $\{ap, a1, am, a0\}$

$\{bp, b1, bm, b0, st\}$

**Controllable events:**  $\{ap, am\}$

$\{bp, bm\}$



# Modeling impacts of attacks

Two possible types of attacks:

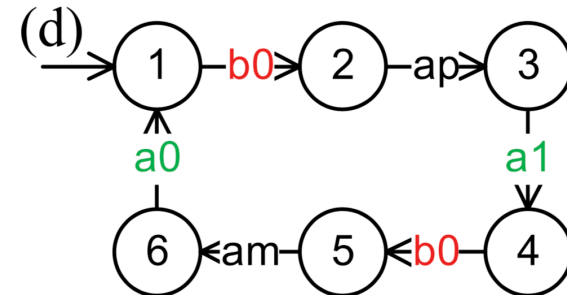
- **Event insertion:** A controller **Si** receives an event before **Sj** sends it.
- **Event removal:** An event sent to a controller **Si** from a controller **Sj** is not received.

Assumption (**Stealthy attacks**):

- We assume that the attacker's goal is to affect the performance of the system **without being immediately revealed**;
- Attacker knows the current states of the cylinders and supervisors.

Simple event insertion can be easily detected.

Such as inserting events like **bo** when automaton **Supervisor\_A** is in, e.g., state3.

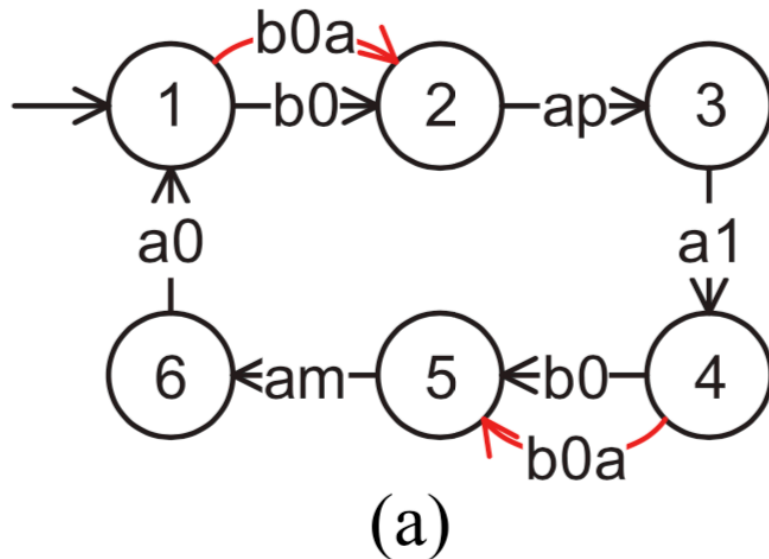


Local Controller A (**Supervisor\_A**)

