



TACTICS

Protecting Tactical Service Oriented Architectures -Gkioulos Vasileios



TACTICS consortium consists of 12 members and subcontractors, while the projects studies will*

- **Propose the definition of a service-oriented architecture (SOA) compatible with the constraints of tactical radio networks.**
- **Suggest feasible ways of adapting services to the constraints of the tactical radio networks.**
- **Demonstrate the capacity of a Tactical Service Infrastructure to offer operational services in a real tactical environment.**



(*TACTICal Service oriented architecture, Proposal for EDA ad hoc B Program)



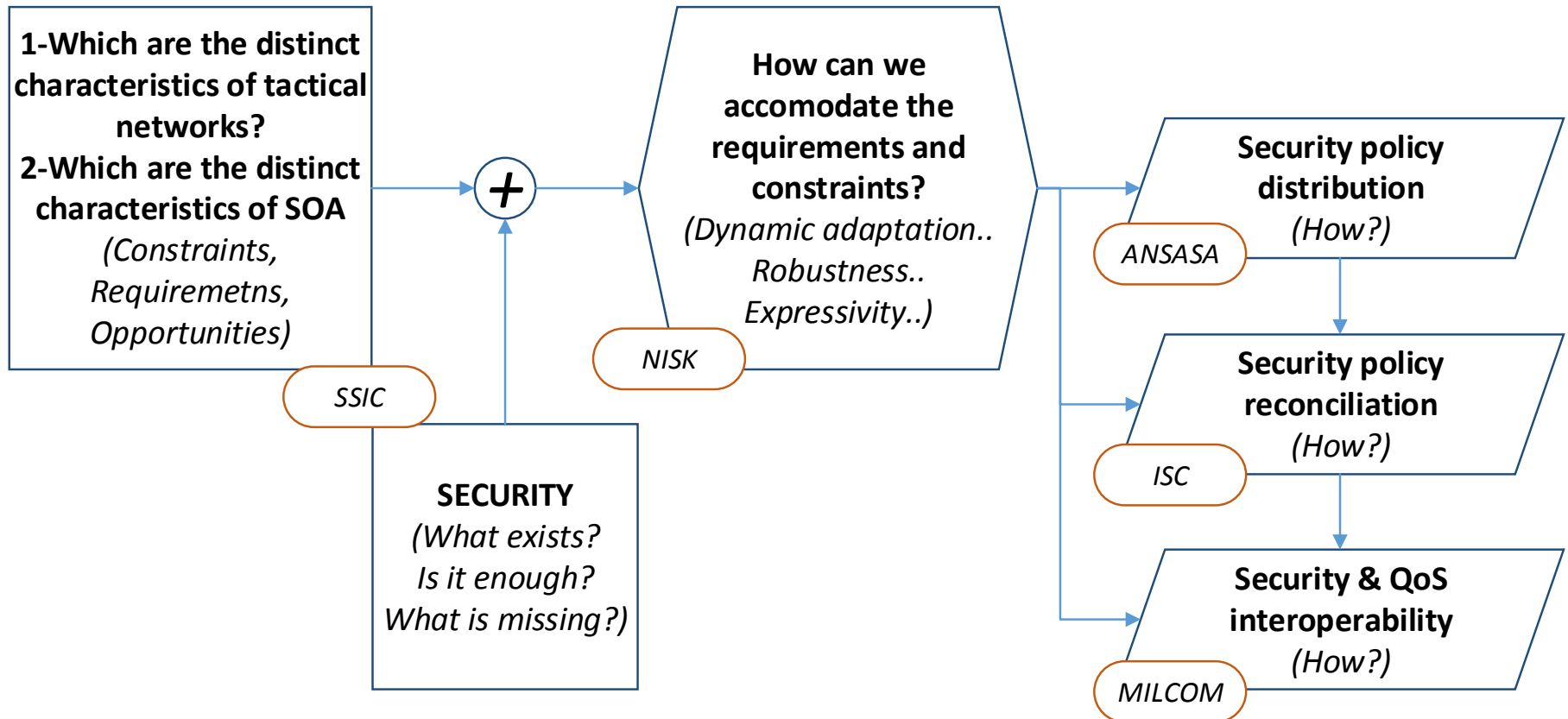
- **Monitor and advice on security related aspects/ requirements**
- **Secure cross-layer network capabilities**
- **Secure protocols and algorithms for robust distributed service storage, retrieval, and discovery**
- **Secure, efficient and robust overlay routing with the incorporation of cross-layer information**
- **Necessary enhancements for the optimised performance of routing and QoS mechanisms**
- **Investigation of protection goals and requirements for tactical SOA**
- **Robust and adaptable security policies for tactical SOA**
- **Lightweight and dynamic protection mechanisms**
- **Information filtering, classification and provenance assurance**



