Optimizing Defensive Investments in Energy-Based Cyber-Physical Systems

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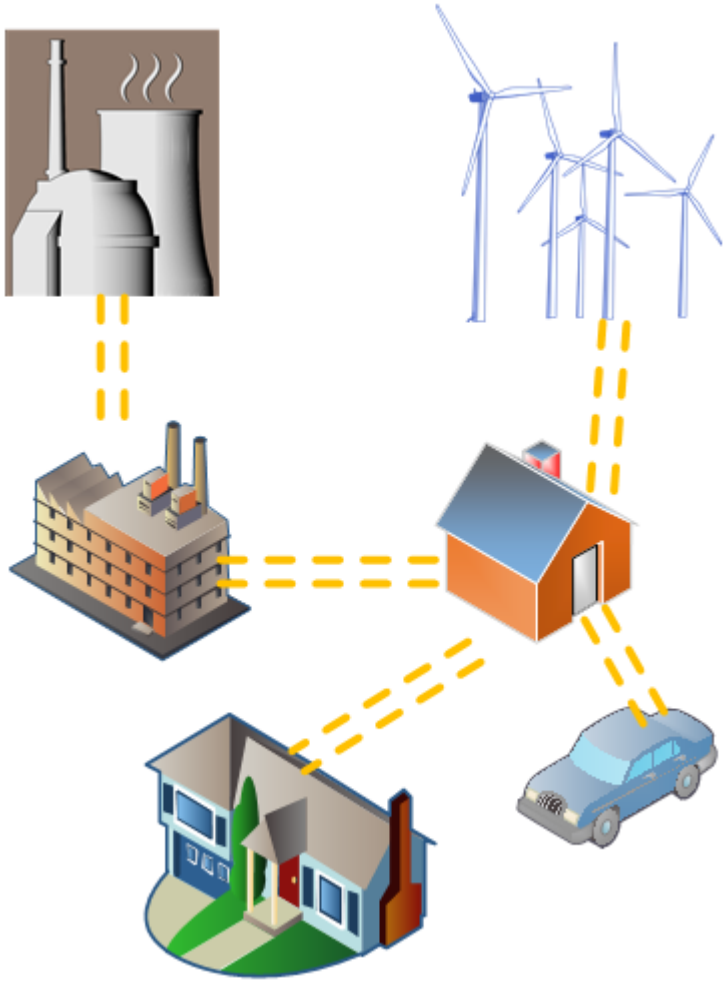
Energy-Based Cyber-Physical Systems

- Energy-based
  - Difficult resource to store
  - Efficiency gains from real-time control
- Cyber-Physical System
  - Part cyber
    - Computation, communication
  - Part physical
    - Electric power, controls

Energy System Trends

- Increasing Renewables
  - Unpredictability
- Extended feedback loops
  - Smart meter controls
- Deregulated and dynamic markets
  - Near real-time prices
- ICS-CERT trends
  - Control system hacks plausible

Renewables and Smart Grids



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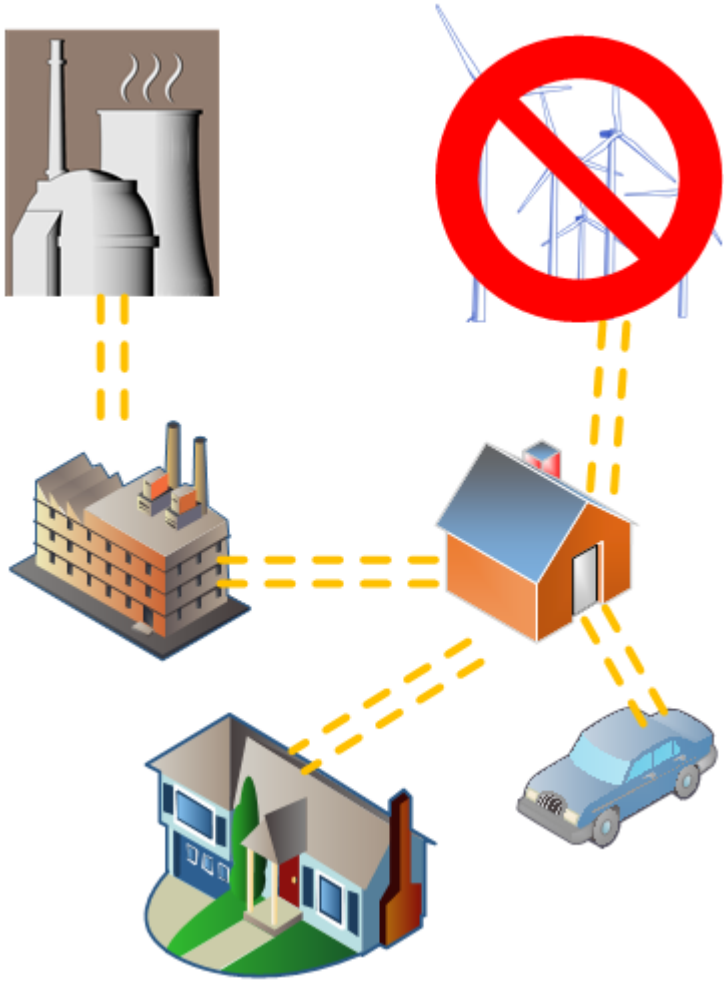

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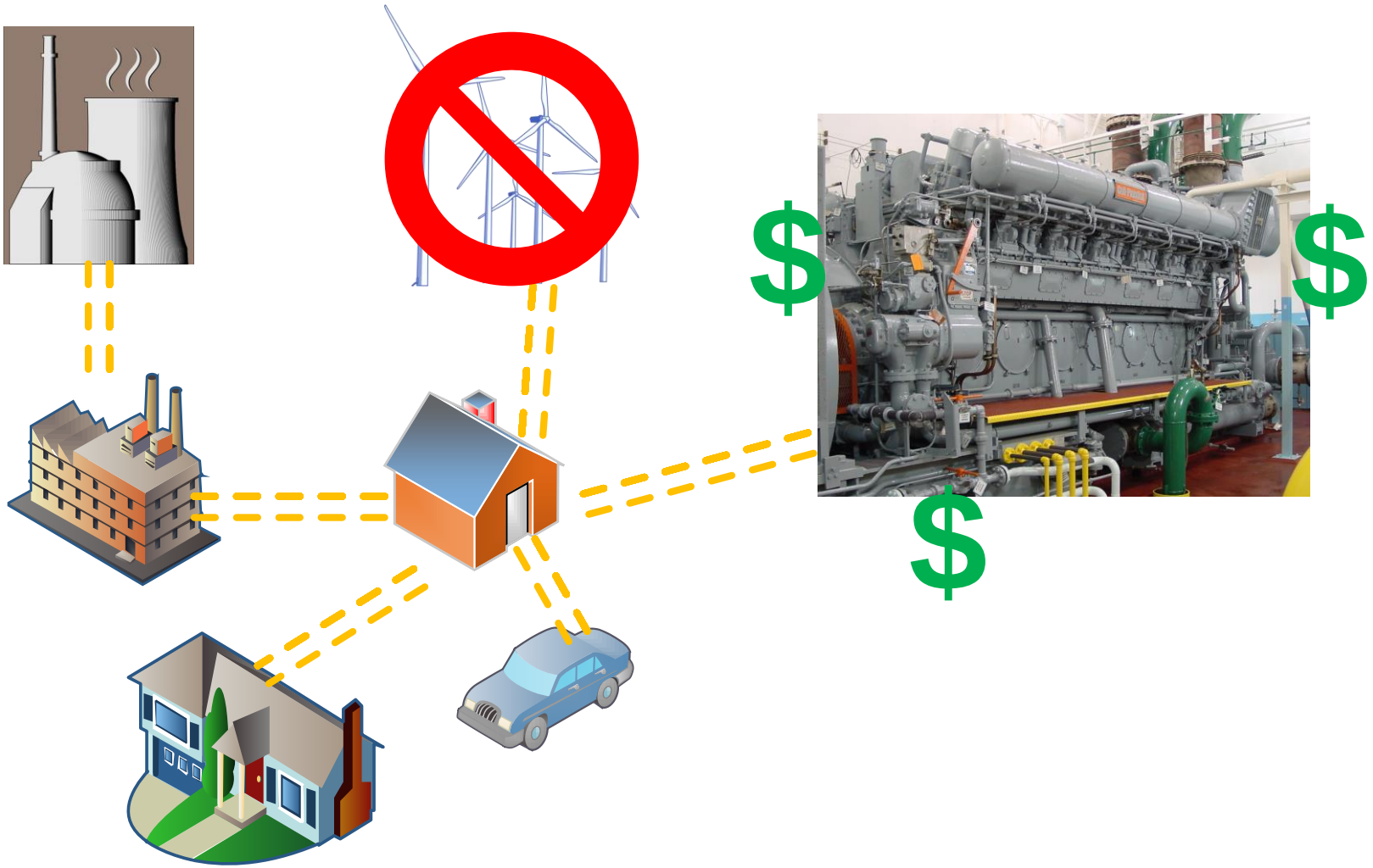

