

# FRAMEWORK FOR TRUSTWORTHY AUTONOMY

36<sup>th</sup> Soar Workshop  
Ann Arbor, Michigan



Modeling human reasoning.  
Enhancing human performance.

**Scott D. Lathrop**  
Director, Secure Autonomy

# PROBLEM – CYBERSPACE RELATED ISSUES

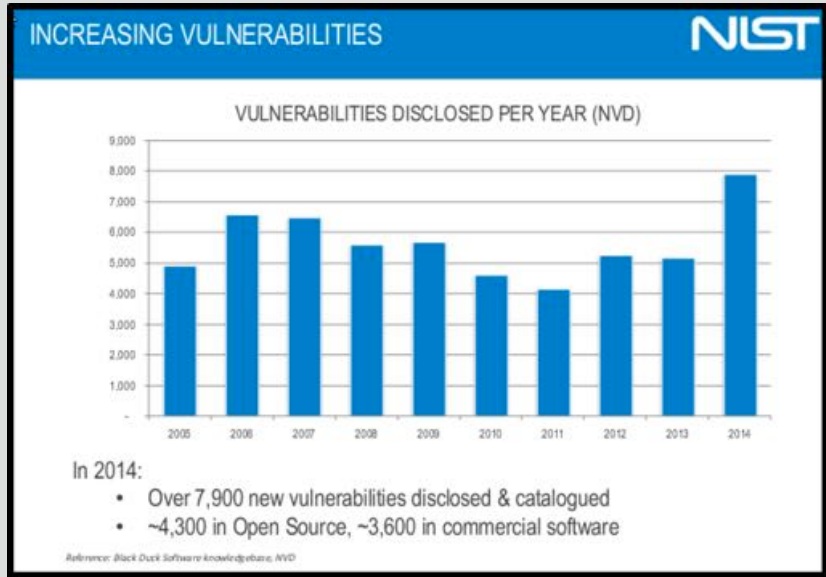
Increasing Complexity



Increasing Vulnerabilities

- Space Shuttle: ~400K LOC
- F22 Raptor fighter: ~2M LOC
- Linux kernel 2.2: ~2.5M LOC
- Hubble telescope: ~3M LOC
- Android core: ~12M LOC
- Army Future Combat Sys.: ~63M LOC
- Connected car: ~150M LOC
- Autonomous vehicle: ~300M LOC

Increasing Threats



**INCREASING THREATS**

2012 - ARAMCO

2014 - SONY

2015- UKRAINE

# ROBOTICS PLATFORMS NOT EXEMPT

## Sensors

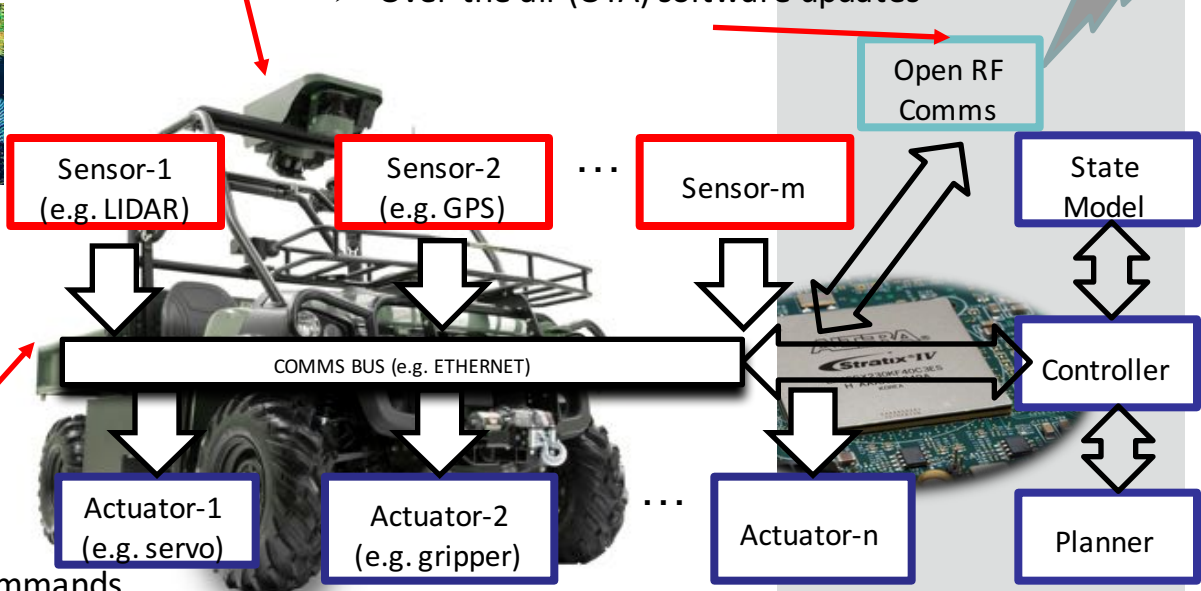
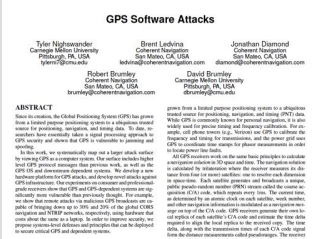
- Integrity attacks (i.e. spoofing), e.g.
  - GPS PNT attacks
  - Lidar spoofing
- Availability attacks (i.e. Denial of Service)