- Investigation of protection goals and requirements for tactical SOA
- Robust and adaptable security policies for tactical SOA
- Lightweight and dynamic protection mechanisms

- *How can a security policy that is sufficiently expressive to allow the incorporation of discretionary access control equivalent to restricted access matrices and label-based mandatory access control, be formulated in such a way that the policy and its computations can be distributed across a set of nodes in a distributed system with intermittent connectivity, yet remain consistent?*

Protecting tactical service oriented architectures



- **Node limitations**

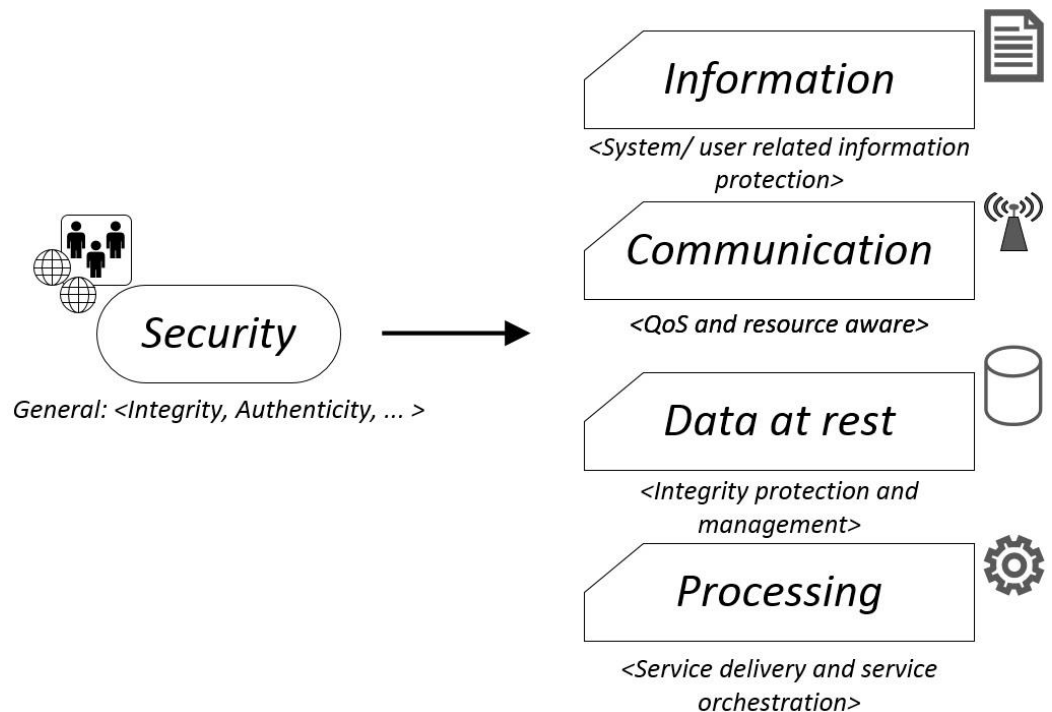
- Transmission/ Reception range
- Input/Output limitations
- Power consumption
- Physical limitations
- Environmental conditions
- Interconnection capabilities
- Computational capacity

- **Network limitations**

- **Transmission disruptions**
 - Due to radio range, interference (e.g. packet collisions, multipath transmission, jamming), physical obstacles, active attacks (e.g. wormhole, black-hole, denial of service)
- **Mobility**
 - Due to dynamic network configurations (Referring both to routing and IP/ID planning and management), coalition operations, service delivery handover, multinetwork affiliation.
- **Communication**
 - Due to scarcity of available radio resources (e.g. bandwidth, frequencies), protocols, and radio characteristics (e.g. packet error rate, jitter, delay)
- **Application layer**
 - Due to service delivery, discovery and registry management.

