Physical Layer Security

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ECE / ISR
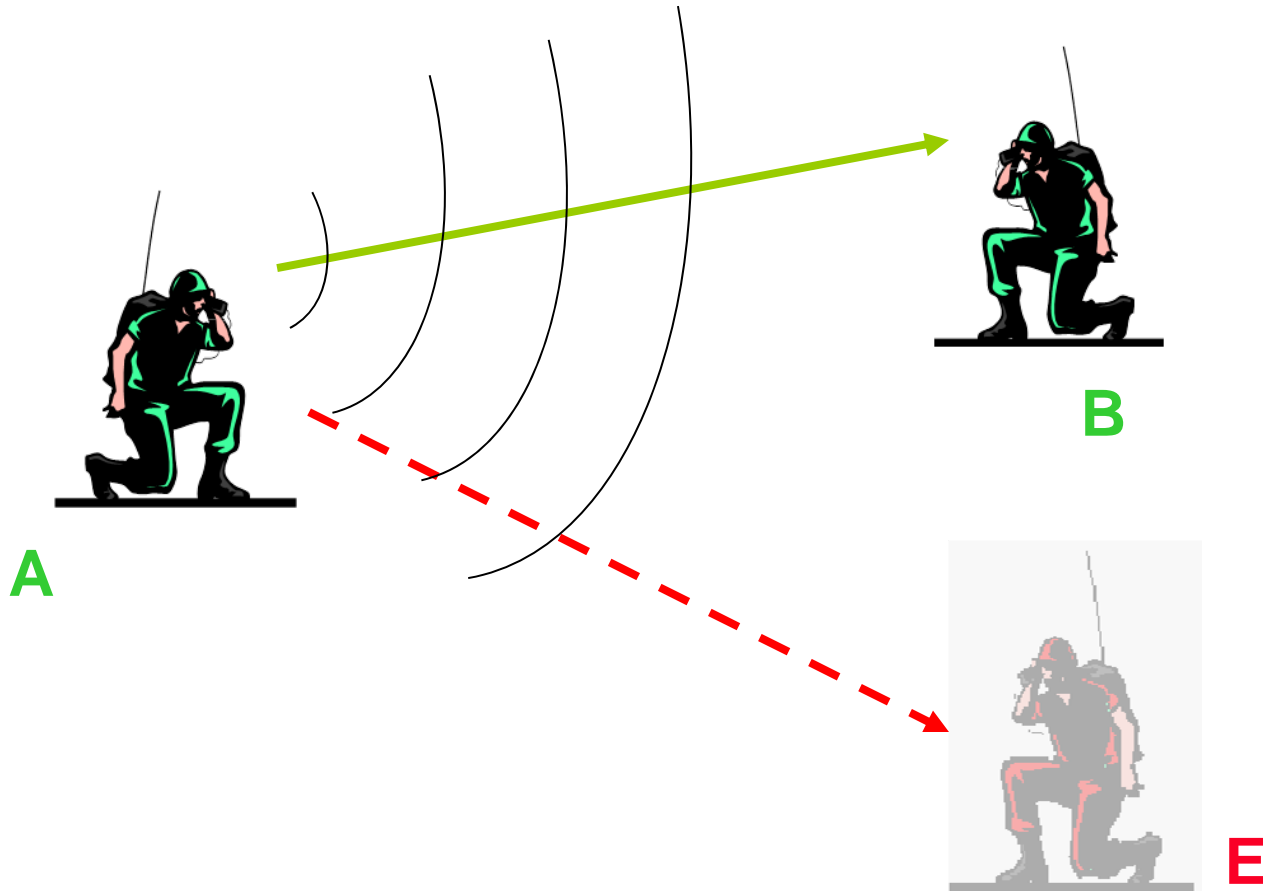
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Security in Wireless Systems