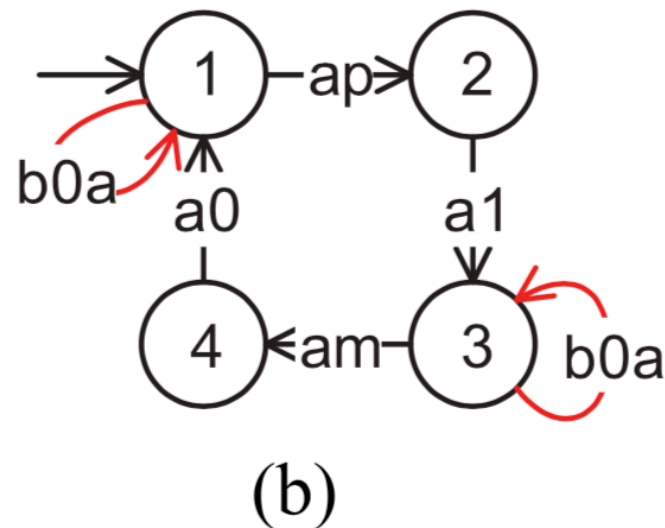




# Modeling event insertion attack



Local Controller A (**Supervisor\_A**)  
Under attack



Cylinder A (**Global\_A**)  
Under attack

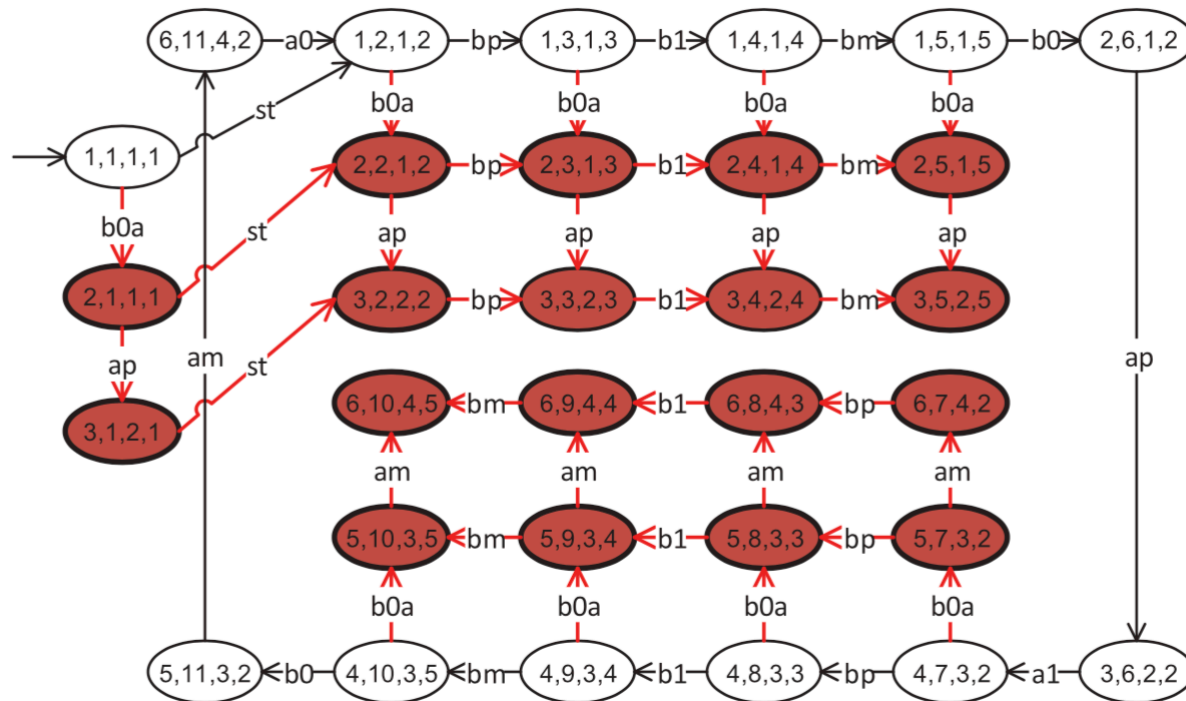


# Model of system under event insertion attack

## The model of the system under such attack

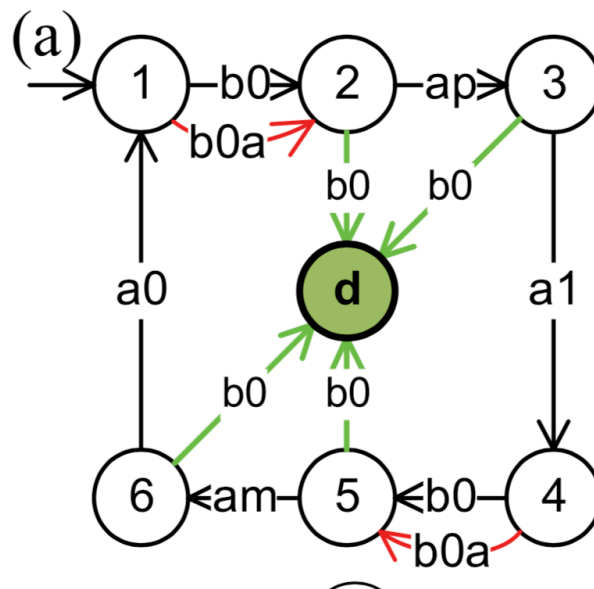
state(x, y, z, u)

X: Supervisor\_A state,  
Y: Supervisor\_B state,  
Z: Global\_A state,  
U: Global\_B state.





