

AN ANALYSIS & REVIEW

Data Integrity Attacks against Dynamic Route Guidance in Transportation-based Cyber-Physical Systems: Modeling, Analysis and Defense

Jie Lin, et al. ([10.1109/TVT.2018.2845744](https://doi.org/10.1109/TVT.2018.2845744))

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Data Integrity Attacks against Dynamic Route Guidance in Transportation-based Cyber-Physical Systems: Modeling, Analysis, and Defense

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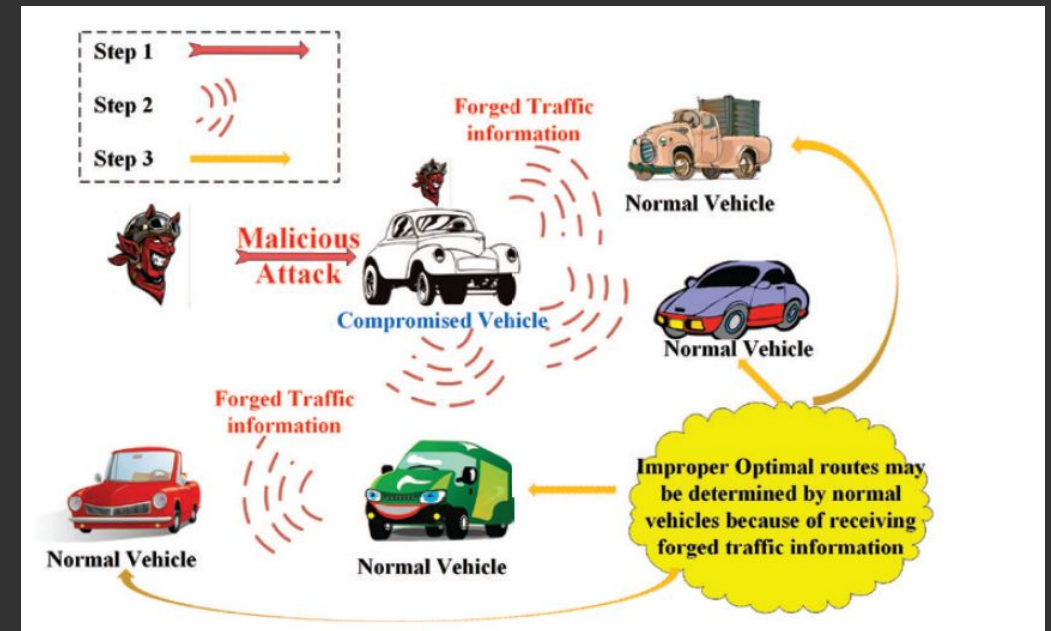
Abstract—Real-time route guidance schemes, as one of the critical services in Transportation-based Cyber-Physical Systems (TCPS), have been introduced to assist travelers in determining optimal routing with low traffic congestion and travel time. To secure the route guidance process, which enables traffic efficiency and safety, in this paper we first investigate security issues of route guidance schemes via modeling and analysis of data integrity attacks on the route guidance process, and then develop corresponding mitigation mechanisms to combat the investigated attack. Via the manipulation of traffic state data measured or generated by compromised vehicles, the data integrity attack can give rise to erroneous predictions of traffic states and induce improper determination of guided routes for vehicles, increasing traffic congestion, and reducing traffic efficiency and safety. We formally model the attack and analyze its impacts on the effectiveness of route guidance schemes. Our results show that the data integrity attack can effectively disrupt route guidance schemes, leading to significant traffic congestion, increased traveling time, and imbalanced use of transportation resources. To mitigate the data integrity attack, we investigate the forged data filtering scheme, in which the forged traffic state data can be filtered out during data delivery in vehicular networks. Extensive performance evaluations are conducted to demonstrate the effectiveness of the proposed forged data filtering scheme in comparing with an existing scheme.