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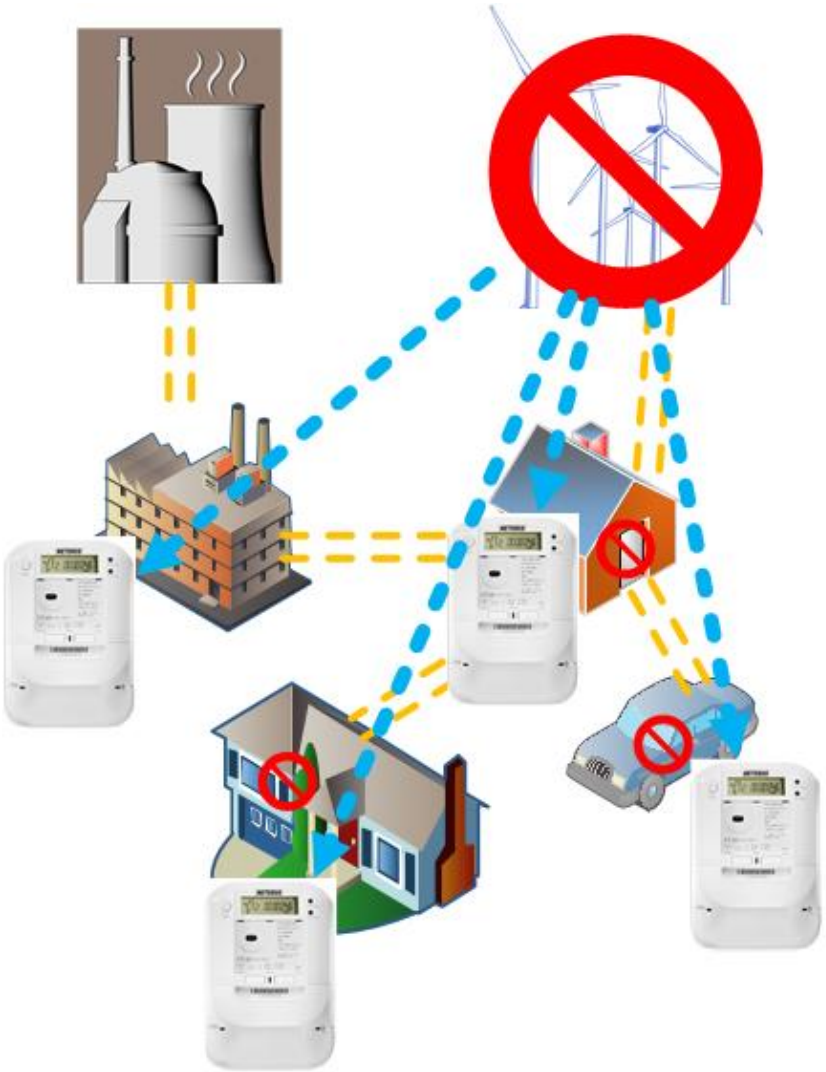
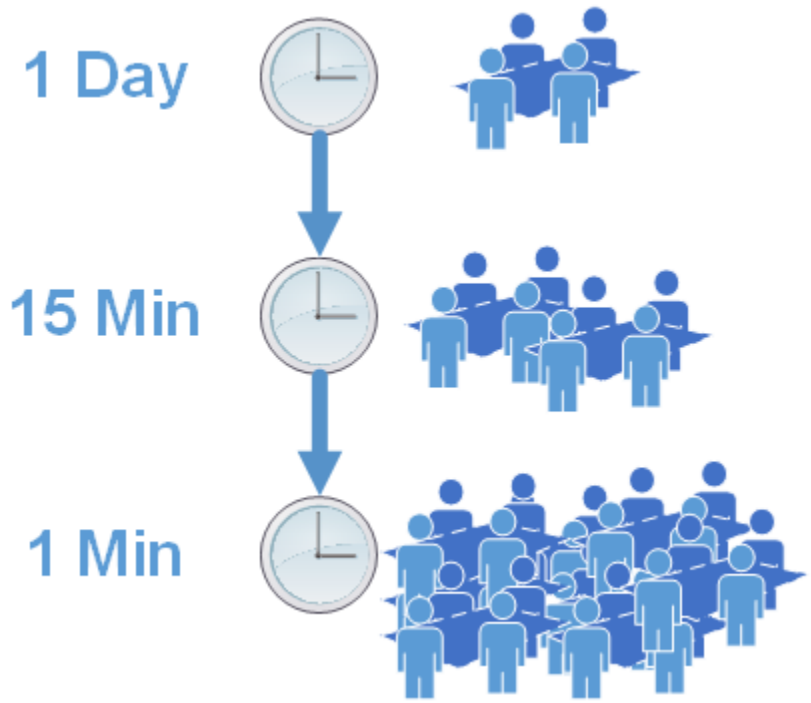


Renewables and Smart Grids

Vs.

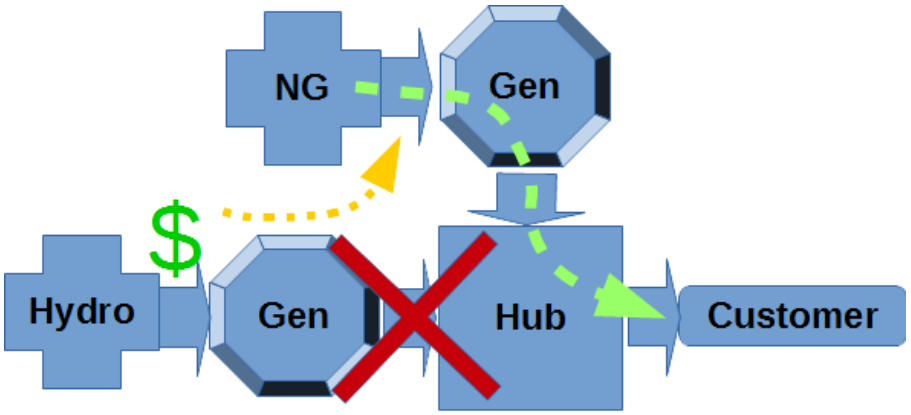
Power Markets

- Purpose
  - Optimize generation
- Deregulation
  - Price negotiation
- Smart grid
  - Negotiation speed
- Renewables
  - Real-time necessity