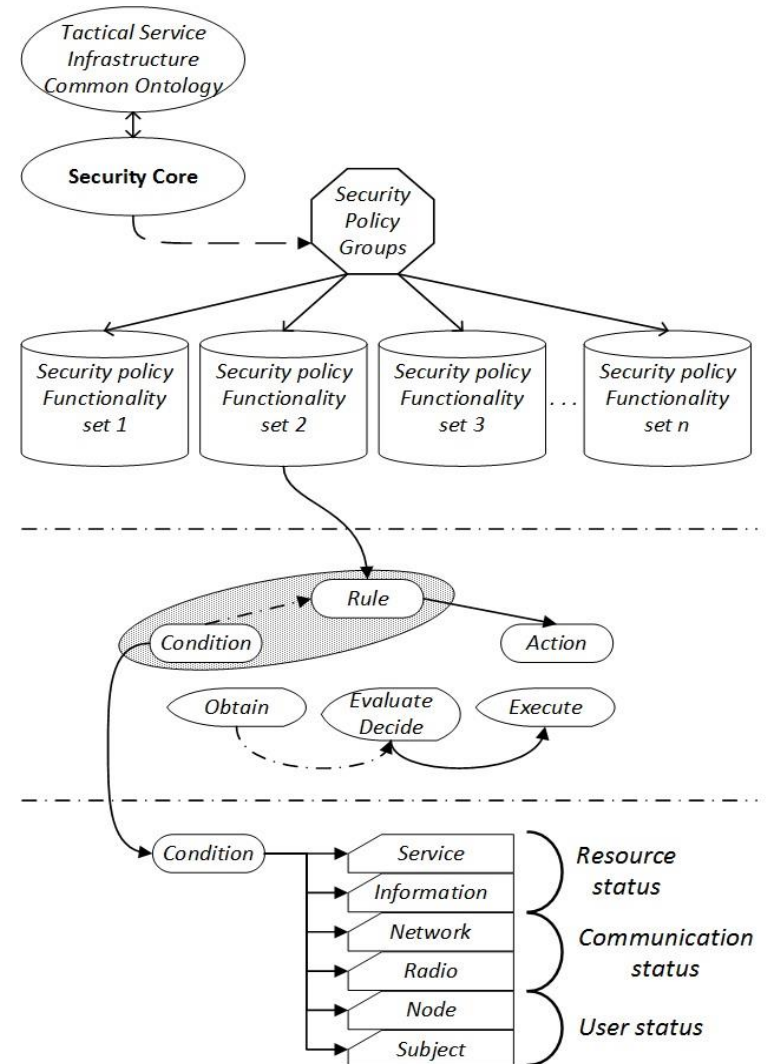
- **Generic protection goals, similar to those found in other systems, such as:**

- Confidentiality
- Control
- Integrity
- Authenticity
- Availability
- Authentication
- Authorization
- Non Repudiation
- Utility
- Accountability
- Trust
- Traceability

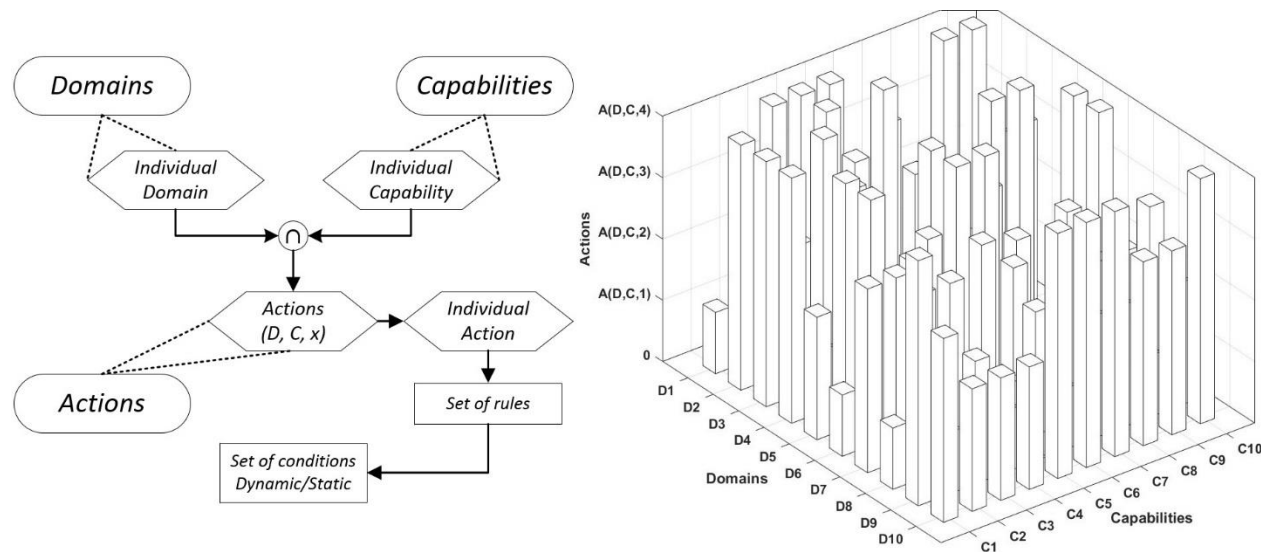


- **Incorporation of cross layer information originating from:**

- Services
- Data
- Network
- Radios
- Terminals
- Users



- Fine-grained conceptualization of constituent network elements
- Anticipated processes
- Operational requirements