Until now, to fully utilize the transportation system resources, reduce traffic congestion, and increase road capacity, considerable research efforts have been made in both information delivering and route guidance. Particularly, a number of information delivering protocols have been developed to reliably and effectively deliver real-time traffic information in vehicular networks, including vehicle-to-vehicle (V2V) communication and vehicle-to-Infrastructure (V2I) communication [48], [33], [60]. Meanwhile, with the integration of advanced communication and computation technologies, a number of efforts on dynamic route guidance schemes have been developed to assist travelers in determining optimal routes for their trips with low traffic congestion and high road capacity [43], [34], [54], [61], [8], [21], [47].

While these research efforts can improve road capacity and reduce traffic congestion in ITS, the vulnerability issues of dynamic route guidance schemes need to be seriously investigated before massively deploying them into ITS. There have been a number of research efforts to mitigate cyberattacks against vehicular networks and ITS [44], [40], [4], [32]. For instance, Sha *et al.* [40] and Cao *et al.* [4] proposed false data filtering mechanism, namely *BD^f* and *PoB* respectively.

MOTIVATION

- Infiltrate and disrupt route planning networks
- Forging traffic information to contrast true observation
- Results in little damage for 1st order neighbours
- Results in sub-optimal trajectories (information propagation)
 - Delays/Congestion for n-order vehicles



REAL-TIME INFORMATION MEASUREMENT

- A single message regarding the state of a single vehicle

$$r_u = (u|T|R_d|Sg_{Rd}|W_{Rd}|L_{Rd}|DS_u^{Sg_{Rd}})$$

- Where:

- u Vehicle ID
- T Time Slot Number
- R_d Road/Street ID
- Sg_{Rd} Road Segment ID
- W_{Rd} Road Width
- L_{Rd} Road Length
- $DS_u^{Sg_{Rd}}$ The distance from u to the centre of the segment

REAL-TIME TRAFFIC INFORMATION MESSAGE

- A collection of messages describing the traffic state at some time T

$$NR_T^{Sg_{Rd}} = (T | Rd | Sg_{Rd} | W_{Rd} | L_{Rd} | Sd_T^{Sg_{Rd}} | Num_T^{Sg_{Rd}})$$

- Where:

- T Time Slot Number
- R_d Road/Street ID
- Sg_{Rd} Road Segment ID
- W_{Rd} Road Width
- L_{Rd} Road Length
- $Sd_T^{Sg_{Rd}}$ Travel speed in segment Sg_{Rd} at T
- $Num_T^{Sg_{Rd}}$ Number of vehicles in segment Sg_{Rd} at T

DETERMINATION OF TRAFFIC STATE

- Trust probability (TP) Used to predict traffic state at a future time
- Better describing the movement of vehicles on a given road segment