## Communication

- Confidentiality attack – e.g. Traffic eavesdropping
- Inadequate key management/poorly implemented encryption algorithms
- Integrity attacks – e.g. Buffer overflow/remote code execution, code injection
- Availability attacks – Denial of Service/Jamming
- Over the air (OTA) software updates

### GPS spoofing (Nighswander, 2012)

### Lidar spoofing (Petit, 2015)



## Onboard processing

- Integrity - Unauthenticated commands
- Broad attack surface – Little to no IP Port/Protocol restrictions
- Availability attack against legitimate commands
- Close access attacks
  - USB ports
  - Maintenance laptops
  - Cell phone
  - Physical Insider

## Other potential threat vectors

- Supply chain threat – e.g. FPGA bitstream files
- Software repositories
- Legacy components => frequency of patching & refresh of hw/sw
- *Unique AI algorithmic vulnerabilities associated with autonomous systems*

# INSIGHTS

## • General Principles

- Cybersecurity != Cyberspace defense--cannot defend everything – focus on “key terrain”
- Must be able to detect, characterize, respond, and adapt *within mission context*

## • Adversary actors

- Multiple “online” personas associated with one physical identity
- Tactical actions derived from goals/intents
- Both parallel (e.g. reconnaissance, DDOS) and sequential (e.g. delivery/exploitation) action
- Cognitive, Logical, and Physical indicators

Cyberspace Layer	Indicators	Detection Difficulty (Relative)	Adversary Cost to Change (Relative)
<b>Persona/Cognitive</b>	<ul style="list-style-type: none"> <li>• Personas and Identities</li> <li>• Intent/Goals</li> <li>• Tactics, Tech., Procedures + C2</li> <li>• Social Presence and communication</li> </ul>	Hard	Medium (more difficult after foothold is gained)
<b>Logical</b>	<ul style="list-style-type: none"> <li>• Malware variants</li> <li>• IP addresses/TCP Ports</li> <li>• Configurations/Logs</li> <li>• File hashes</li> </ul>	Low->Medium (depending on adversary sophistication)	Low
<b>Physical</b>	<ul style="list-style-type: none"> <li>• Infrastructure</li> <li>• Computing nodes</li> <li>• Electromagnetic Spectrum</li> <li>• Geo-Location</li> <li>• Persona biometrics (key stroke, mouse patterns, facial recognition)</li> </ul>	Medium	High (lower after foothold is gained)