Inherent openness in the wireless communications channel:

eavesdropping and **jamming** attacks

A

B

E

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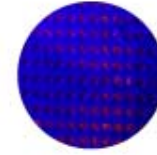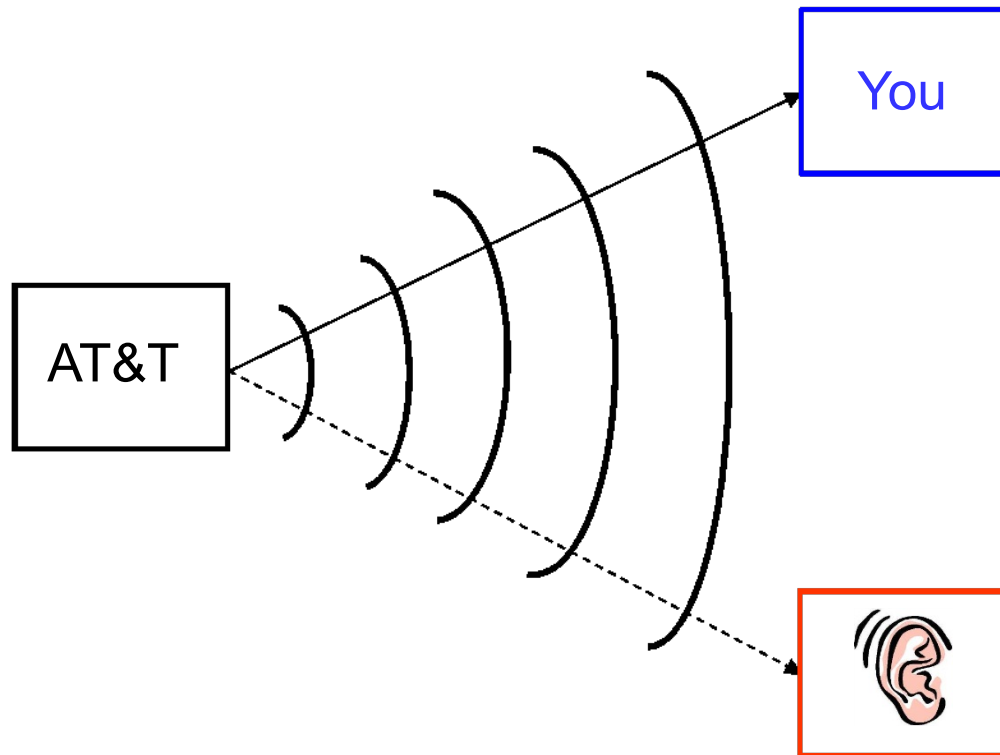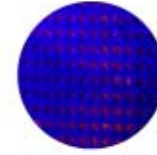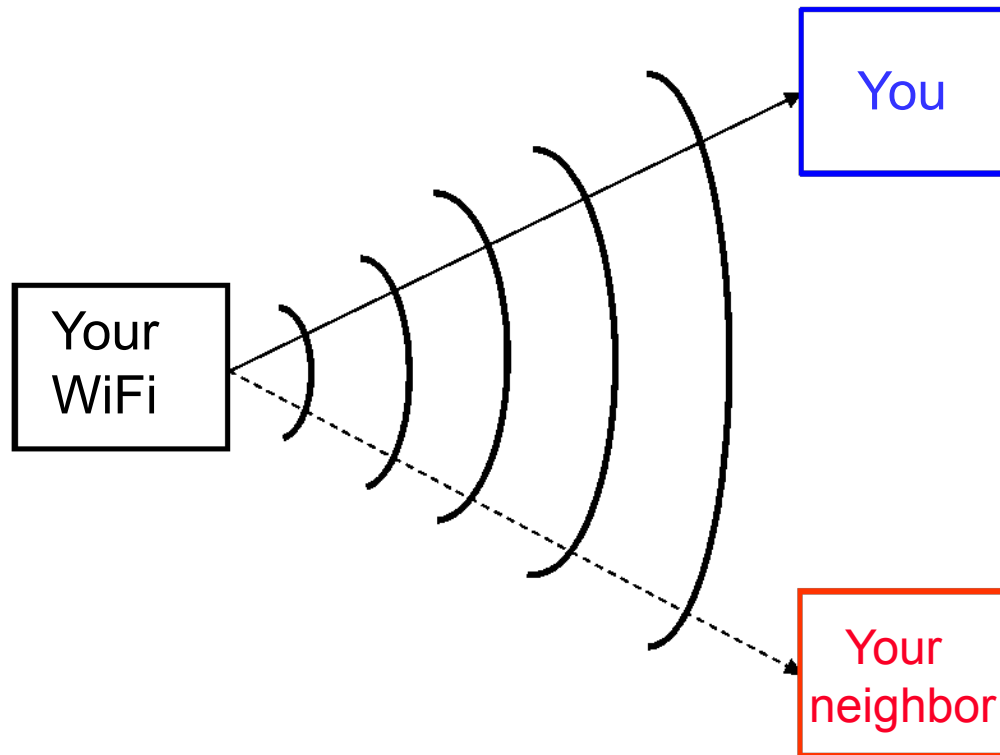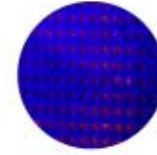# Security in Wireless Systems