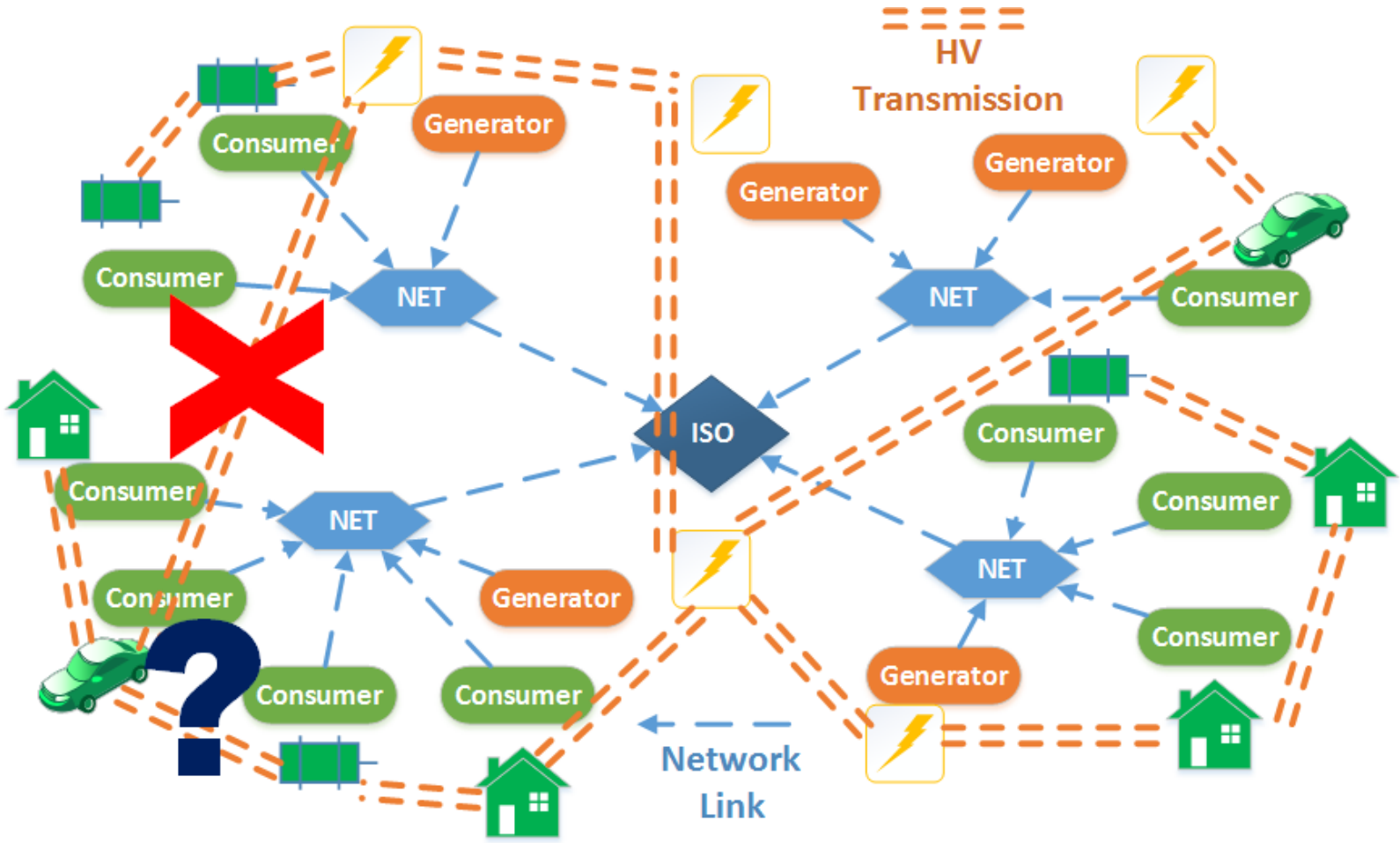


Profitable Attack Vector

- Fungible resource
  - Buy low, sell high
  - Eliminate competitors
- Incentive tracking
  - Market winners
    - Adversary
  - Market losers
    - Defenders
- Exclusions
  - Natural faults, random attacks, political motives



Power Infrastructure Attacks

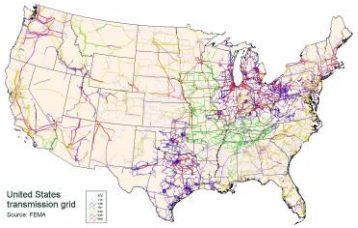


Dependability Improvement Roadmap

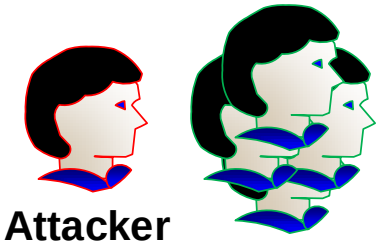
- Track the flow of money
  - What happens during an attack, who profits?
  - Where are attacks likely?
- Stop the flow of money with defenses
  - Which assets are targets, what do I protect?
  - Optimizing defensive investments
- Interdependent aspects
  - How can interdependent market players improve defenses?

Modeling Attacks and Defenses

Physical



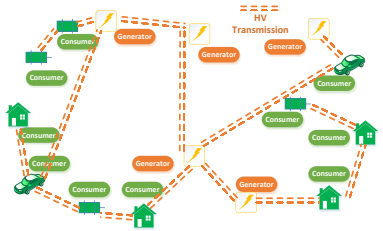
Logical



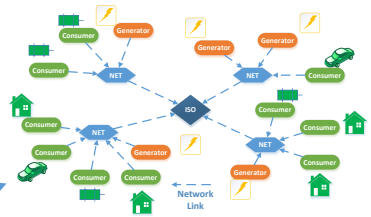
Attacker

Defenders

Cyber-Physical



Power Grid



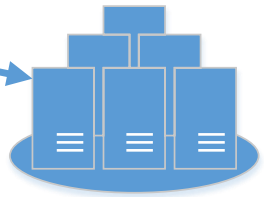
Network

Impact/ Welfare → Targets/ Defenses → Logical Strategy

Logical Strategy → Power Grid

Logical Strategy → Network

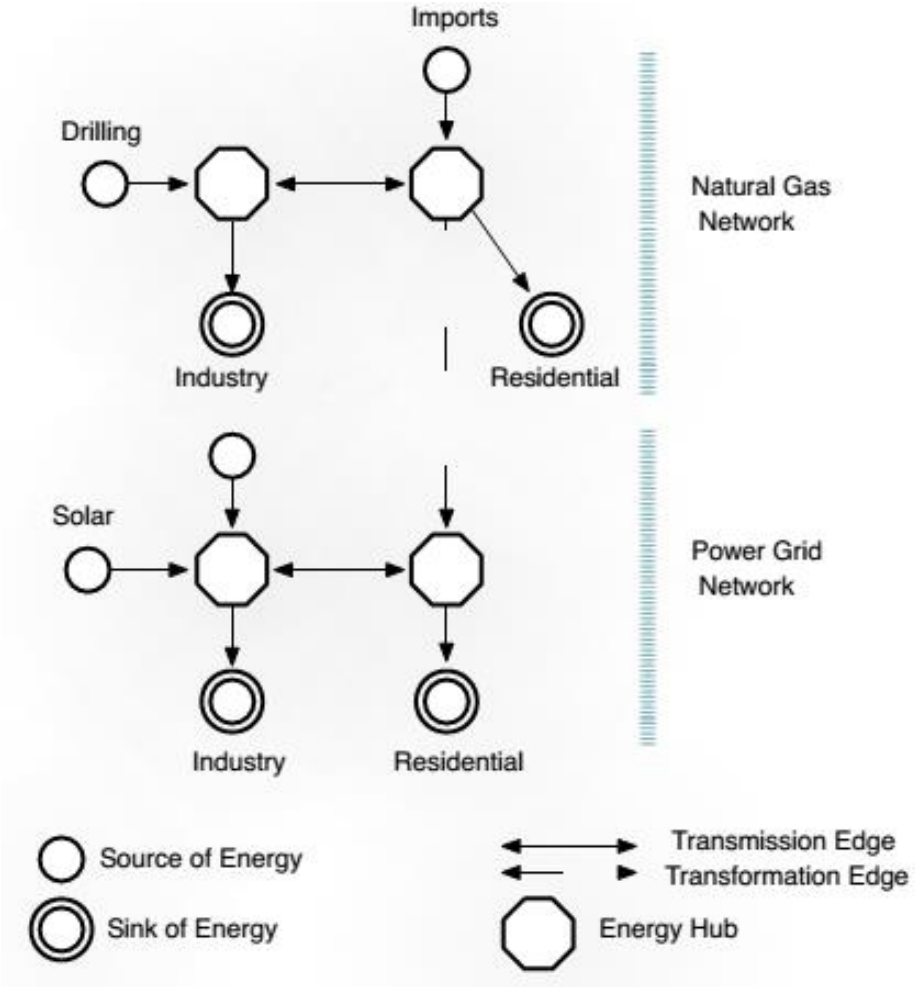
Logical Strategy → Real-Time Market



Real-Time Market

Physical System as a Graph

- Physical (Logical) assets
  - Generators (Sources)
  - Wells (Sources)
  - Transmission (Edges)
  - Consumers (Sinks)
- Ownership
  - Actors own assets
- Constraints
  - Capacity
  - Losses
- Costs



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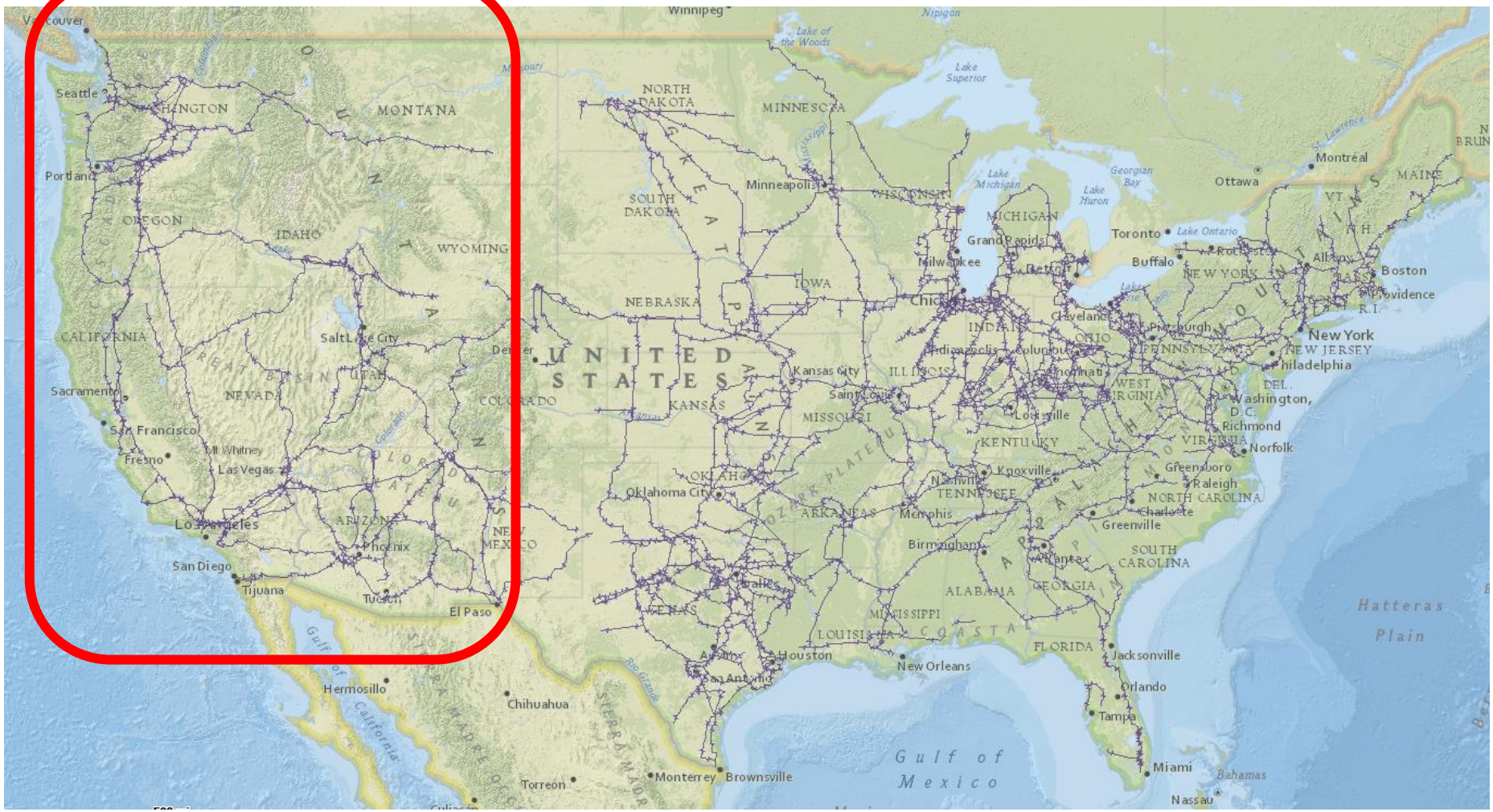
Capturing a Test Market



