

ADT2AMAS: Managing Agents in Attack-Defence Scenarios

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Attack-Defence Scenarios in a Multi-agent Setting

- ▶ **Idea:** translation from attack-defence trees (ADTrees) into asynchronous multi-agent systems (AMAS)
- ▶ New aspect of security scenarios: **agent coalitions** of various size and action assignment can be considered
- ▶ Qualitative and quantitative analysis using existing methods and tools developed for multi-agent systems

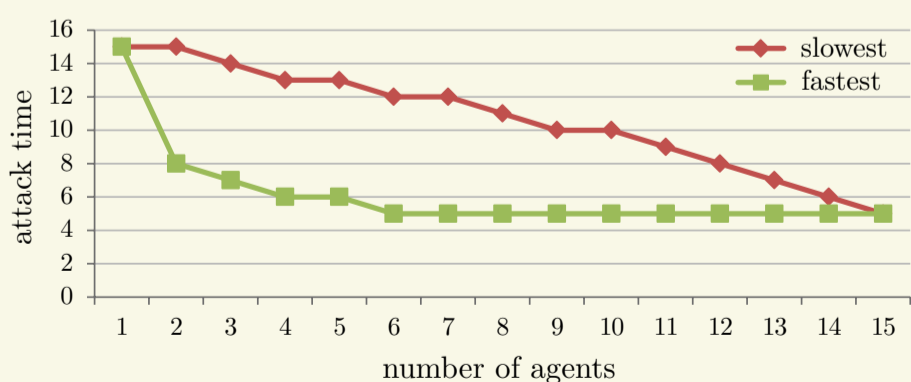
ADTree to AMAS Translation

- ▶ **EAMAS:** AMAS semantics extended with **attributes** and **functions** to model ADTrees
- ▶ Each ADTree node corresponds to an automaton in the resulting multi-agent system
- ▶ Specific patterns for each ADTree construct, embedding **reductions** to prevent state explosion
- ▶ Further reduction on the level of entire EAMAS: exploiting the topology to avoid some interleavings

The Scheduling Algorithm

- ▶ Optimal scheduling of agents' actions is **crucial to the performance** (e.g. attack time) in ADTree scenarios
- ▶ A relevant and non-trivial scheduling problem: optimizing both attack time and the number of agents
- ▶ Time normalisation and preprocessing: input ADTree becomes a DAG, sequences replace SAND gates
- ▶ Handling choices: OR and defence nodes induce **multiple variants** for which to compute the schedule
- ▶ Schedule length kept at minimum, extra agents added only if execution impossible without increasing time
- ▶ **Quadratic complexity** in the number of nodes, but an exponential number of OR/defence variants

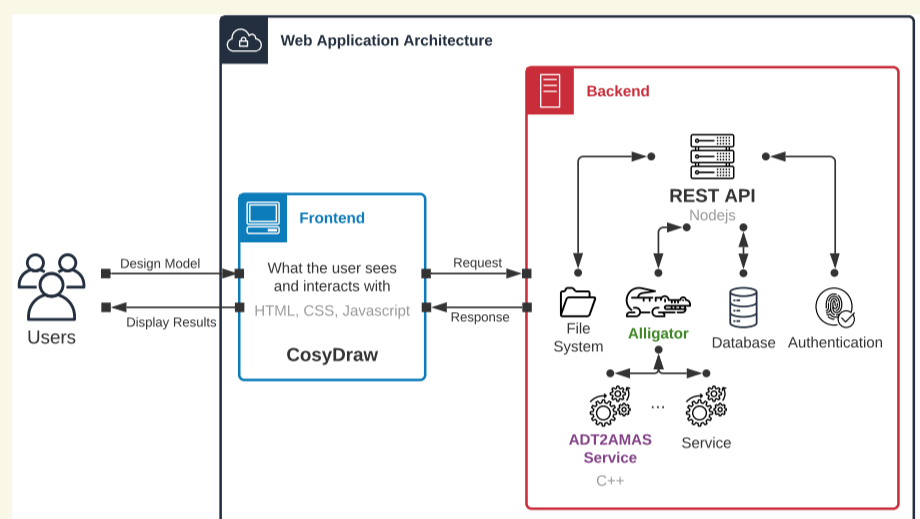
Assignment is Equally Important to Coalition Size!



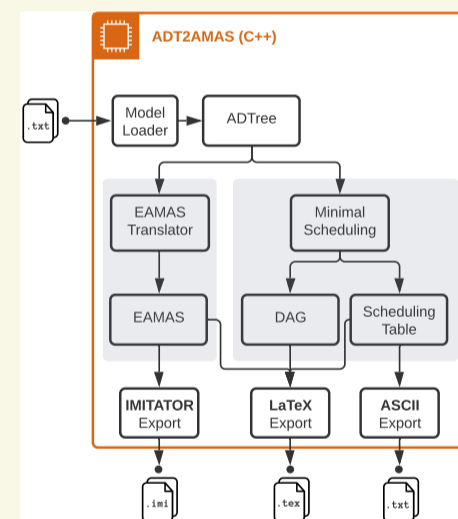
Our Tool: ADT2AMAS

- ▶ Open-source tool written in C++
- ▶ Input ADTree: simple-syntax text or a user-generated model in the **intuitive web interface** CosyVerif
- ▶ Intermediary steps of the **scheduling algorithm** visualized with generated \LaTeX files
- ▶ Output: **minimal schedule** using the fewest agents
- ▶ Also **generates models** for verification with IMITATOR

Web App Architecture



ADT2AMAS Architecture



Summary: Our Contribution

- ▶ Unified/extended scheme for **ADTree representation**
- ▶ Formal semantics of **EAMAS** to model ADTrees
- ▶ ADTree to EAMAS **pattern transformation** rules
- ▶ Translation and optimal scheduling with ADT2AMAS
- ▶ **Agent coalitions:** study of performance metrics impact
- ▶ **Parametric synthesis** of ADTree attributes in IMITATOR

References

- ADT2AMAS. <https://lipn.univ-paris13.fr/adt2amas/>.
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- J. Arias, C. E. Budde, W. Penczek, L. Petrucci, T. Sidoruk, and M. Stoelinga. Hackers vs. Security: Attack-Defence Trees as Asynchronous Multi-agent Systems. In *Proceedings of ICFEM 2020*. Springer, 2020.
- J. Arias, L. Petrucci, W. Penczek, and T. Sidoruk. Minimal Schedule with Minimal Number of Agents in Attack-Defence Trees. *CoRR*, abs/2101.06838.
- L. Petrucci, M. Knapik, W. Penczek, and T. Sidoruk. Squeezing State Spaces of (Attack-Defence) Trees. In *Proceedings of ICECCS 2019*. IEEE, 2019.