Inherent openness in the wireless communications channel:

eavesdropping and **jamming** attacks

Security in Wireless Systems

Inherent openness in the wireless communications channel:

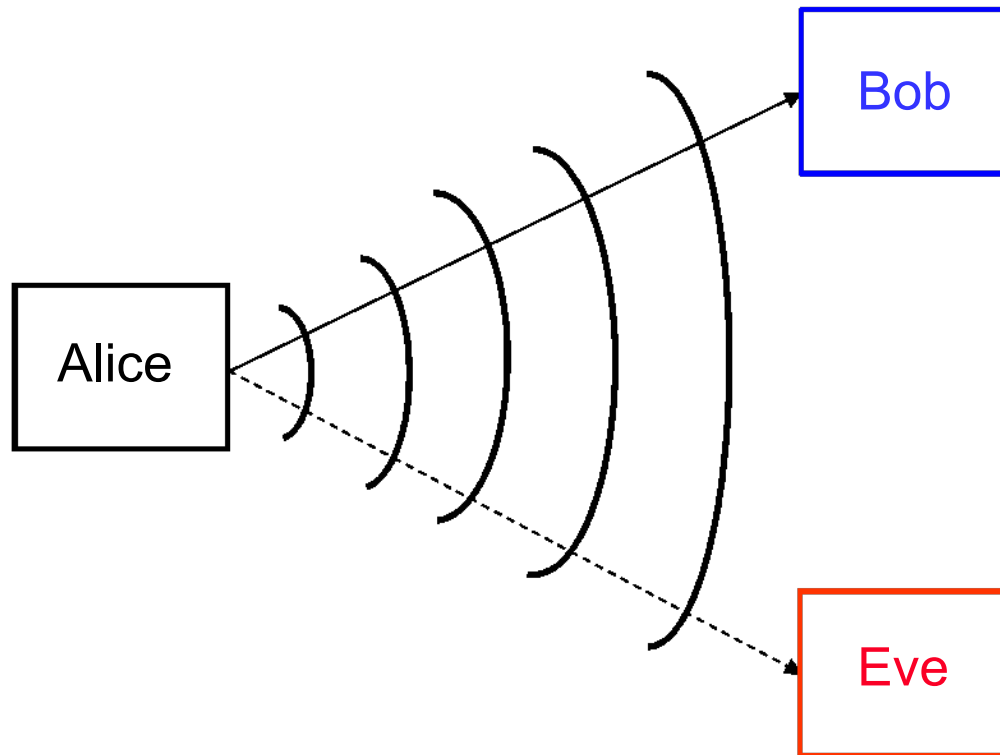eavesdropping and **jamming** attacks

Security in Wireless Systems

Inherent openness in the wireless communications channel:

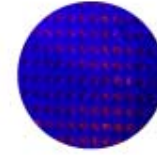eavesdropping and **jamming** attacks

What is the Physical Layer?