$$TP_{T_j}^{Rd_i} = P \left(Pin_{T_j}^{Rd_i} \leq Pout_{T_j}^{Rd_i} \right)$$

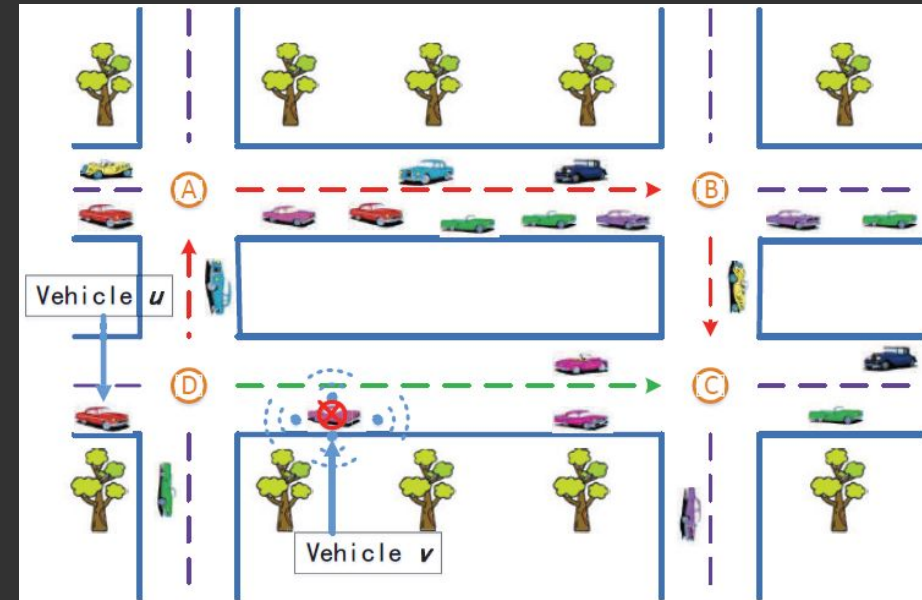
$$TP_{T_j}^{Rd_i} < \phi$$

- “The probability that the # of vehicles entering a road segment \leq the number of vehicles leaving a road segment at time T ”
- “This probability *must* be $<$ some threshold ϕ to be *trustworthy*”

Note: This TP threshold satisfies a clear road $TP_{T_j}^{Rd_i} > \phi$ would satisfy a congested road

DATA INTEGRITY ATTACK

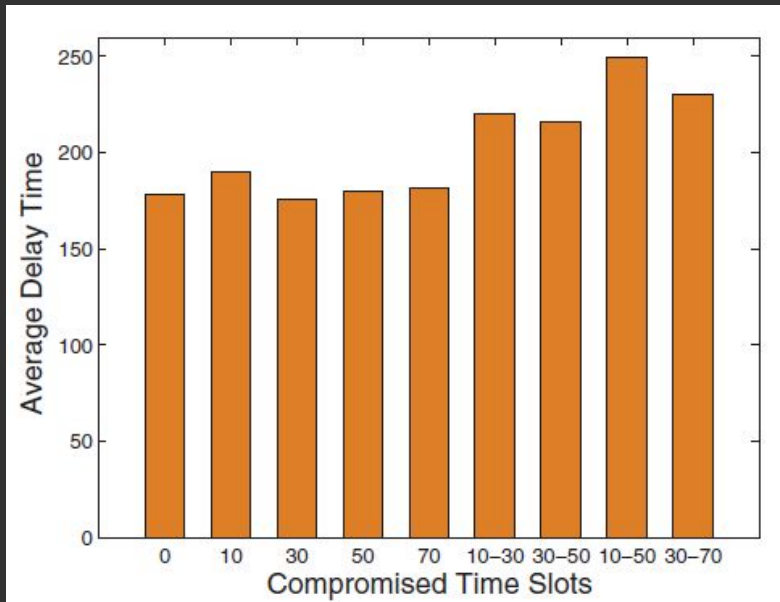
- Can't be random
 - Has to be calculated to cause maximum *damage*
- Congestion
 - Falsify the number of vehicles in a road segment
 - Make this bigger or smaller
- Compromised vehicle v reporting congestion on Rd_{DC}
- Vehicle u takes route $Rd_{DA} \rightarrow Rd_{AB} \rightarrow Rd_{BC}$
- Satisfy $TP_{T_j}^{*Rd_i} < \phi$
- Falsify $Pout_{T_j}^{Rd_i} \rightarrow Pout_{T_j}^{*Rd_i}$