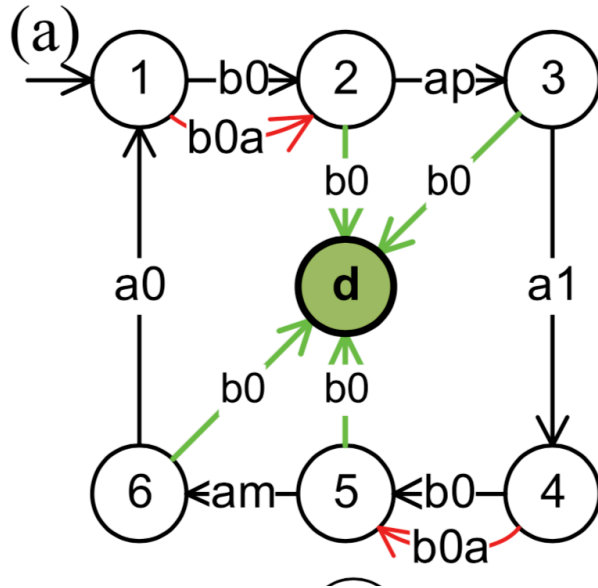
# Modeling a supervisor integrated with a detected state



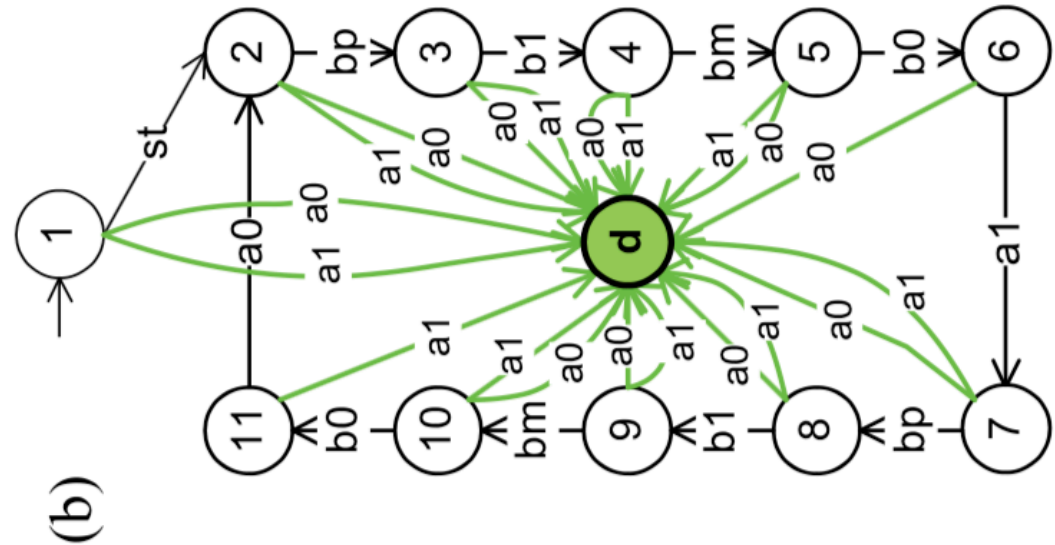
**Local Controller A (Supervisor\_A)**  
**Integrated with a detect state**



# Modeling a supervisor integrated with a detected state



Local Controller A (**Supervisor\_A**)  
Integrated with a detect state



Local Controller B (**Supervisor\_B**)  
Integrated with a detect state



# Identification of undesired system behavior

The question is whether the system under attack will lead to a catastrophic damage before the attack is revealed.