The **lowest layer** of the 7-layer OSI protocol stack.

The level at which **bits** are transmitted/received.

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Countering Security Threats: Current State-of-the-Art

Cryptography:

- ❑ at higher layers of the protocol stack
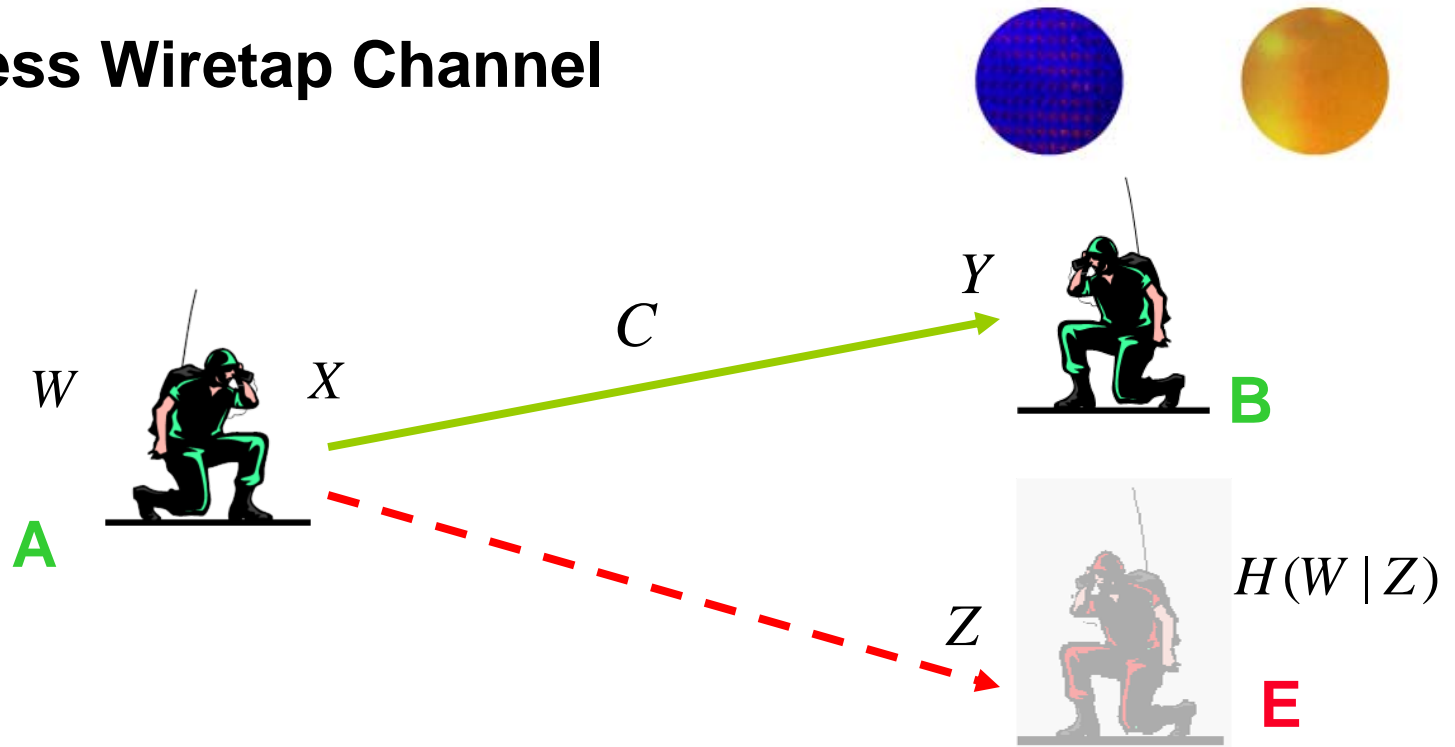- ❑ based on **limited computational power** at the adversary