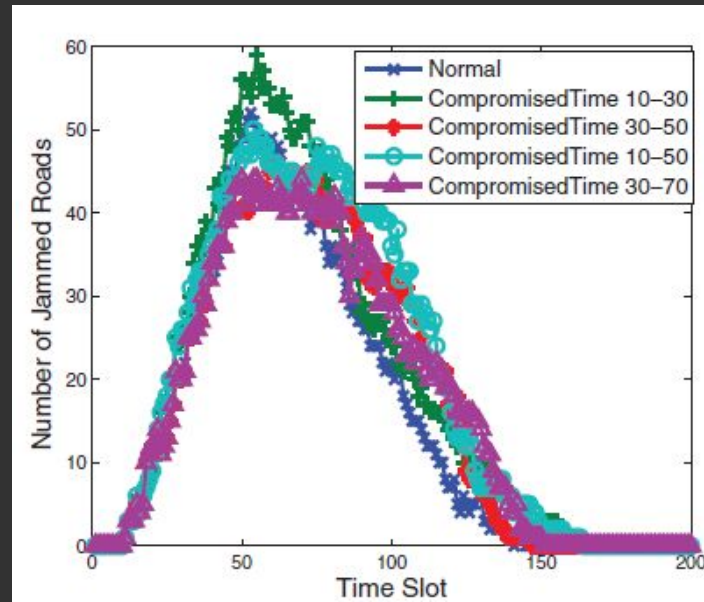
INTERJECTION

- I have evaded explaining modelling and analysis optimal attack locations/strategies
- It's a lot of maths... You don't want that... I don't want that...
- The 411:
 - *Optimal attacking location*
 - Find the road(s) which would cause the *most* congestion. Steer vehicles towards these
 - *Optimal attacking distribution*
 - Concentrated – M roads in a concentrated area (better attack for non-traffic balanced)
 - Distributed – All roads on a network (better attack for traffic balanced)
 - *Optimal attacking coverage ratio*
 - How can we affect the most number of roads
 - Ratio of compromised roads (bigger the ratio higher likelihood of serious congestion)

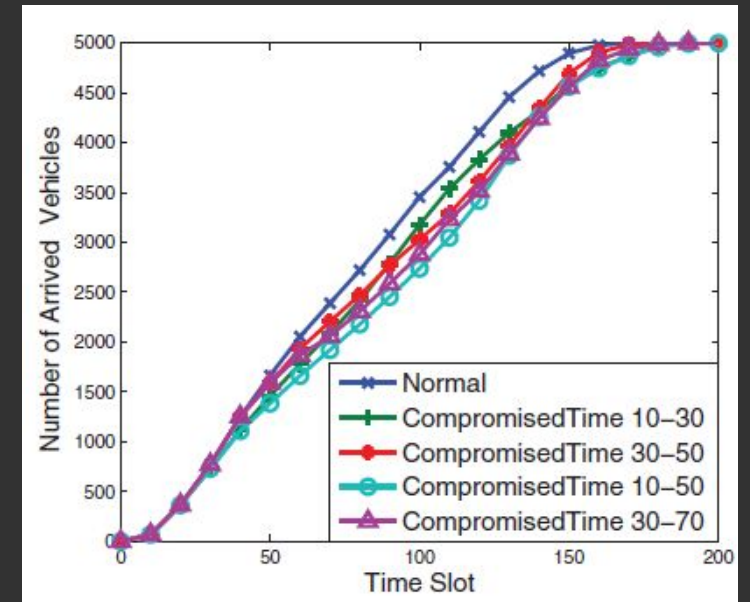
SOME ATTACK STATS



Delay in vehicles reaching their destination based on when roads were attacked (higher is better)



Number of jammed roads for a given timeslot, and how long they are compromised for (higher is better) – Continuous attack



Cumulative number of vehicles reaching their destination (lower gradient is better) – Continuous attack