Individual_Domain \cap Individual_Capability = {Individual Action A(k), Individual Action A(k+1), ... , Individual Action A(k+ j)}

where

Individual Action A(k) \approx Rule A[k(z)], Rule A[k(z+1)] , ... , Rule A[k(z+i)]

• Description logic (DL) fragments

- ALC + role hierarchies and inclusion, inversion, nominals, functionality properties and qualified cardinality restrictions – SHOIN(D)

Terminal \equiv *individual* $\sqcap \exists$ has.Terminal.ID. \perp

Local_Provider \equiv *Terminal* $\sqcap \exists$ Has_Operational_Group.OG2

$\sqcap \exists$ Has_Status.Online $\sqcap \exists$ Has_Functionality.SP

Available_Service \equiv *Service* $\sqcap \leq 1$ Has_Local_Provider

Concept assertion

File \sqcap Video(Message_x) : Message_x is a video file

Role assertion

hasSource(Message_x, Terminal_y) : Terminal_y is the source of Message_x

- **Diversity of node capabilities**
 - (Nodes can not be expected to be able to support all the security mechanisms)
 - Distinct platforms, with diverse capabilities and requirements
 - Dynamically adaptable policies are too heavyweight for some types of tactical nodes
- **Operational and functional diversity of deployed assets**
 - (Nodes are not required to support all the security mechanisms)
- **Dynamic network topologies**
 - (No centralized security dedicated entity can be assumed, due to constant alteration of the available resources and connectivity)

• Ontology (policy)

- Syntactic complexity
- Structural complexity

• Tactical nodes

- Operational specialization
- Functional specialization
- Operating features

• Dynamism

- Dynamic attributes
- Dynamic policy evaluation
- Tactical decision cycle

• Action : $A'n = (D\hat{i} + C\hat{j} + A\hat{g})$, Where \hat{i} , \hat{j} , \hat{g} are unit vectors

• Security policy: $SpOg(x) = \{V_i, V_{i+1}, \dots, V_{i+n}\}$

• $SpOg(x) = SpFg(j) \cup SpFg(j+1) \cup \dots \cup SpFg(j+n)$

• $V_{(n)} = \{R_{(i)}, R_{(i+1)}, \dots, R_{(i+n)}\}$

• Vector complexity: $CV_{(n)} = \sum_{i=1}^n CR_{(i)}$

• ...

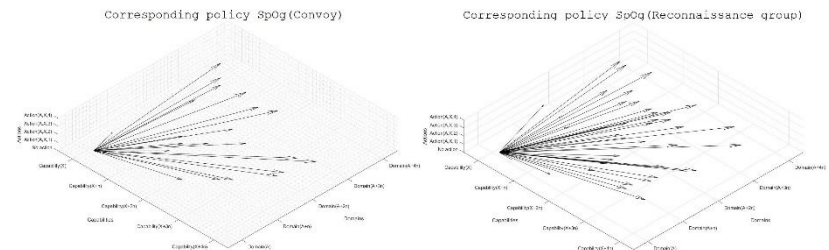
• Maximize: $D = \sum_{i=1}^k \sum_{j=1}^n pR_{(j)} * X_{ij}$

• Subject to: $\sum_{j=1}^n CR_{(j)} * X_{ij} \leq CCFg_{(i)}$, $i = [1, \dots, k]$

• $\sum_{j=1}^n X_{ij} = 1$, $i = [1, \dots, k]$

• $X_{ij} = 1$ or 0 , $i = [1, \dots, k]$, $j = [1, \dots, n]$

• $X_{ij} = \begin{cases} 1 & \text{if } R_{(j)} \text{ is selected for } Fg_{(i)} \\ 0 & \text{if not} \end{cases}$