Spread spectrum, e.g., frequency hopping and CDMA:

- ❑ at the physical layer
- ❑ based on **limited knowledge** at the adversary
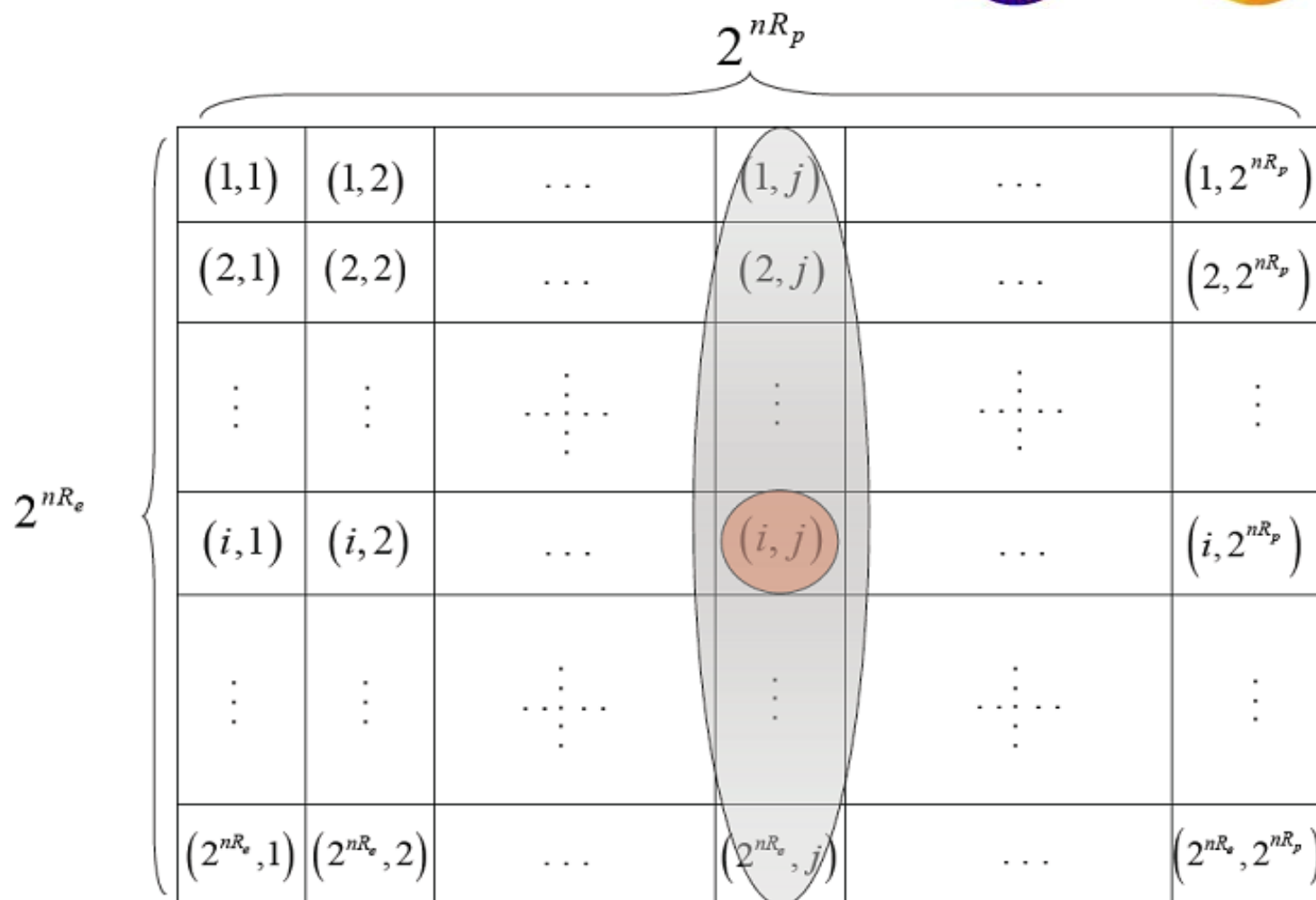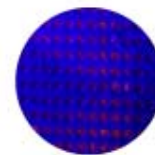
Physical layer security:

- ❑ at the physical layer
- ❑ no assumption on adversary's computational power
- ❑ no assumption on adversary's available information
- ❑ **provable** and **quantifiable** (in bits/sec/hertz)
- ❑ **implementable** using signal proc, comm and coding techniques

Wireless Wiretap Channel

W

X

C

Y

B

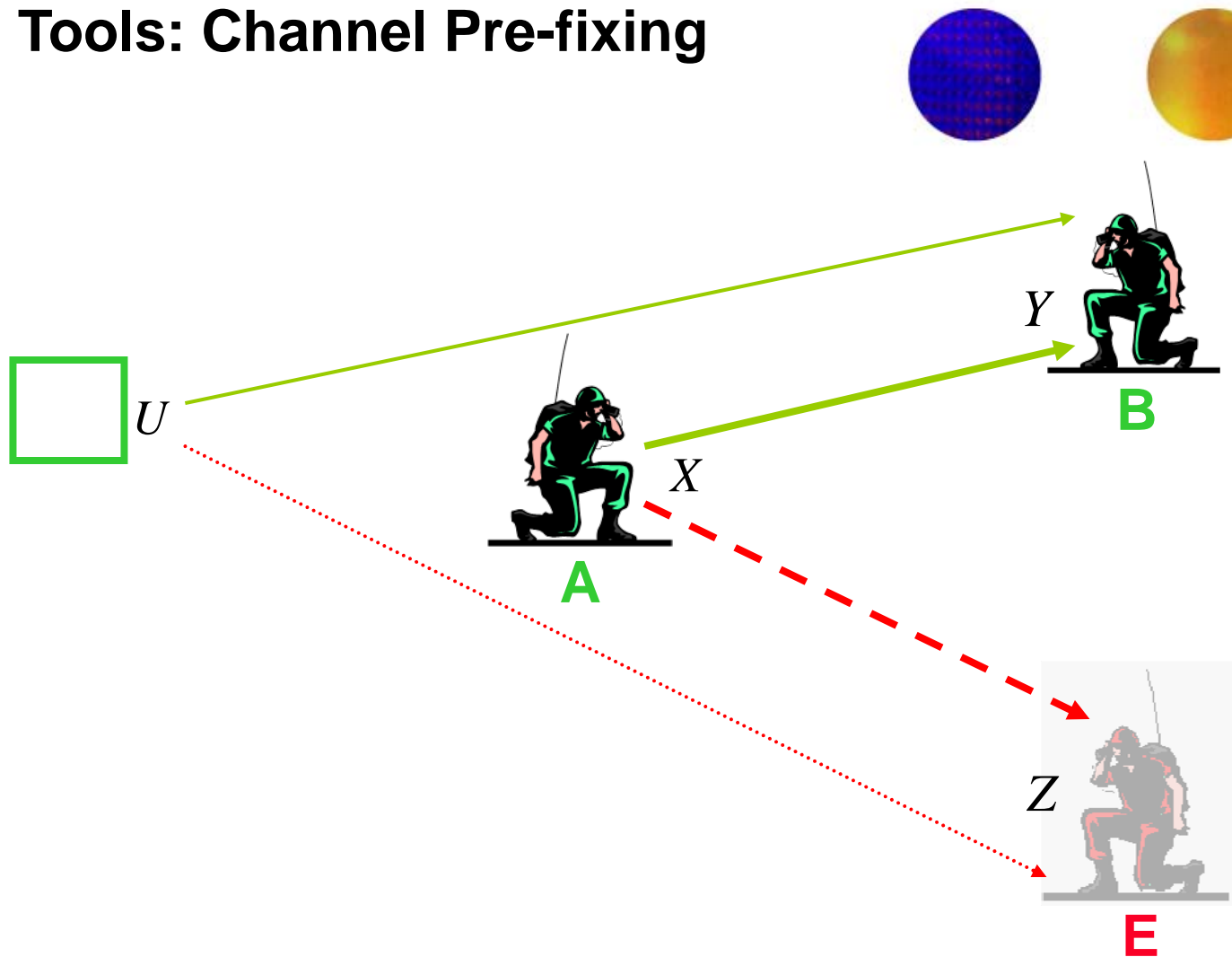**A**

Z