FORGED DATA FILTERING

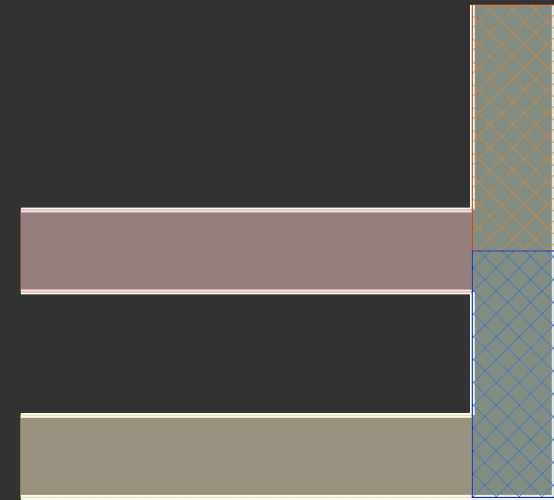
FDF – TERMINOLOGY



Environment – This contains
all roads

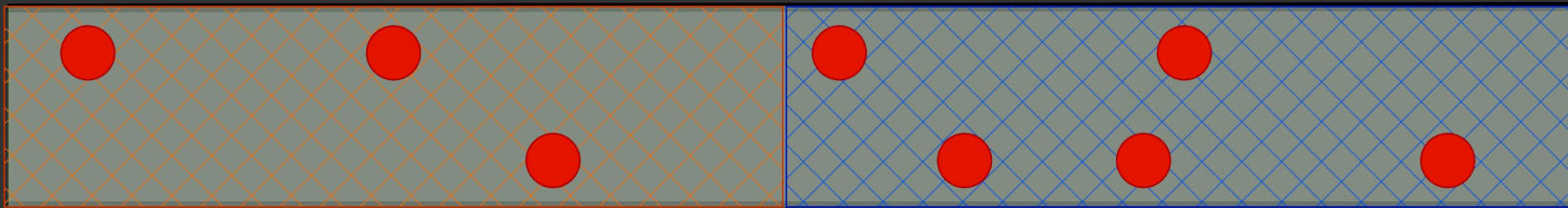


Roads – exist in the
environment colour shaded
but identified by an ID

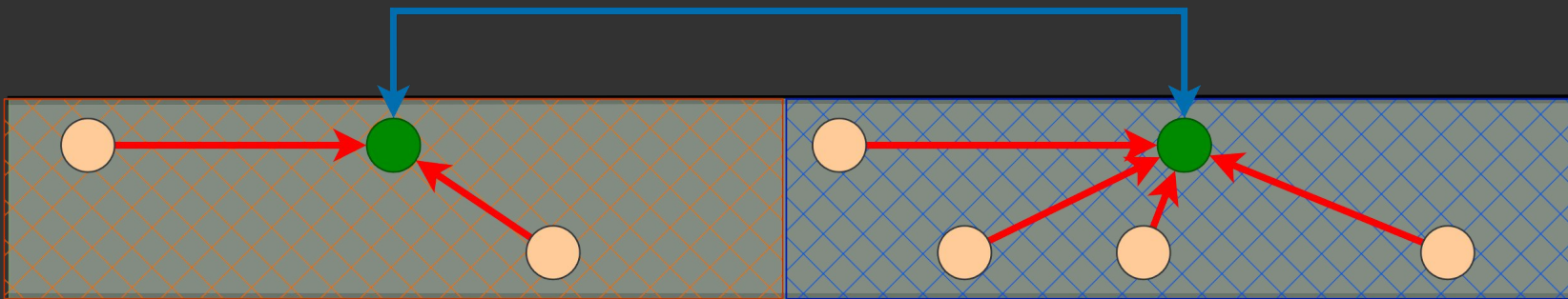


Road Segments – Cross
hatch, breaks up a road
into smaller segments,
these will contain clusters of
vehicles

FDF – TERMINOLOGY



Our vehicles exist in segments on the road (direction doesn't matter)



Segments form clusters with the vehicle closest to the centre becoming the cluster head

FDF – SOLUTION

- Local clusters C_i and foreign clusters C_j
- Conditions:
 - **IF** message is stale – Drop Message
 - **IF** our auth check *not in* foreign cluster – Drop Message
 - **IF** the number of MACs (n) < number of vehicles
On a segment at time T – Drop Message
 - C_j validates all MACs attached to segment
 - **IF** any MAC fails to validate – Drop Message
- Providing all conditions are met the message is sent to the next cluster head

$$NR_T^{SgRd} = (T | Rd | SgRd | WRd | LRd | Sd_T^{SgRd} | Num_T^{SgRd})$$

Algorithm 1 Forged Data Filtering (FDF)