Data Source: U.S. Energy Information Agency (Public)

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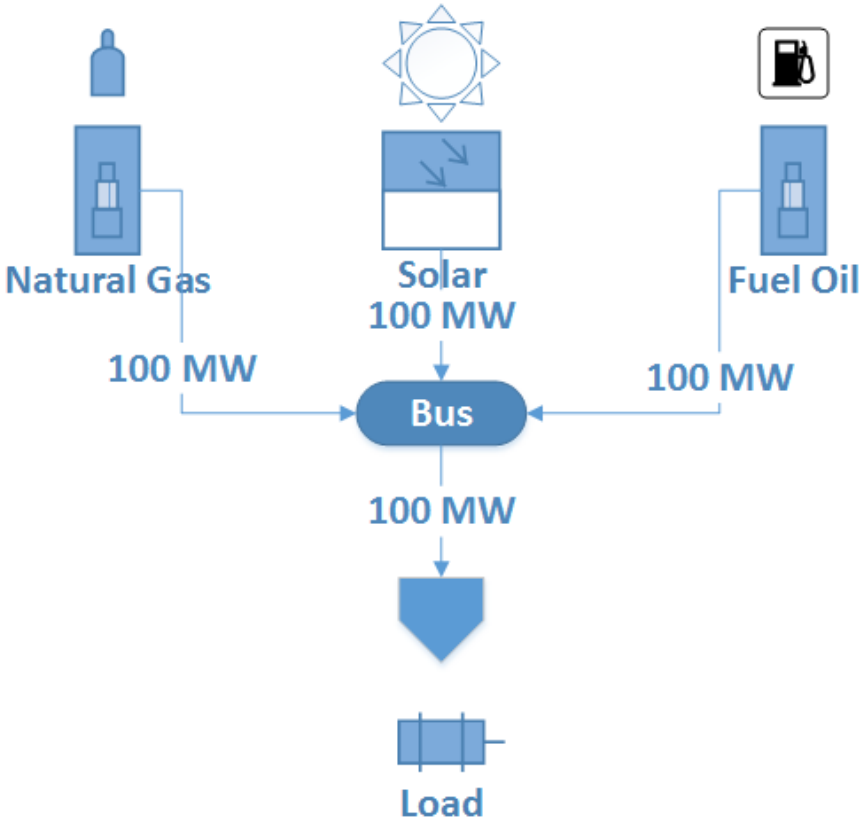
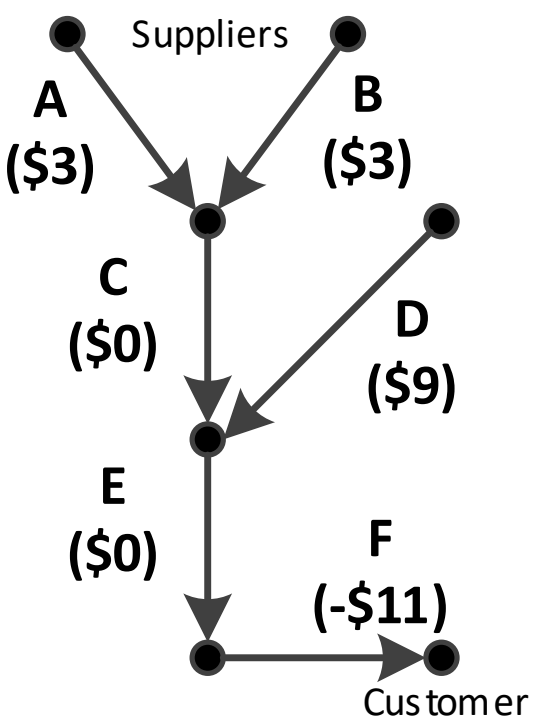
Optimal Power Flow (OPF)

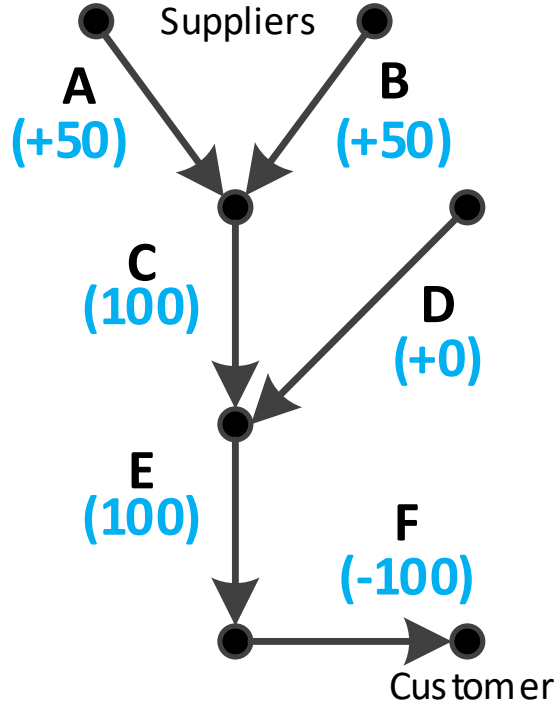
- Single company
- Wide area negotiation
  - Locational Marginal Price (LMP)
- Regulated consumer
- Goal:
  maximize social welfare
  - Minimize costs
  - Maximize revenues



OPF Example



Legend: Actor
(Fixed Cost)



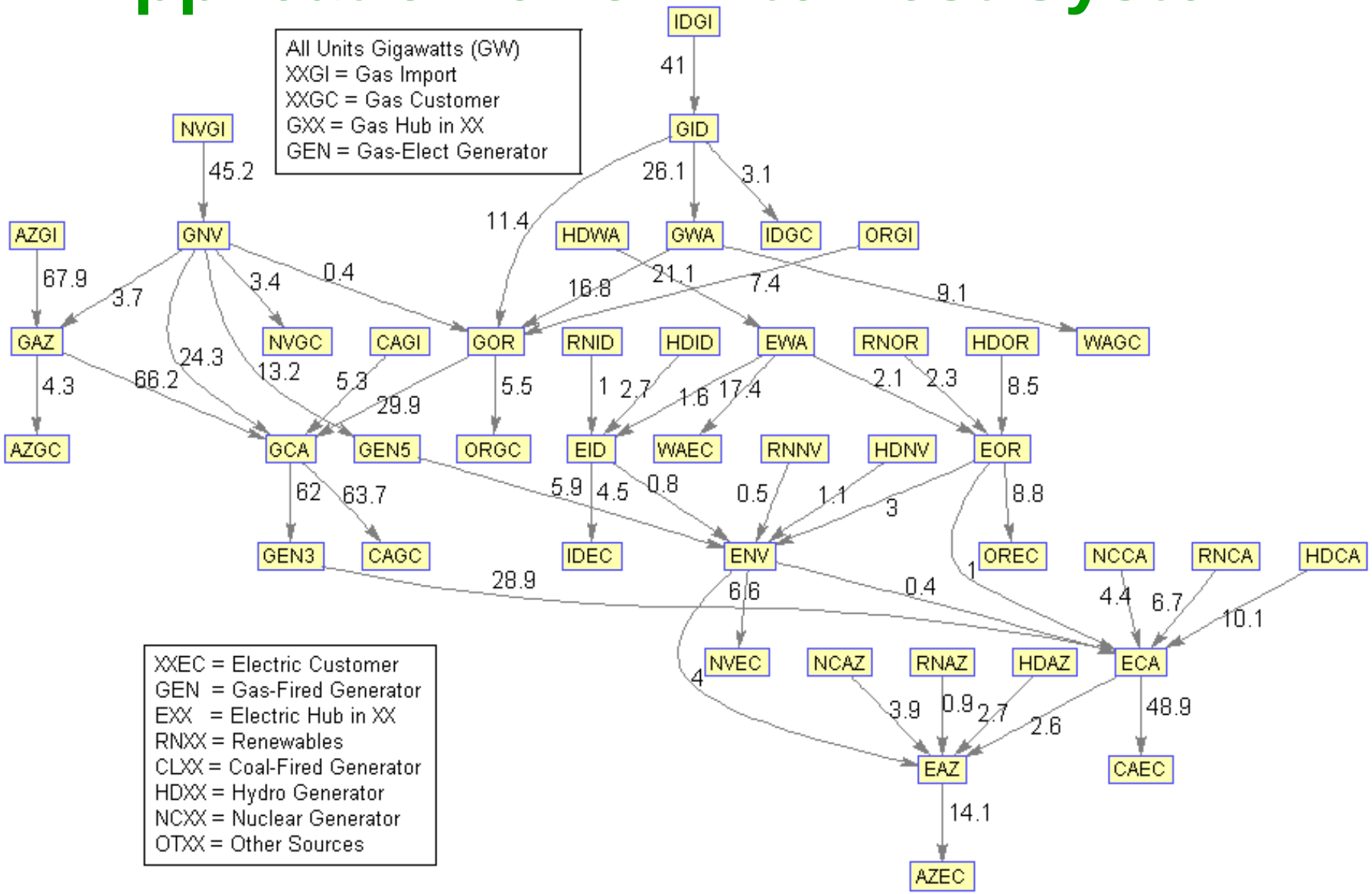
Legend: Actor
(Flow)