$H(W \mid Z)$

E

- Perfect secrecy: $H(W \mid Z) = H(W)$

- Perfect secrecy capacity: $C = \max\ I(X;Y) - I(X;Z)$

- For certain channels (but not always): $C = C_B - C_E$
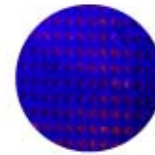
Main Tools: Stochastic Encoding

$$R_e = I(X;Y) - I(X;Z), \quad R_p = I(X;Z)$$
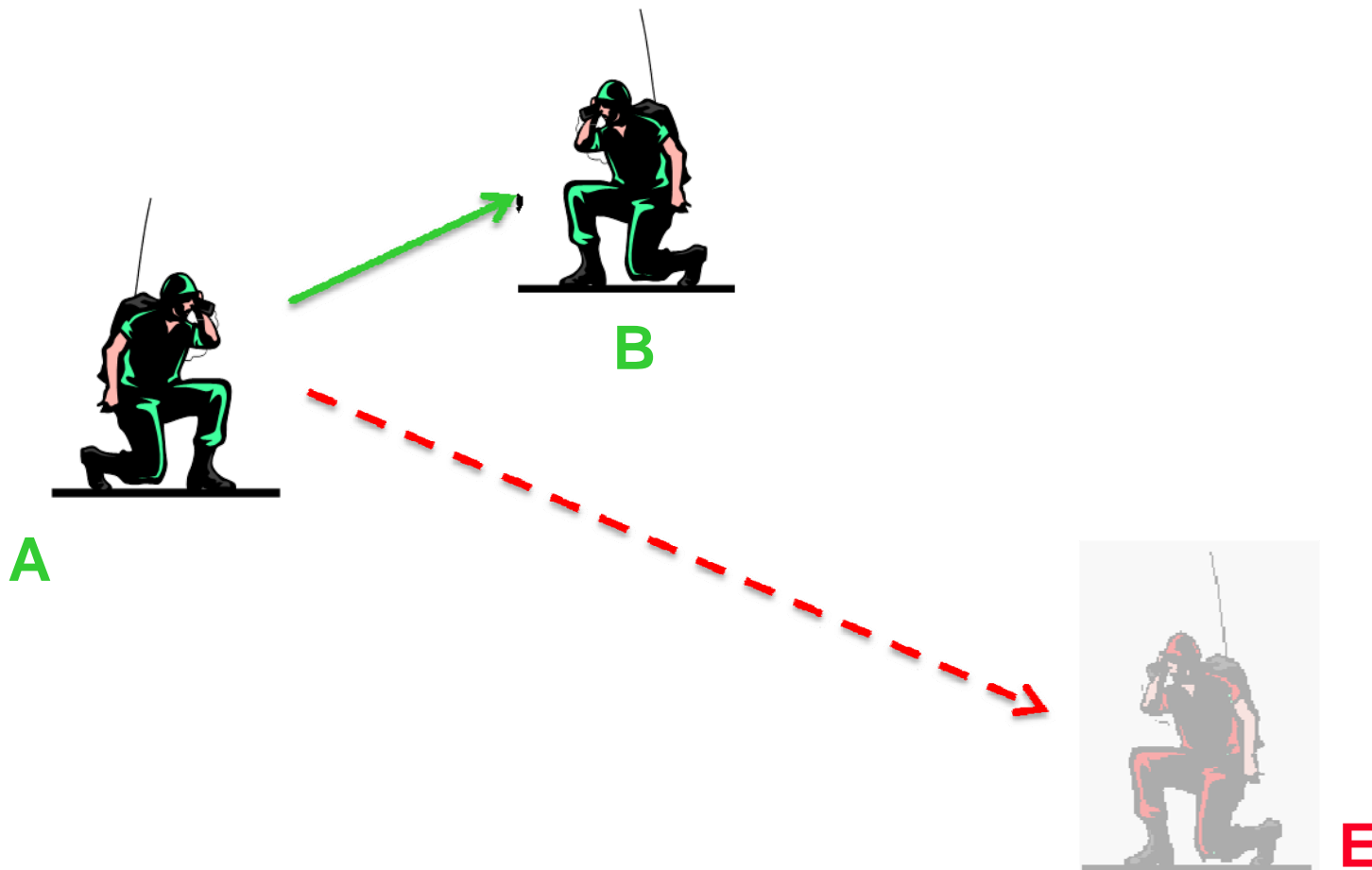
Main Tools: Channel Pre-fixing