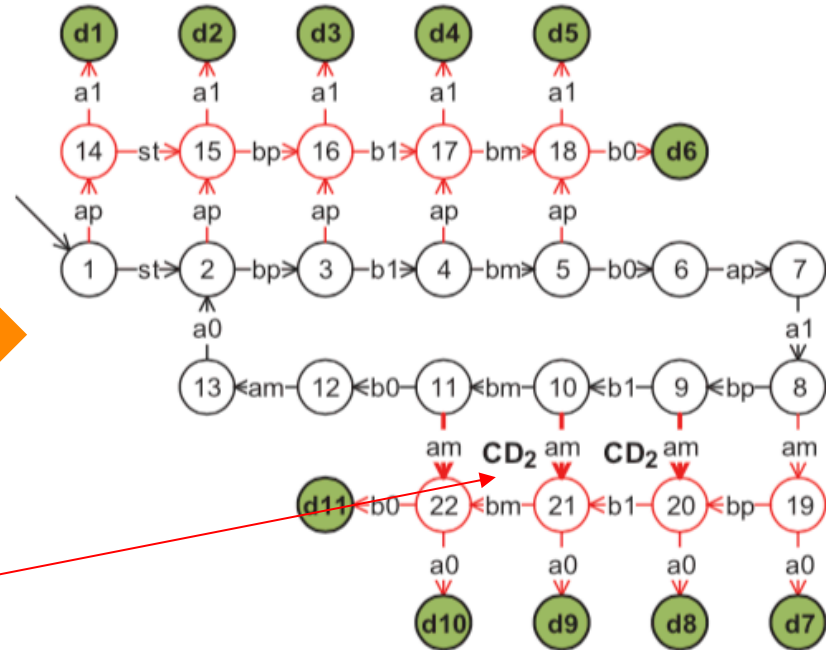
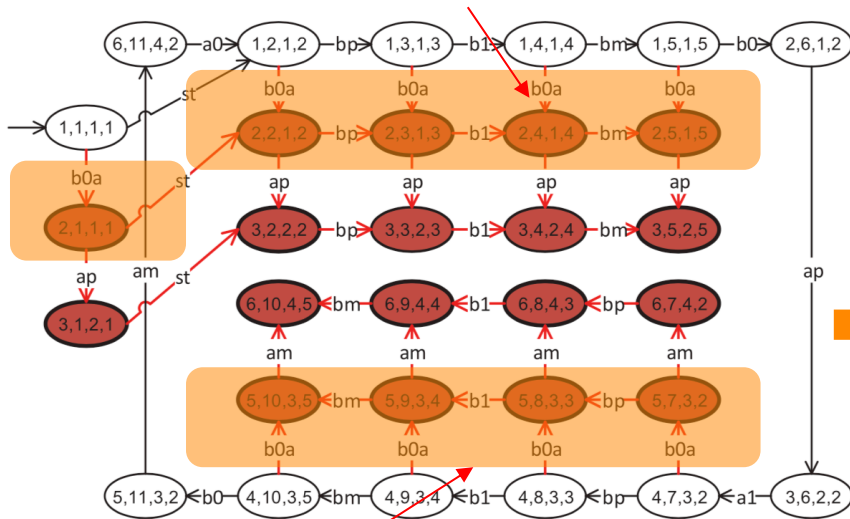
Two **situations** that endanger the quality of the process in Reconfigurable Pneumatic System:

- (CD1)- Cylinder B **enters** position II from **horizontal direction**,
- (CD2)- Cylinder B **leaves** position II in **horizontal direction**.

CD1 and CD are presented as **events strings** set.

CD <sub>1</sub>	$w_{c,1}^1 = w_{r1}(ama0ap)^*bp, w_{c,2}^1 = w_{r1}(amap)^*bp$ where $w_{r1} = w_r bpb1bmb0ap(a1ama0ap)^*$
CD <sub>2</sub>	$w_{c,1}^2 = w_{r2}am, w_{c,2}^2 = w_{r2}b1am, w_{c,3}^2 = w_{r2}b1bmam$ where $w_{r2} = w_r bpb1bmb0apa1bp(b1bmb0bp)^*$

## Unobservable events



# Applied Projection

$$\text{CD}_2 \quad w_{c,1}^2 = w_{r2}am, w_{c,2}^2 = w_{r2}b1am, w_{c,3}^2 = w_{r2}b1bmam$$

**Catastrophic damage** where  $w_{r2} = w_r b p b' 1 b m b 0 a p a 1 b p (b 1 b m b 0 b p)^*$



# Attack Mitigation

## Target problem:

- Taking actions **too late** when the attack is detected,

## Solution:

- Formulates the attack mitigation problem as a **tolerant** control problem under partial observation.
  - Controllable events
  - Defendable events

The goal is to prevent the new system from reaching **unsafe states** while **maximizing the desirable behavior**, which is the closed-loop language without attack.