- **Strict syntactic, terminological and semiotic homogeneity**
 - (The distributed ontologies are consistent to the central model)
 - -Conceptual heterogeneity
- **The local ontologies operate within only two dimensions of context dependent representation (Partiality and perspective)**
 - -Approximation is only utilized across the governing rules
- **Thus:**
 - We face only conceptualization mismatches and differences in perspective
 - Explicitation mismatches, coverage differences and granularity differences will not occur
 - These changes will only occur on data and object properties
 - The only allowed alterations are modifications
 - Extensions and reductions are not allowed

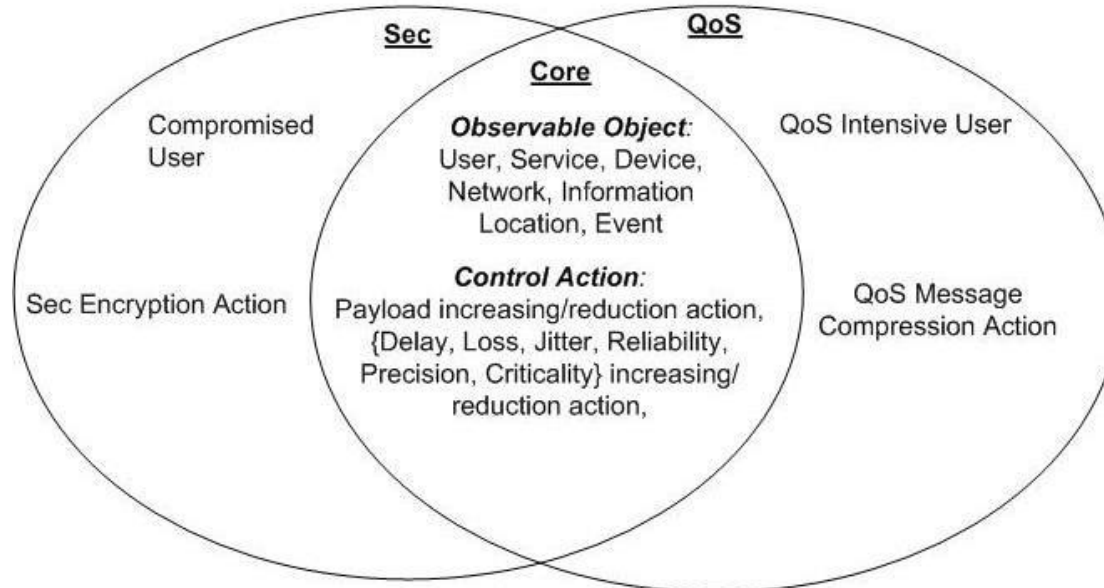
- **Ontology mapping is mature...**
 - **but what about communication constraints?**
 - Cannot transmit the entire local ontology
 - Cannot include multi-transaction negotiation methods
 - Cannot depend on a centralized entity
 - Must limit the number of involved nodes
 - Increased reconciliation confidence is required
 - Must maintain history of updates
 - Roll back capability is required

- **Local ontology**
 - Fragment of global policy
- **Local node assignment list**
 - Fragment of global node assignment list, responsible for the identification of the subset of nodes, which incorporate the altered element.
- **Local change ontology**
 - Maintains a copy of locally sensed and enforced changes for audit and roll back purposes
- **Criticality/ timeliness measure**
 - For prioritization purposes
- **Archive of requested changes**
 - Maintains a copy of externally requested changes for audit and roll back purposes
- **Δ**
 - It includes the altered element, and various characteristics of the alteration, such as justification, time, actor.

- **Security related considerations**
 - Enforcement of protection goals (under the aforementioned constraints)
- **QoS related considerations**
 - Message encapsulation and processing, down to the level of packets sent over radio, has been carefully adjusted across the TSI stack before radio emission.
 - ✓ Messages of higher priority/reliability will always receive prioritized treatment.
 - ✓ Messages temporized or degraded should be dealt with appropriately.
 - Etc (traffic management, battery consumption ...)