All Capacity=100 units

Profit = $1100-$300 = $800

Solvable with Linear Programming (LP)

Application of OPF to Test System



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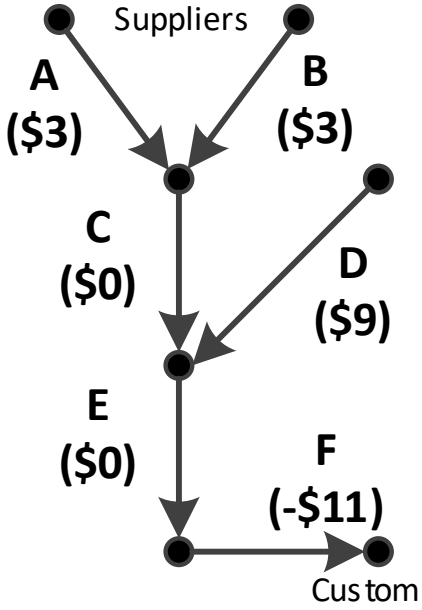
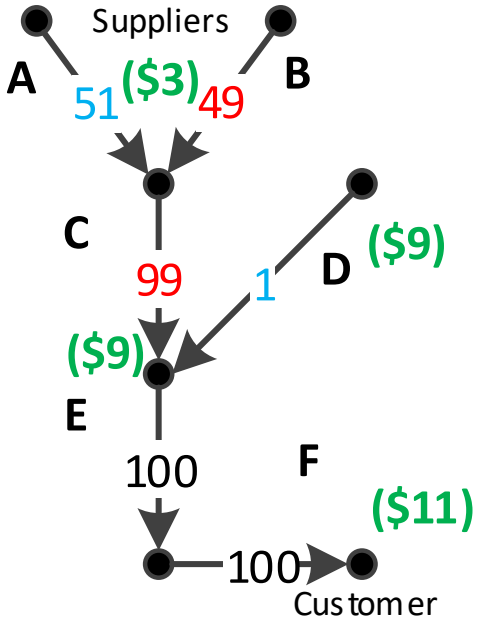
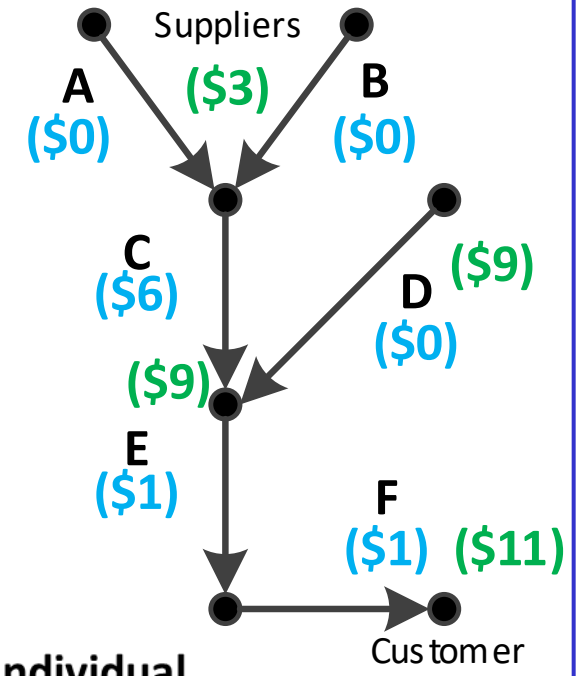
Multiple-Actor Negotiation



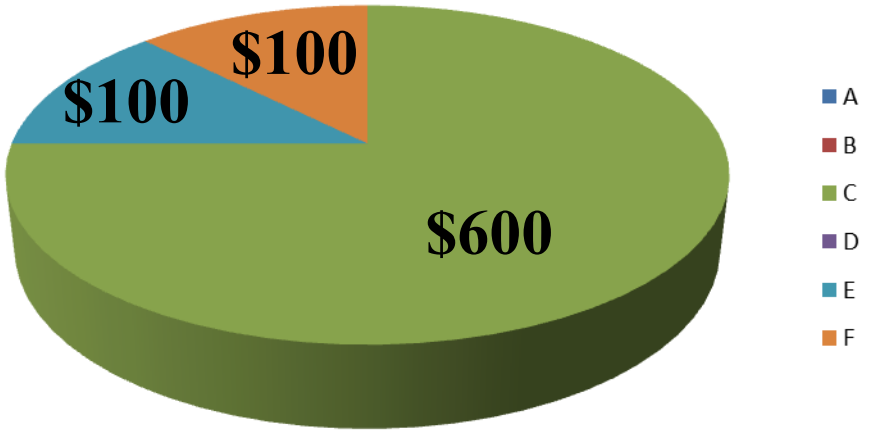




Legend: Actor (Fixed Cost)

System

Individual



Multiple-Actor Negotiation Algorithm

a(u,v)	Unit cost from u to v
c(u,v)	Capacity
d(v)	Demand
s(v)	Supply
f(u,v)	Actual flow
l(u,v)	Loss percentage
L	Set of all sinks/loads
G	Set of all sources/generators

Solve via Linear Programming

Multi-Actor Algorithm:
a'=a+margin s.t. f'=f, Utility -> 0

$$\text{Utility} = \min \sum_{(u,v)\in E} a(u,v) \cdot f(u,v)$$

Subject to constraints:

$$0 \le f(u,v) \le c(u,v)$$

$$d(v) \le \sum_{u\in V} c(u,v) \text{for all } v \in \text{L}$$

$$s(v) \ge \sum_{u\in V} c(v,u) \text{for all } v \in \text{G}$$

$$\sum_{u\in V} f(u,v) \le d(v) \text{ for all } v \in \text{L}$$

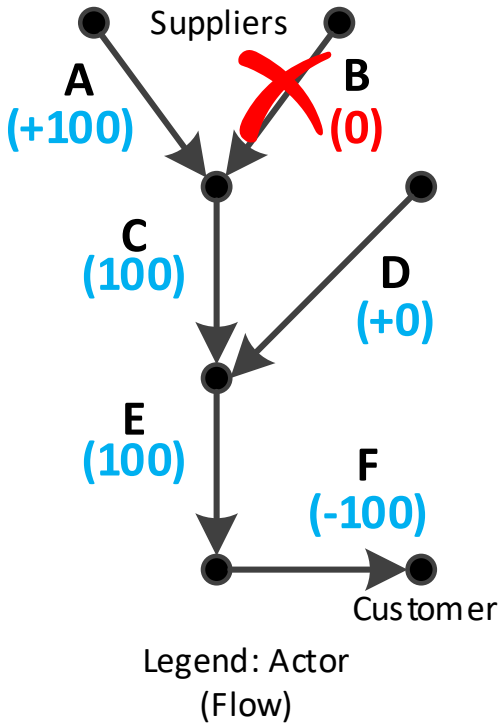
$$\sum_{v\in V} f(u,v) \le s(u) \text{ for all } u \in \text{G}$$