- Example





# Outline (Meeting 16 Feb, 2021)

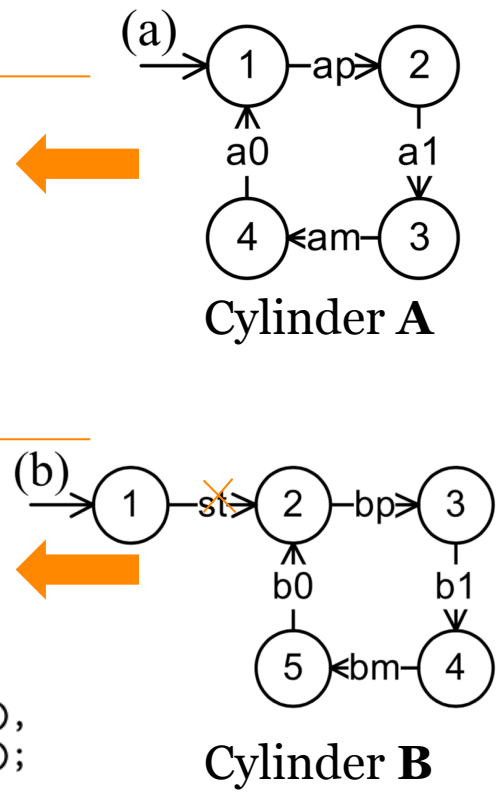
- Reconfigurable Pneumatic System Rebeca Model (Rebeca codes)
  - Plant without controller components (Physical Layer)
  - Plant with controller components (Cyber and Physical Layers)
  - Integrate controller components with detectors
  - Attacks (Event Insertion)
- Mitigation Module (LF code, implementation will be next week )

```
//system's work cycle: all possible states of plant
//intitil state: a0, b0
```

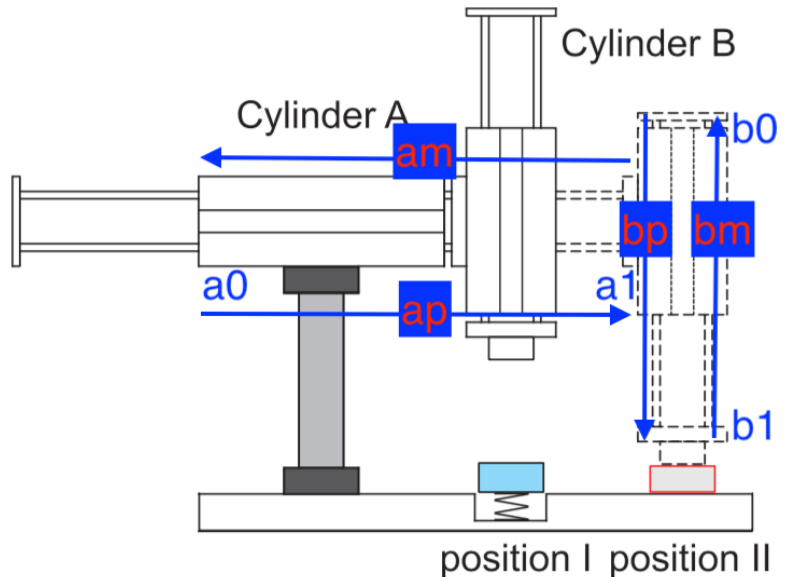
```
reactiveclass Cylinder_A(4){
  knownrebecs{}
  statevars{}
  Cylinder_A(){self.ap();}
  msgsrv ap() {self.a1();}
  msgsrv a1() {self.am();}
  msgsrv am() {self.a0();}
  msgsrv a0() {self.ap();}
}

reactiveclass Cylinder_B(4){
  knownrebecs{}
  statevars{}
  Cylinder_B(){self.bp();}
  msgsrv bp() {self.b1();}
  msgsrv b1() {self.bm();}
  msgsrv bm() {self.b0();}
  msgsrv b0() {self.bp();}
}

main{
  Cylinder_A cylinder_A():(),
  Cylinder_B cylinder_B():();
}
```