# INSIGHTS

- **General Principles**
  - Cybersecurity != Cyberspace defense--cannot defend everything – focus on “key terrain”
  - Must be able to detect, characterize, respond, and adapt
- **Adversary actors**
  - Multiple “online” personas associated with one physical identity
  - Multiple tactical actions (derived from goals/intents) to achieve objectives
  - Both parallel (e.g. reconnaissance, DDOS) and sequential (e.g. delivery/exploitation) action
  - Cognitive, Logical, and Physical indicators
- **Shortfall of expertise**
  - Well documented shortage of cyber expertise
  - Combat units do not have cognitive resources to fight kinetic and non-kinetic fight simultaneously
  - Demands some autonomy (*but there is a complexity tradeoff*)
- **Autonomous systems present new attack vectors**
  - Key benefit to autonomy – system’s ability to “decide what to do next”
  - Decision knowledge emerges from perception and memory – both subject to compromise
- **Trustworthiness & Trust** - Key obstacle to employment of autonomous systems

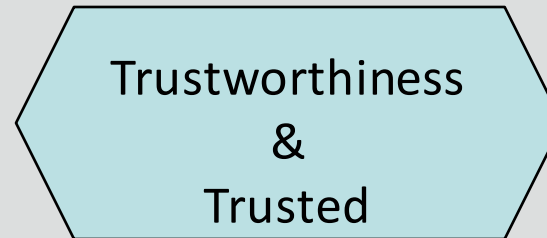
### Generation Gap Could Lead to a Cybersecurity Worker Shortage

*Schools are scrambling to provide courses that emphasize cybersecurity, an element traditional computer science tracks have not included.*