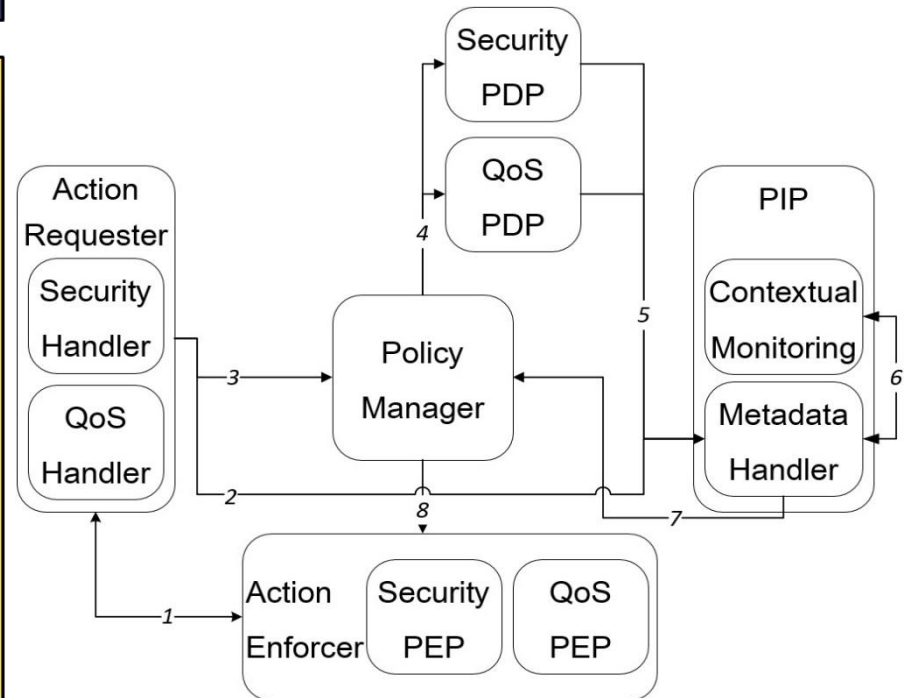
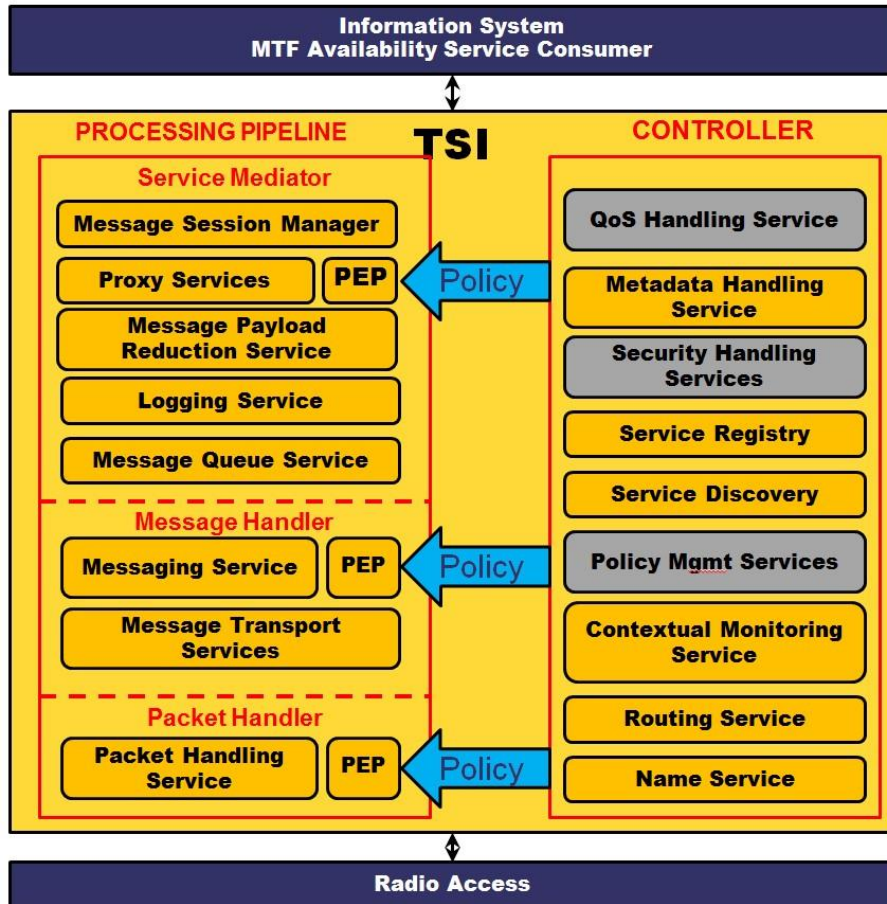
• **Ontology and policy framework adjusted to TACTICS**

- **Observable objects**
 - Static and dynamic attributes both in raw, aggregated or statistical form
- **Enforcement mechanisms**
 - Session manager, service registry, encryption, message adaptation etc
- **Actions**
 - Prioritise service invocation, drop message, isolate compromised node etc.



• Interoperability mechanism

- Based on TACTICS architecture and Tactical Service Infrastructure.



Thank you

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