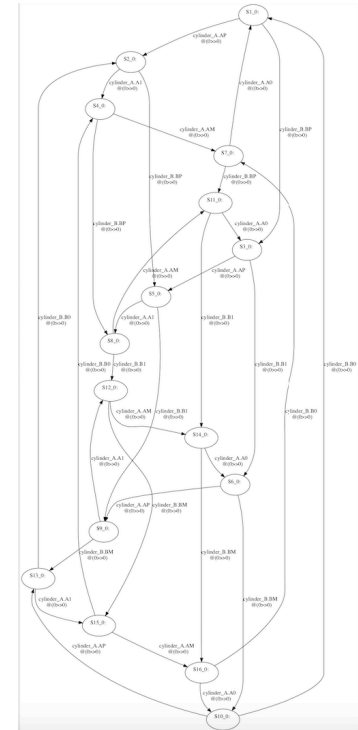


# Reconfigurable Pneumatic System



Rebeca model without controller components

**Generated state-space by Afra  
(Rebeca model without controllers)**



```
//system's work cycle: bp, b1, bm, b0, bp, b1, bm, b0, am, a0
//initial state: a0, b0
```

```
reactiveclass Cylinder_A(4){
  knownrebecs{LocalControllerA lc_A;}
  statevars{}
  Cylinder_A(){}
  msgsrv ap() {self.a1();}
  msgsrv a1() {lc_A.a1();}
  msgsrv am() {self.a0();}
  msgsrv a0() {lc_A.a0();}
}
```

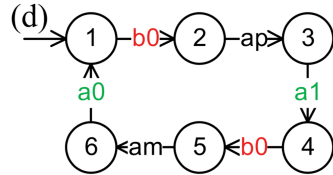
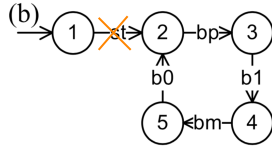
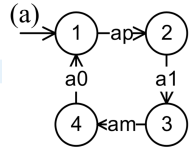
```
reactiveclass Cylinder_B(4){
  knownrebecs{LocalControllerB lc_B;}
  statevars{}
  Cylinder_B(){}
  msgsrv bp() {self.b1();}
  msgsrv b1() {lc_B.b1();}
  msgsrv bm() {self.b0();}
  msgsrv b0() {lc_B.b0();}
}
```

```
reactiveclass LocalControllerA(4){
  knownrebecs{Cylinder_A Cyl_a;LocalControllerB lc_B;}
  statevars{boolean turn;}
  LocalControllerA(){turn = true;}
  msgsrv a0() {lc_B.a0();} //Input signals
  msgsrv a1() {lc_B.a1();}
  msgsrv b0() {
    if(turn){ Cyl_a.ap(); turn = false;} else {
      Cyl_a.am(); turn = true;} //Output signals
  }
}
```

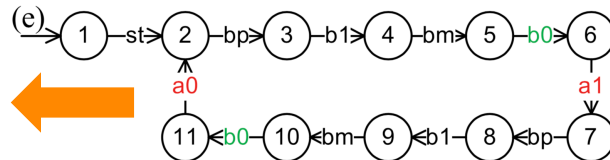
```
reactiveclass LocalControllerB(4){
  knownrebecs{Cylinder_B Cyl_b;LocalControllerA lc_A;}
  statevars{}
  LocalControllerB(){self.st();}
  msgsrv st() {Cyl_b.bp();} //start bottom
  msgsrv b1() {Cyl_b.bm();}
  msgsrv b0() {lc_A.b0();}
  msgsrv a0() {Cyl_b.bp();}
  msgsrv a1() {Cyl_b.bp();}
}
```

```
main{
  Cylinder_A cylinder_A(lc_A):();
  Cylinder_B cylinder_B(lc_B):();
  LocalControllerA lc_A(cylinder_A, lc_B):();
  LocalControllerB lc_B(cylinder_B, lc_A):();
}
```