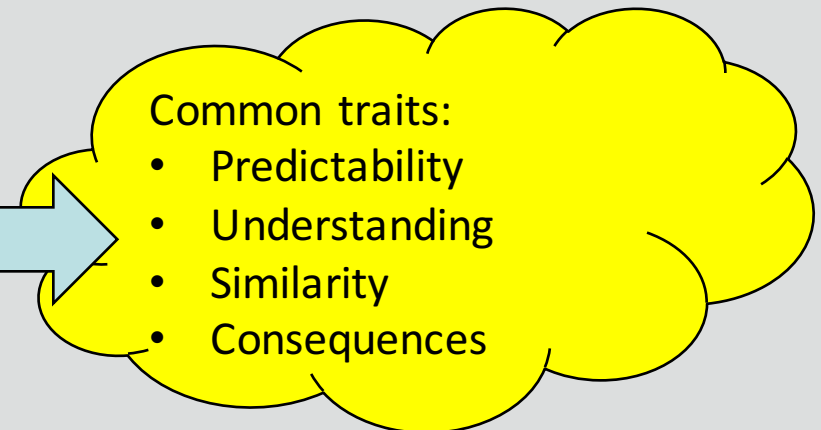


# CONCEPTUAL APPROARCH TRUSTWORTHY FRAMEWORK FOR AUTONOMY

**Hypothesis:** Trustworthy framework for autonomy composed of three characteristics



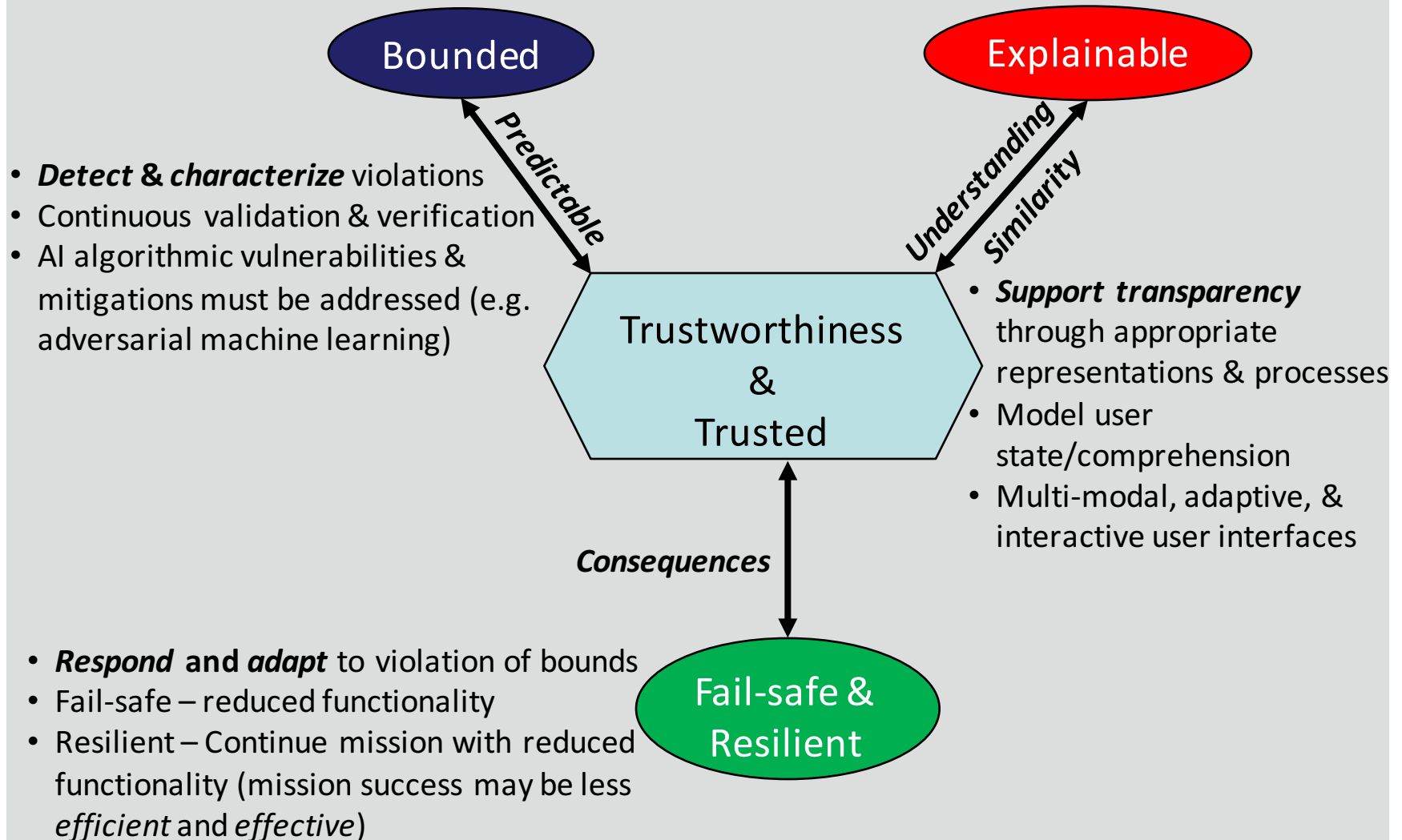
Trust Models*			
Ratnasigham , 1998	Deterrence	Knowledge	Identification
Lewis & Weigert, 1985	Cognitive	Emotional	Behavioral
Fahrenheitz, 2001	Habits	Passion	Policy