Input: Real-time traffic information messages (NR_T^{SgRd}), Cluster-head vehicles C_i and C_j

Output: Forged traffic state data

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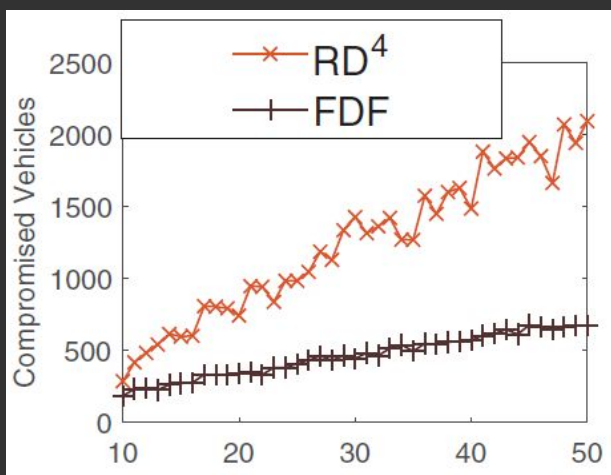
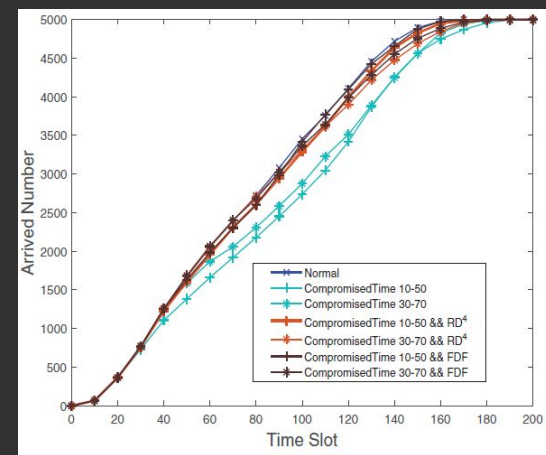
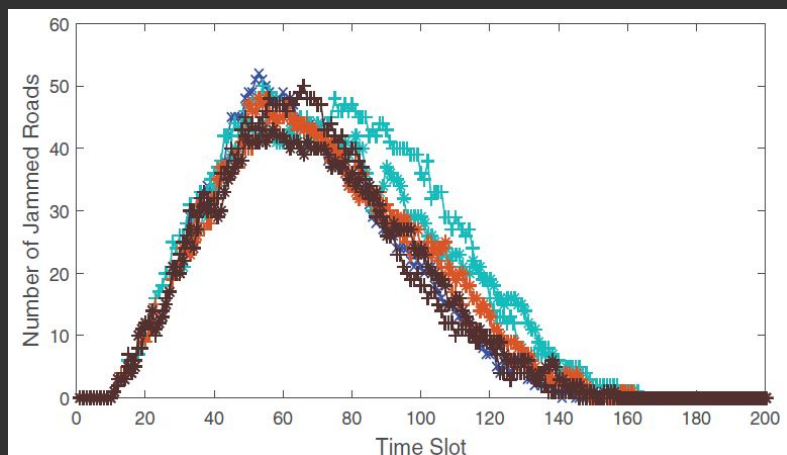
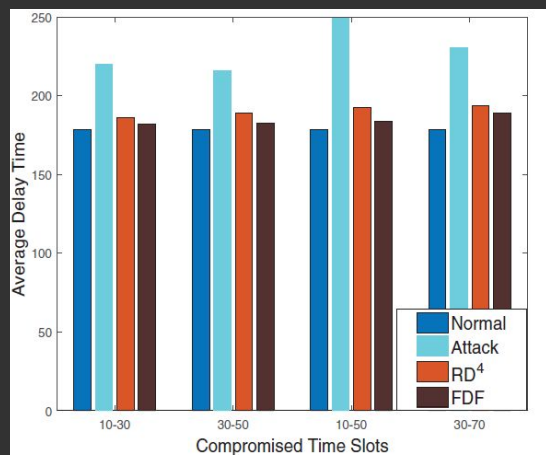
1: Cluster-head vehicle ( $C_j$ ) receives the real-time traffic information mes-
   sage ( $NR_T^{SgRd}$ ) of cluster ( $C_i$ )
2: if (Time is not Fresh) then
3:   Drop the message;
4:   Exit
5: else
6:   if (Check Polynomial of  $C_i$  is included in  $C_j$ ) then
7:     Obtain the number of different MACs attached in  $NR_T^{SgRd}$ ,
       namely  $n$ 
8:     if ( $n < T$ ) then
9:       Drop the message
10:      Exit
11:    else
12:       $C_j$  Validates MACs attached on the received message
       ( $NR_T^{SgRd}$ ) with stored Check Polynomial in  $C_j$ 
13:      if (All MACs are valid) then
14:         $C_j$  considers message  $NR_T^{SgRd}$  is true and send to next
       cluster-head vehicle
15:        Exit
16:      else
17:         $C_j$  considers message  $NR_T^{SgRd}$  is false and drop it
18:        Exit
19:      end if
20:    end if
21:  else
22:     $C_j$  sends message  $NR_T^{SgRd}$  to next cluster-head vehicle
23:    Exit
24:  end if
25: end if
  