# Rebeca model with controller components



## Local Controller A

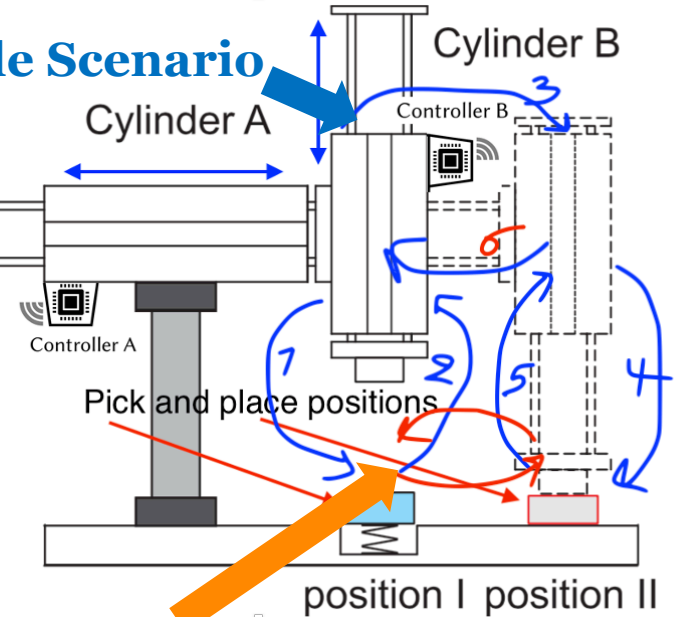


## Local Controller B

```
/*
CTL{
Safety_1: E(ap U bp);
Safety_2: E(am U bp);
}
*/
```

# Reconfigurable Pneumatic System

## Desirable Scenario



## Safety Properties:

**Safety\_1:  $\neg(bp \rightarrow ap)$ ;**  
**Safety\_2:  $\neg(bp \rightarrow am)$ ;**

# Generated state-space by Afra (Rebeca model with controller components)



//system's work cycle: bp, b1, bm, b0, bp, b1, bm, b0, am, a0

//initial state: a0, b0

```
reactiveclass Cylinder_A(4){
  knownrebcs{LocalControllerA lc_A;}
  statevars{}
  Cylinder_A(){}
  msgsrvt ap() {delay(1);self.a1();}
  msgsrvt a1() {lc_A.a1();}
  msgsrvt am() {delay(1);self.a0();}
  msgsrvt a0() {lc_A.a0();}
}
```

```
reactiveclass Cylinder_B(4){
  knownrebcs{LocalControllerB lc_B;}
  statevars{}
  Cylinder_B(){}
  msgsrvt bp() {delay(1);self.b1();}
  msgsrvt b1() {lc_B.b1();}
  msgsrvt bm() {delay(1);self.b0();}
  msgsrvt b0() {lc_B.b0();}
}
```

```
reactiveclass LocalControllerA(4){
  knownrebcs{Cylinder_A Cyl_a;LocalControllerB lc_B;}
  statevars{boolean [4]s; boolean turn,alarm;} // expected inputs order s = (b0,a1,b0,a0)*
  LocalControllerA(){}
  //self.b0() after(0); //Event-Insetion *The integrated detector will not recognize this injection before violation (Bad-Event).*
  s[0] = true; s[1] = false; s[2] = false; s[3] = false; // initial state
  turn = true;
  alarm = false;
}
msgsrvt a0() {self.d(3);}
msgsrvt a1() {self.d(1);}
msgsrvt b0() {if(turn){ self.d(0); turn = false;}
              else {self.d(2); turn = true;}}
```

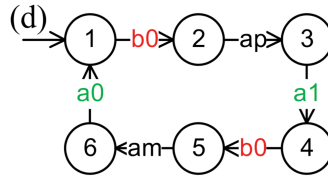
## Detector component

```
msgsrvt d(int c) { //detector
  if(c == 0 && s[0] == true){Cyl_a.ap(); s[0] = false; s[1] = true; s[2] = false; s[3] = false;}
  else if(c == 1 && s[1] == true){lc_B.a1(); s[0] = false; s[1] = false; s[2] = true; s[3] = false;}
  else if(c == 2 && s[2] == true){Cyl_a.am(); s[0] = false; s[1] = false; s[2] = false; s[3] = true;}
  else if(c == 3 && s[3] == true){lc_B.a0(); s[0] = true; s[1] = false; s[2] = false; s[3] = false;}
  else {alarm = true;}
}
```

```
reactiveclass LocalControllerB(4){
  knownrebcs{Cylinder_B Cyl_b;LocalControllerA lc_A;}
  statevars{}
  LocalControllerB(){}
  msgsrvt st() {Cyl_b.bp();}
  msgsrvt b1() {Cyl_b.bm();}
  msgsrvt b0() {lc_A.b0();}

  msgsrvt a0() {Cyl_b.bp();}
  msgsrvt a1() {Cyl_b.bp();}
}
```