\*From Wallace, 2007

# CONCEPTUAL APPROACH - TRUSTWORTHY FRAMEWORK FOR AUTONOMY

**Hypothesis:** Trustworthy framework for autonomy composed of three characteristics



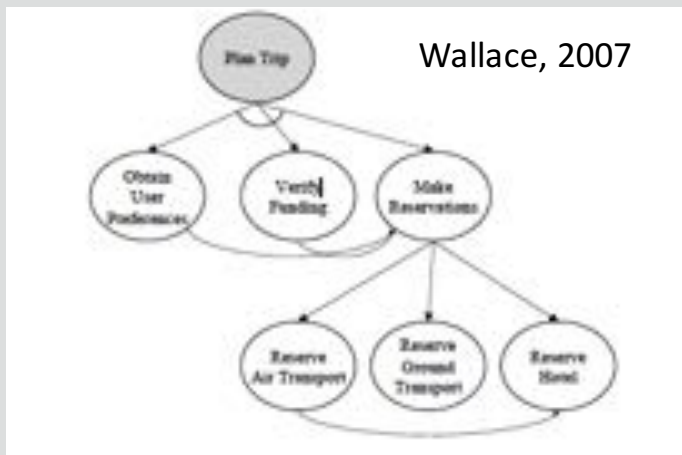
# CHALLENGES & POTENTIAL APPROACHES

## • Bounded behavior – *detect & characterize*

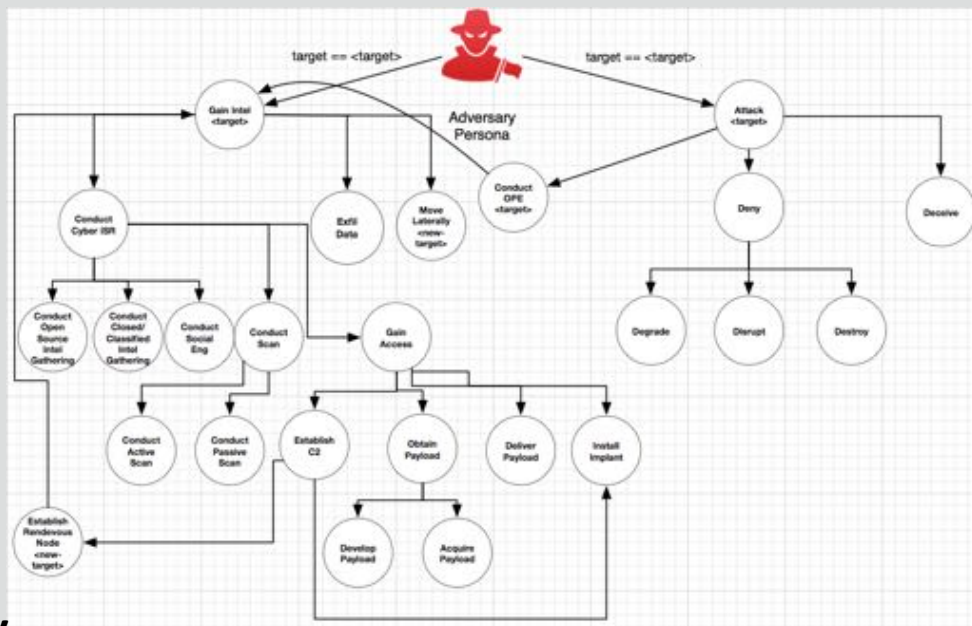
- Behavioral meta-models (Wallace, 2007)
- Monitoring and Validating Synthetic Behavior (Jones, 2015)
- Top-down, Abductive Reasoning for Behavior Detection (Crossman, 2011)
- Ethics (Arkin, 2012)
- Safety Envelope for Security (Tiwari, 2014)
- **Cyber (?) – Research Gap**

“Trust but verify”  
- Army leadership philosophy

### Friendly Behavior Envelope



### Adversary Behavior Envelope



## • **Explainable - Support Transparency**

- Episodic Memory (Nuxoll, 2007)
- Model of User state/comprehension + multi-modal interfaces (Taylor, 2012)

## • **Fail-Safe & Resilient - Respond and adapt -- Research gaps**

- What/Who makes decision to move to a fail-safe state?
- What are the space of actions?