$$\sum_{w\in V} \frac{f(u,w)}{1-l(u,w)} = \sum_{w\in V} f(w,u) \ \forall \ u$$

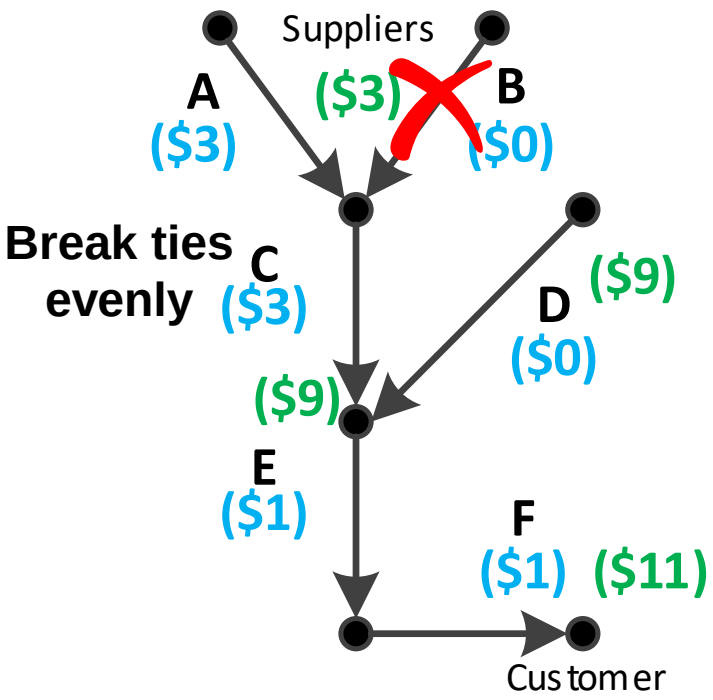
Targets and Impacts

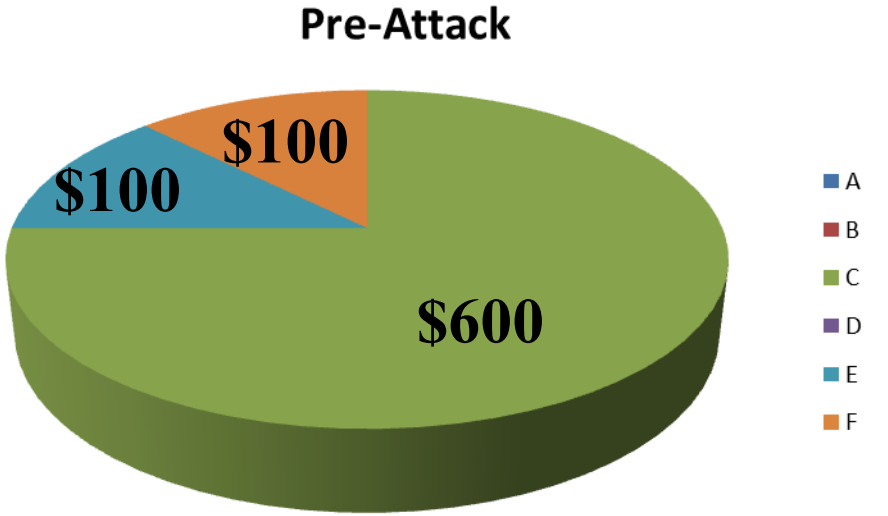
- Logical target
  - Capacity reduction
  - Increased loss
  - Increased costs
- Real manifestation
  - PLC hack
  - Network DoS
  - (Physical disruption)

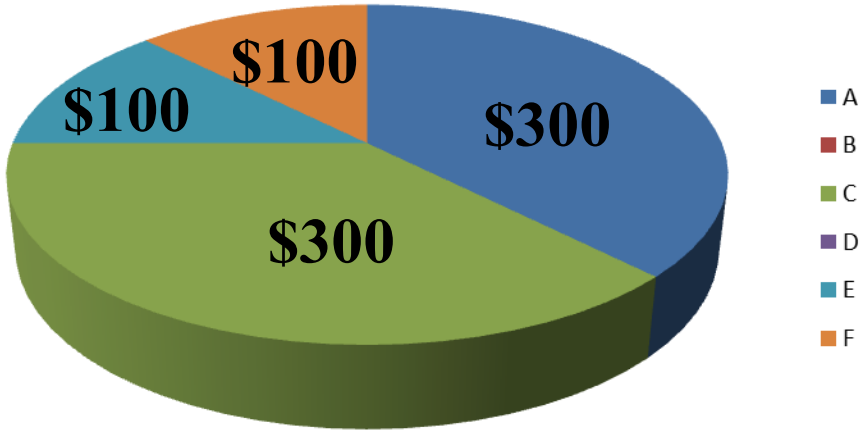
- Impact measurement
  - cost',loss',capacity'
  - Change in profit



Impact Calculation



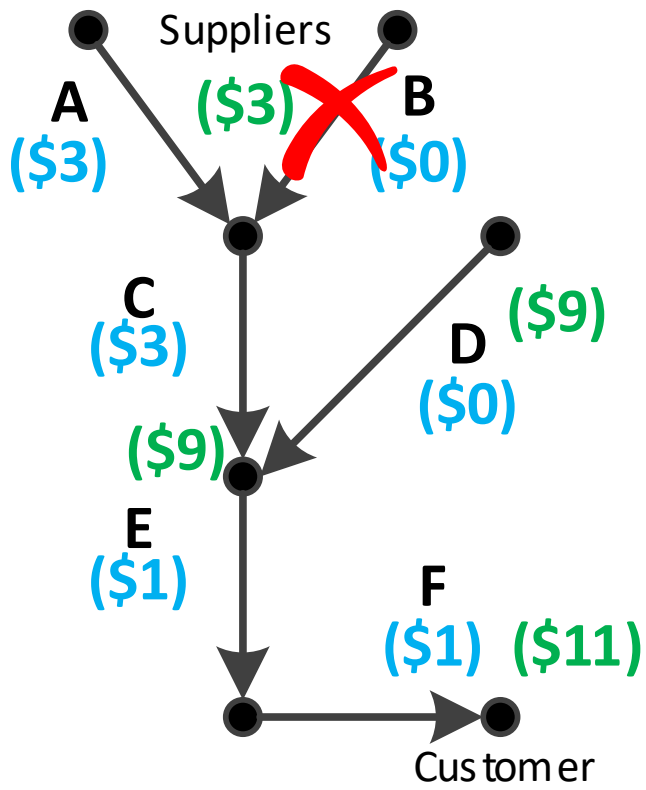




A motivated to attack B

Impact Matrix

	T-A	T-B	T-C	T-D	T-E	T-F
A	0	**300**	0	0	0	0
B	300	**0**	0	0	0	0
C	-300	**-300**	-600	100	-600	-600
D	0	**0**	100	0	0	0
E	0	**0**	-50	-50	-100	-100
F	0	**0**	-50	-50	-100	-100
Total	**0**	**0**	**-600**	**0**	**-800**	**-800**

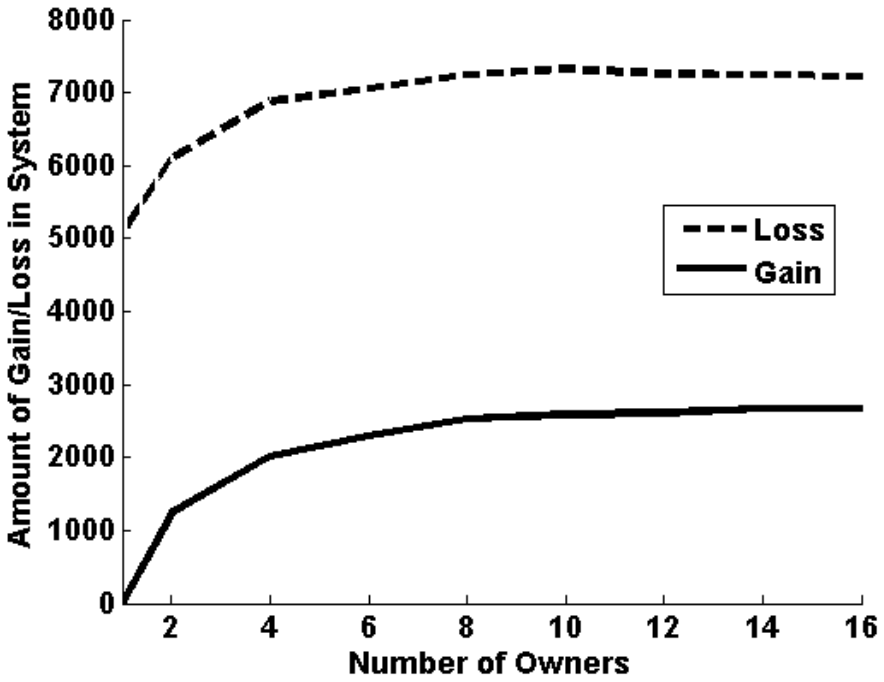


- Likely targets
  - A,B
- Likely defended
  - C
- A/B redundant
  - Low-value with single actor profit model

Multi-Actor Impact

Interdependence →

- Total gain/loss summed across all actors
- Multi-actor model creates profit elements
  - Diminishing impact as actor count approaches # competition points