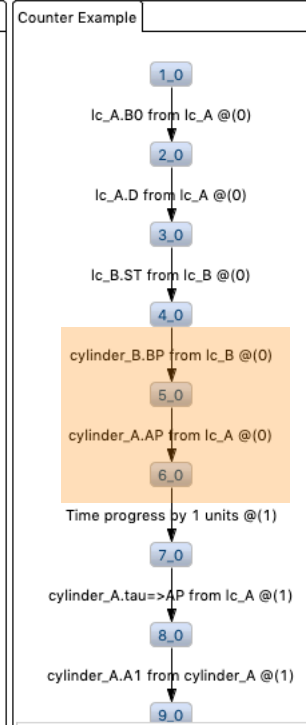
```
main{
  Cylinder_A cylinder_A(lc_A);
  Cylinder_B cylinder_B(lc_B);
  LocalControllerA lc_A(cylinder_A, lc_B);
  LocalControllerB lc_B(cylinder_B, lc_A);
}
```



## On-time Detection

## Late Detection

```
property {
  define {
    alarm = lc_A.alarm;
  }
  Assertion{
    Safety_Alarm: !(alarm);
  }
  /*
  CTL{
    Violation1: E(ap U bp);
    Violation2: E(am U bp);
  }
  */
}
```

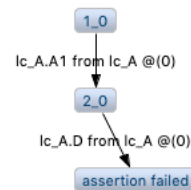


## Event Injection Self.bo() after(o);

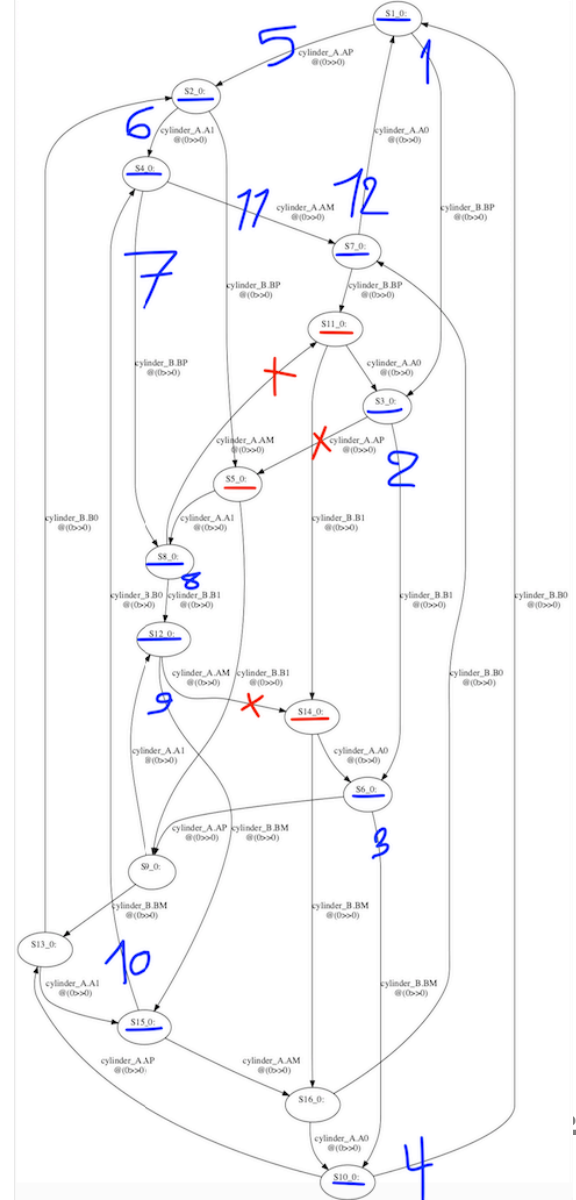
```
reactiveclass LocalControllerB(4){
  knownrebcs{Cylinder_B Cyl_b;LocalControllerA lc_A;}
  statevars{}
  LocalControllerB(){}
  msgsrvt st() {Cyl_b.bp();}
  msgsrvt b1() {Cyl_b.bm();}
  msgsrvt b0() {lc_A.b0();}

  msgsrvt a0() {Cyl_b.bp();}
  msgsrvt a1() {Cyl_b.bp();}
}
```

```
main{
  Cylinder_A cylinder_A(lc_A);
  Cylinder_B cylinder_B(lc_B);
  LocalControllerA lc_A(cylinder_A, lc_B);
  LocalControllerB lc_B(cylinder_B, lc_A);
}
```



## Mitigation Module (Model@runtime)





## LF Modules