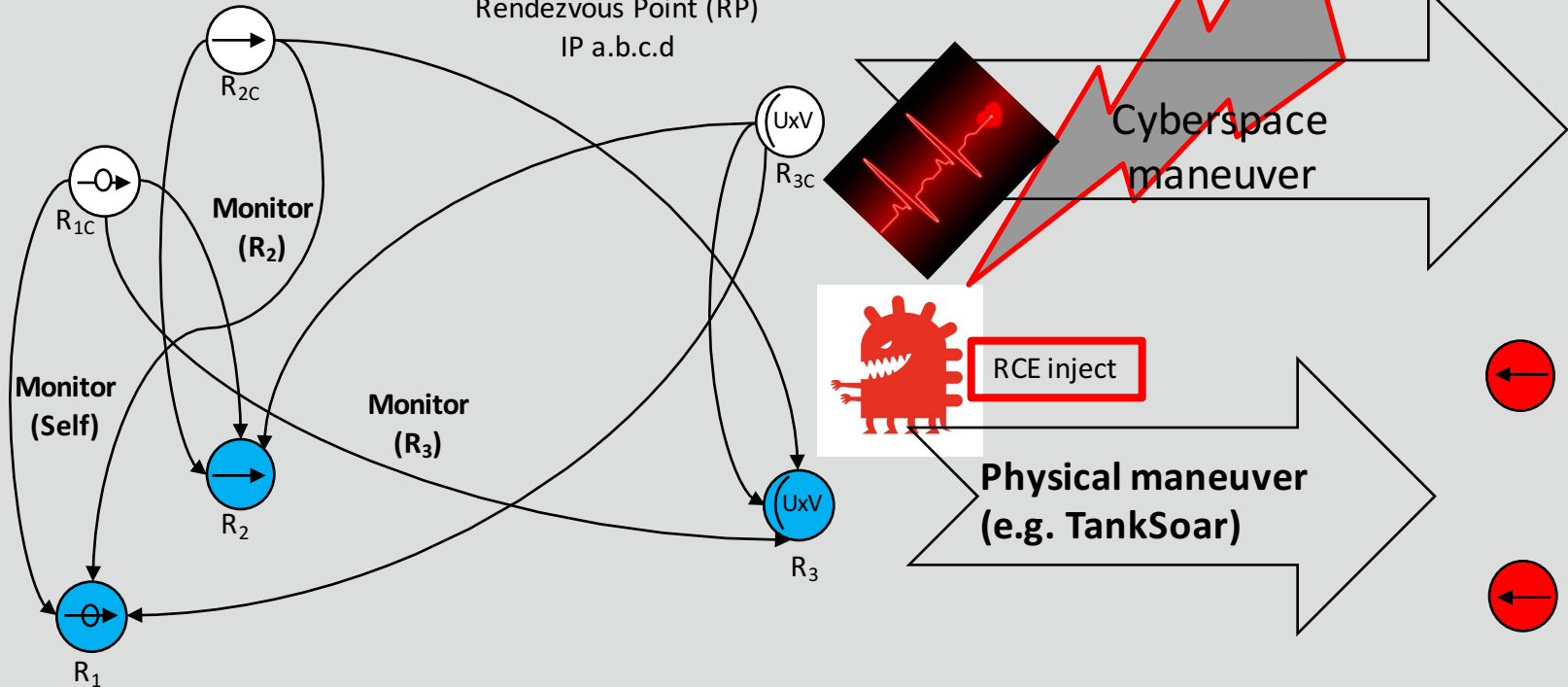
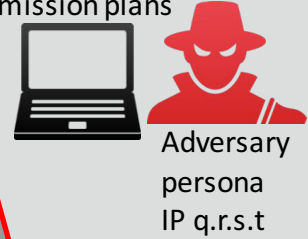
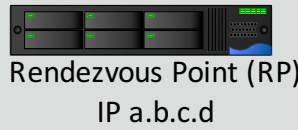
# CYBER DEFENSE BATTLE BUDDY CONCEPT