```

FDF – AUTHENTICATION

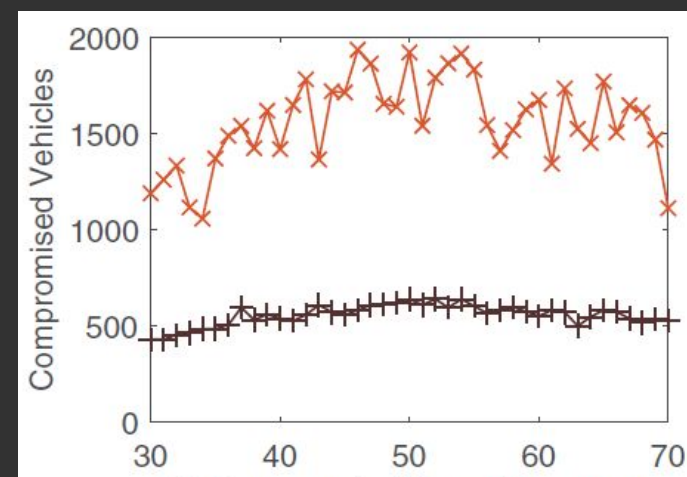
- Message Authentication Code (MAC) for *forwarded* data
- Each vehicle in a cluster can compute the authentication of the local cluster C_i
- u can generate a check for another cluster C_j
- A forwarding vehicle v is responsible of checking the validity of the message from C_i iff it stores the validation already for C_i (assumes validity)
 - If it does then it checks all MACs in C_i

Think of this sort of like public and private keys the authentication and verification can be obtained from the message data and the MAC is there to validate

FDF – RESULTS



Reduced delay
Fewer jammed roads
Closer to baseline arrivals
Much fewer compromised vehicles



QUESTIONS, CRITIQUE & DISCUSSION

SOME POINTS TO THINK ABOUT

- This approach does require additional equipment to provide frequent changes to MAC generation *polynomial*
 - Could this be a potential issue?
- Nothing was mentioned about computational time inc/dec over RD⁴, could this have an impact?
- There's a clear improvement with number of compromised vehicles, but how significant are the other improvements?
- Assumptions are made with regard to vehicle speed, i.e. that the speed of the vehicle will always be the most optimal (quickest) between 2 points. Is it fair to make that assumption?