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Strategic Adversary

P_a	Probability of Attack
P_s	Probability of Success, Given Attacked
$C_{dt}(t)$	Cost of Defending Target t
$C_{atk}(t)$	Cost of Attacking Target t

$$\max_{T,A} \sum_{i \in T} \left(-C_{atk}(i) + \sum_{j \in A} IM[j,i] \cdot T(i) \cdot A(j) \cdot P_s(i) \right)$$

- Actor selection
  - Financial stake
  - May be adversary itself
- Optimize
  - Targets (binary)
  - Actors (binary)
- MILP formulation
  - Budget constraint

Defender Strategy

	T-A	T-B	T-C	T-D	T-E	T-F
A	0	**300**	0	0	0	0
B	300	**0**	0	0	0	0
C	-300	**-300**	-600	100	-600	-600
D	0	**0**	100	0	0	0
E	0	**0**	-50	-50	-100	-100
F	0	**0**	-50	-50	-100	-100
Total	**0**	**0**	**-600**	**0**	**-800**	**-800**

$$C_c d(a,t) = \frac{C_d(t) \cdot IM[a,t]}{\sum_{i \in CD(t)} IM[i,t]}$$

$$\max_D \sum_{i \in T} \left(\sum_{j \in CD(i)} (P_a(j,i) \cdot IM[j,i] \cdot (1 - D(i))) - C_d(i) \cdot D(i) \right)$$

- Defender
  - Envisions attacker
    - Prob. of attack
  - Cooperation
    - CD(t)
    - Mutually beneficial
  - Selfish defense
    - CD(t) = 1
- MILP formulation

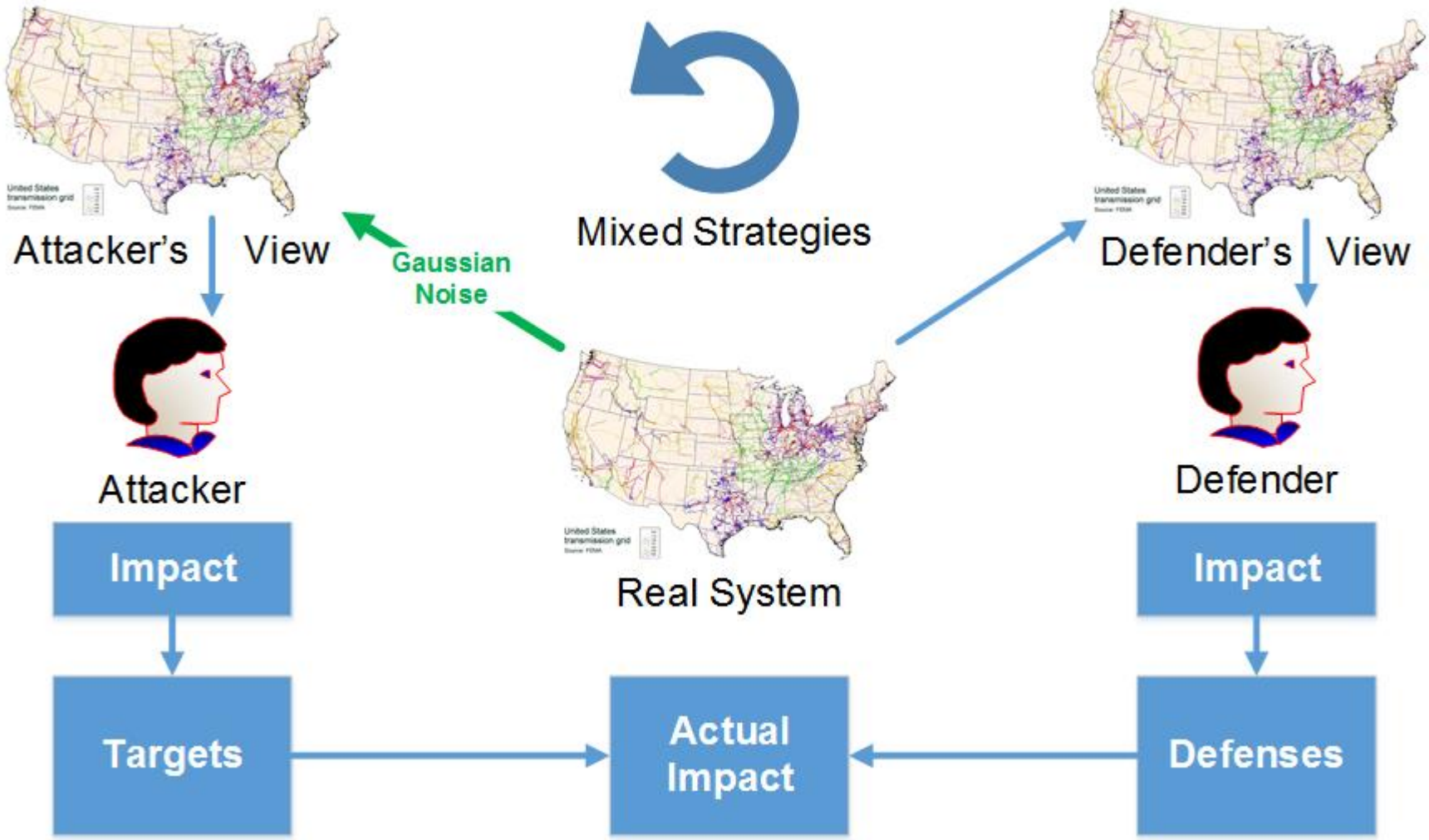
P_a	Probability of Attack
P_s	Probability of Success, Given Attacked
$C_{dt}(t)$	Cost of Defending Target t
$C_{atk}(t)$	Cost of Attacking Target t

Overall Strategies

- Attacker
  - Set of targets
  - Maximized expected profits
- Defender
  - Set of defenses
  - Minimize expected loss

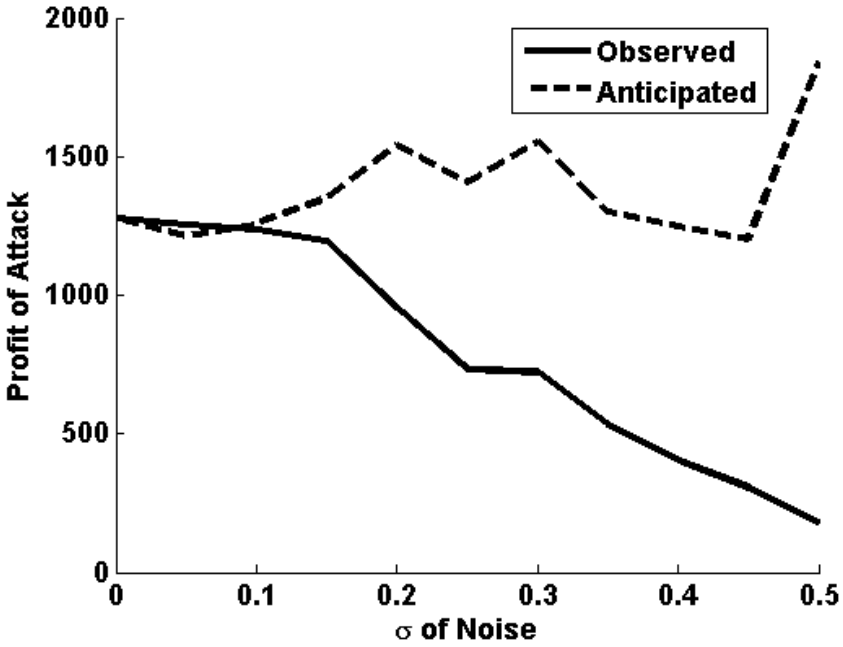
Pure strategy!

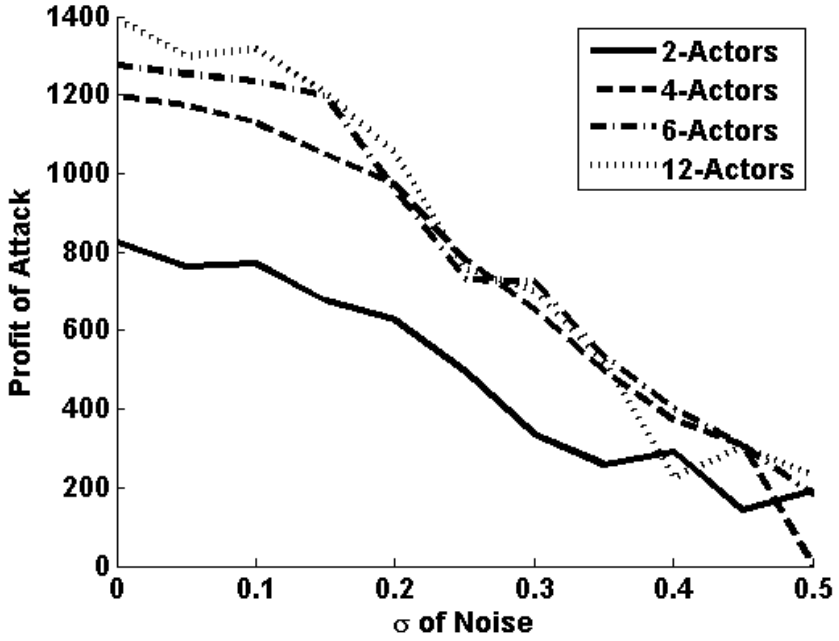
Knowledge Levels



Limited-Knowledge Attacker

- Attacker's view of model perturbed
  - Gaussian noise added to flow graph model