## USE CASE (Friendly)

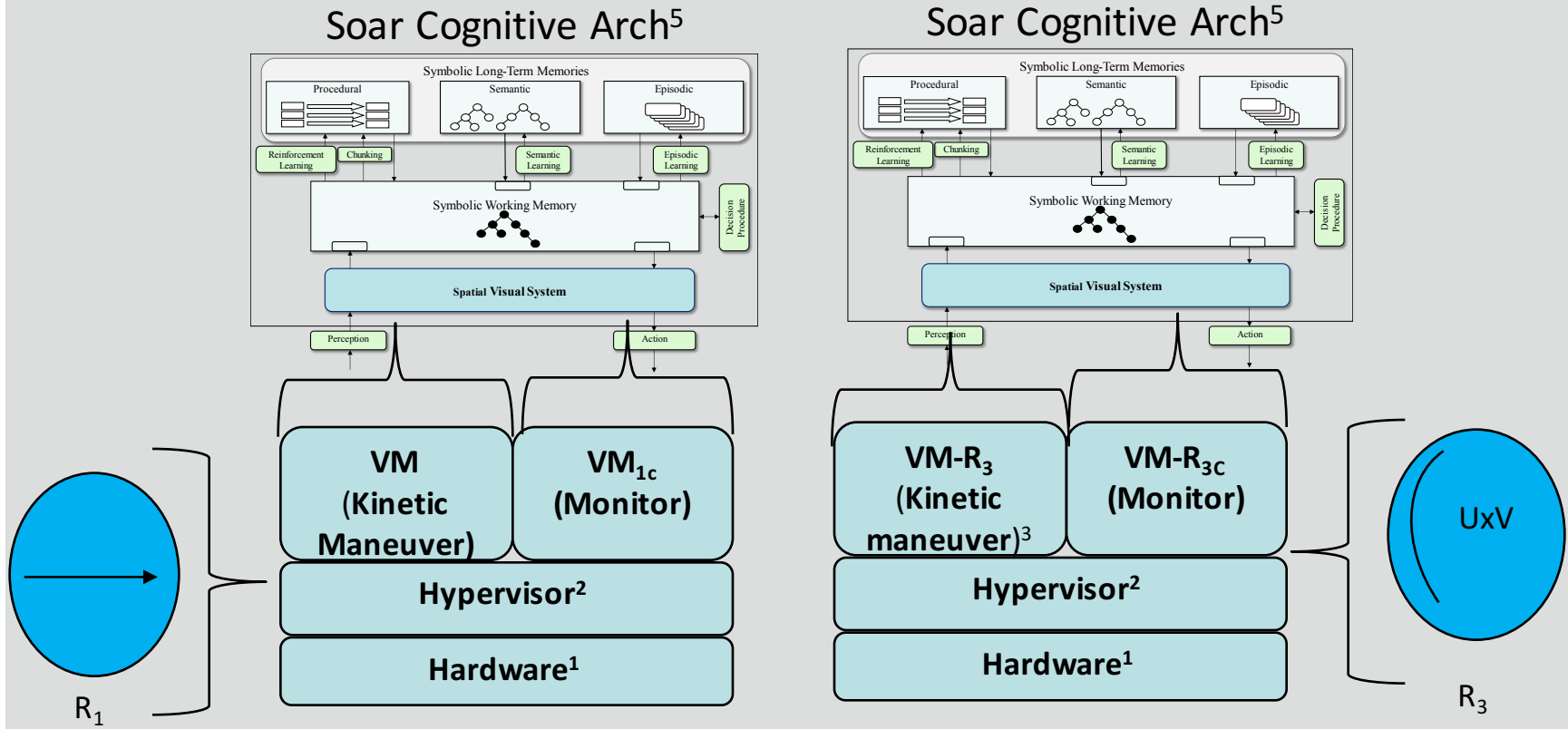
- $R_{1C}$ ,  $R_{2C}$ ,  $R_{3C}$  observe multiple  $R_3$  connections to a.b.c.d/443 via logged connections
- $R_{3C}$  directs collection of physical signal emissions emanating from  $R_3$  to confirm/deny
- $R_{1C}$ ,  $R_{2C}$ ,  $R_{3C}$  (majority) agree that  $R_3$  has a boundary violation (transmitting to unknown IP) and recommend/decide on one of following actions (situation dependent *cyberspace maneuver*)
  - Block IP connections to a.b.c.d (via  $R_3$  iptables)
  - Repurpose  $R_3$  as  $R_{3C}$  (and vice versa) to enable communication to continue and observe
  - Hunt for communicating process on  $R_3$  and shut down
  - Etc.

## USE CASE (Adversary)

- Gain access to  $R_3$  via remote code exploit (RCE) through RF inject into vuln. P2P software (e.g. a ROS Node)
- Decrypt install binary and write to disk
- Execute install to extract in-memory implant/backdoor
- Send heartbeat to C2 server and receive instructions for rendezvous collection point; Remove install binary
- (Persona through C2 server) recon file system for relevant plans
- On order execute exfil to RP (repeat) – mission plans
- On order wipe drive (destroy)



# CYBER DEFENSE BATTLE BUDDY TECHNICAL APPROACH



## NOTES:

<sup>1</sup>General Purpose Processor (GPP) or embedded system with ability to partition address space

<sup>2</sup>Hardware based hypervisor for efficiency and to support out-of-band processing.

<sup>3</sup>VM<sub>1</sub> (or more) – focused on the tactical behaviors to support synchronized kinetic + non-kinetic maneuver

<sup>4</sup>VM<sub>2</sub>– focused on behavior monitoring (communicate with other monitors preferable using out-of-band, non-operational link).

<sup>5</sup>Tactical Behavior implementation for kinetic/non-kinetic maneuver and cyber monitor

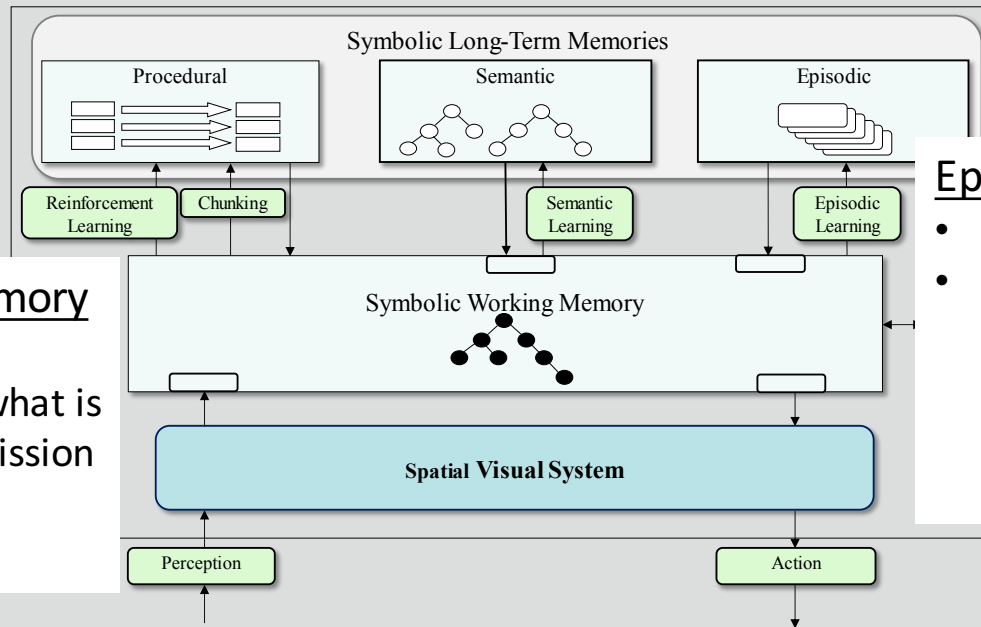
# WHAT DOES SOAR HAVE TO DO WITH THIS APPROACH?

## Procedural

- Hierarchical control & reasoning
- Abductive reasoning (hypothesis testing)
- Transitions to fail-safe states (policies)

## Semantic

- Adversary attack graphs (doctrinal templates)
- Compute network nodes and connections
- Friendly tools, techniques



## Working memory

- Situational context - what is broader mission context?

## Episodic

- Explaining behavior
- Reduce hypothesis search space (these are the indicators I looked for last time in this situation)

## SVS

- Physical indicators (e.g. geo-location of threat vectors)
- Integration of kinetic/non-kinetic maneuver (in order to exploit through RF, must have transmitter within radius x)

## EVALUATION – NONE

### {SOME RESEARCH & EVALUATION QUESTIONS}

- What are the design space tradeoffs?
  - Number and types of monitoring agents?
  - Self-monitoring or group monitoring with voting (majority) algorithm
  - Soar controlling both tactical kinetic/non-kinetic behavior and cyber defense monitoring agents? If separate, how/when do they interact?
  - What is CPU overhead? Communications overhead?
- What cyber-related knowledge is most useful for detection?
  - Cognitive – are behavior envelopes sufficient for tracking adversary behavior?
  - Logic - OS/App logs, file hashes, security tools' output
  - Physical emissions, spatial (e.g. geolocation) and temporal
- What are the unique vulnerabilities associated with AI systems? What are potential mitigation countermeasures?
- What is necessary for supporting infrastructure?
  - Modeling and simulation environment and tools to support development and experimentation
  - Physical platforms, space, and cyber/EW tools to support live experimentation

# NUGGETS & COAL

Nuggets	Coal
Exploring Soar applicability in a new domain (Cyberspace)	No design, implementation, evaluation ☹️
Exciting, explosive area	Unclear of right approach – much hype around AI and “cognitive” approaches
A lot of interest (+Work)	A lot of work