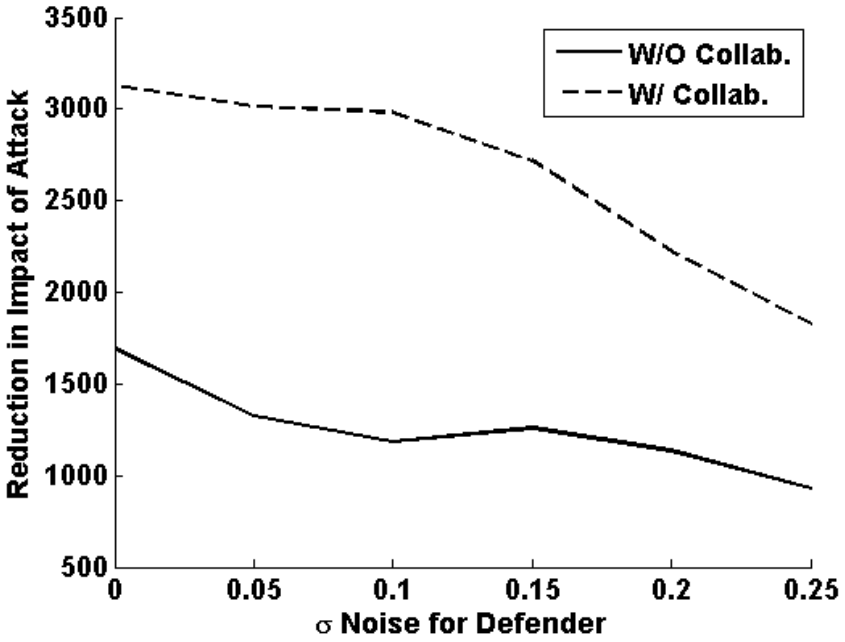




- Anticipated return misleading
  - Deception potential

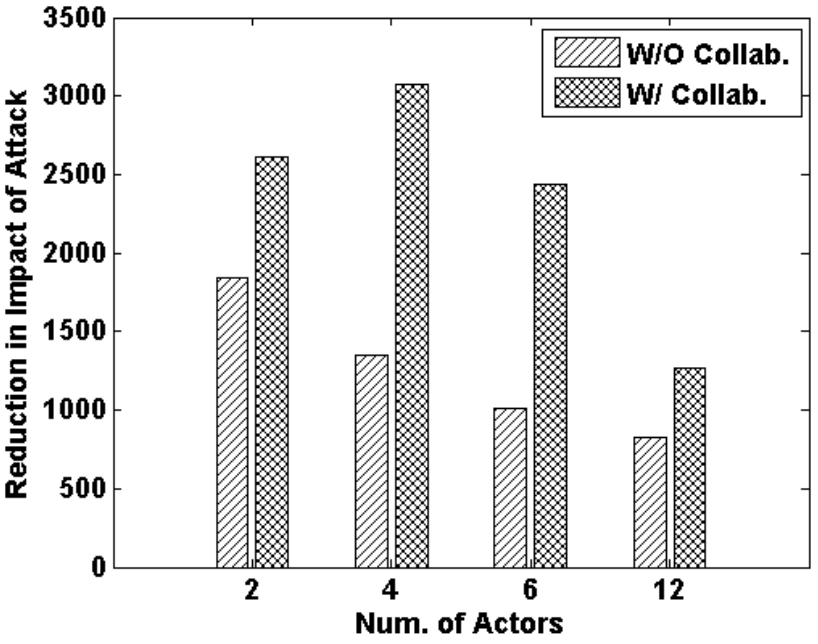
Attacker/Defender Games

- Attacker
  - Selects profitable targets
    - Subset of actors
- Defender
  - Pretends to be attacker
    - Uses probability of attack to drive defenses
- Mixed strategies
  - Equilibrium reached with probabilistic strategy



Collaborating Defenders

- Defenders have fixed resources to expend
- Collaboration
  - Proportional cost-sharing
    - No conflict of interest
- Defenders save money
  - Overall effectiveness decreases as number of actors increase



Contribution: Optimizing Defense under Strategic Adversary

Strategic Adversary Model

- Translation of physical system into graph model
  - High-speed computation
- Profit distribution method
  - Competitor's advantage
- Attacker motivation
  - Profit-seeking via competitor elimination

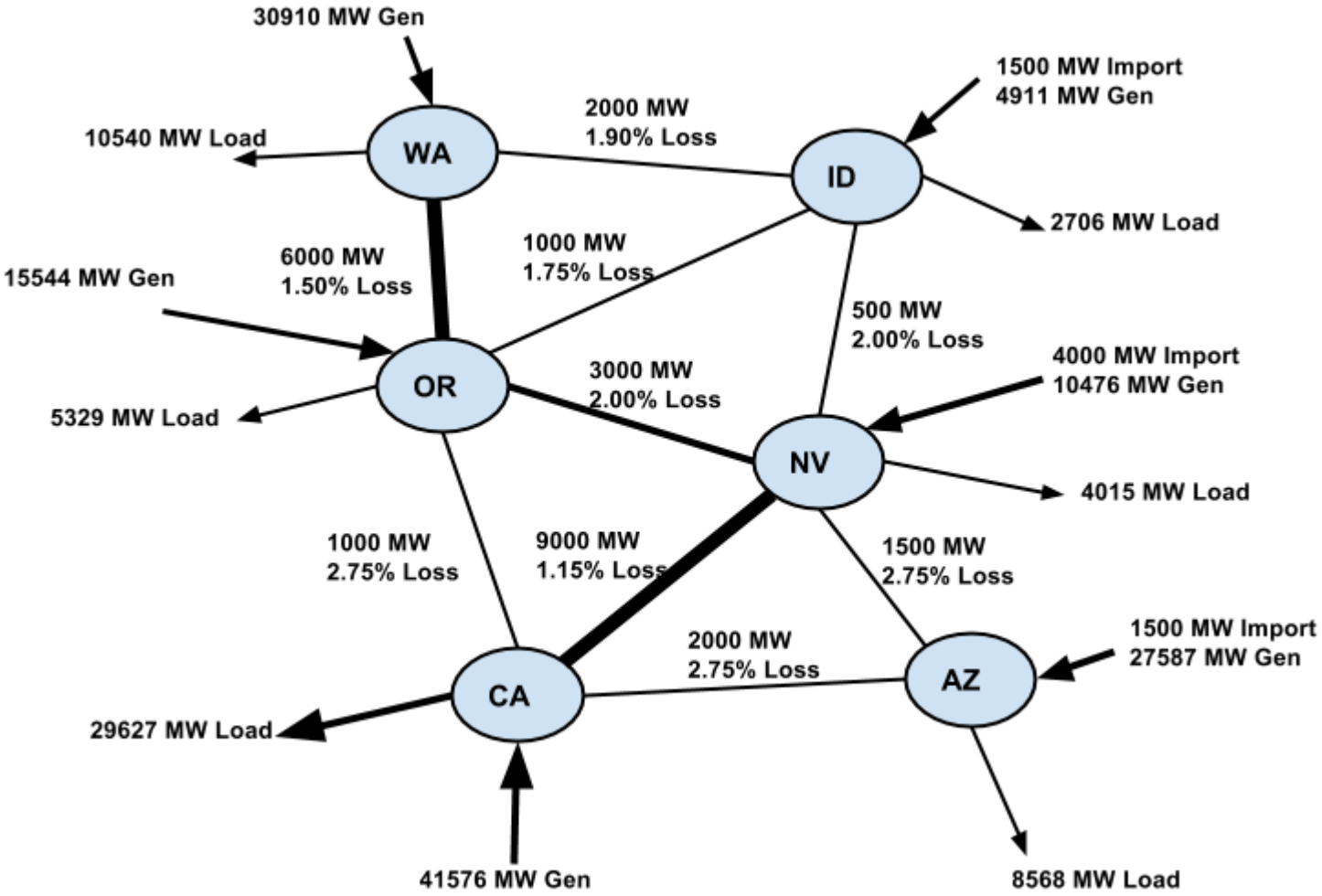
Defensive Investment Games

- Asset selection
  - Target values, selection in the face of adversary
- Knowledge levels
  - Model for independent actors and deception

Future Work

- Strategies with online market algorithms
  - Distributed dynamic market mechanisms
  - Price negotiation over WAN
- Market algorithm resilience
  - Communication faults and market impact
  - Graceful degradation of market pricing
- Strategy application to architecture changes
  - Changes to communication infrastructures
  - Architecture planning and support

Test System: Electric



Test System: Gas