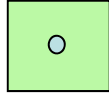- Perfect secrecy capacity: $C = \max\ I(U;Y) - I(U;Z)$

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Simple Illustrative Example:
Stochastic Encoding

Bob has a better (less noisy) channel than Eve.

A
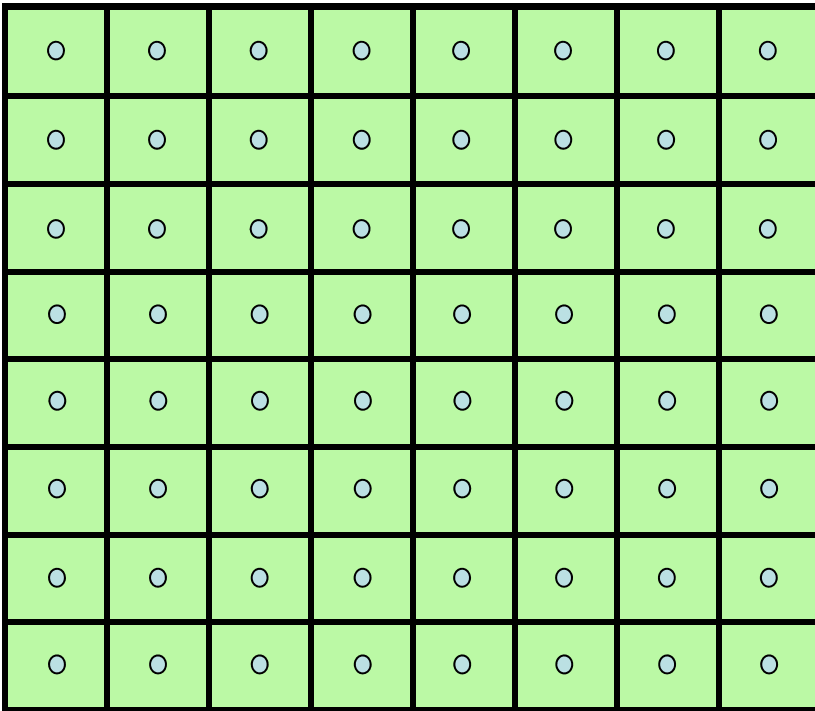
B

E

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Bob's noise

Eve's noise

Bob's constellation

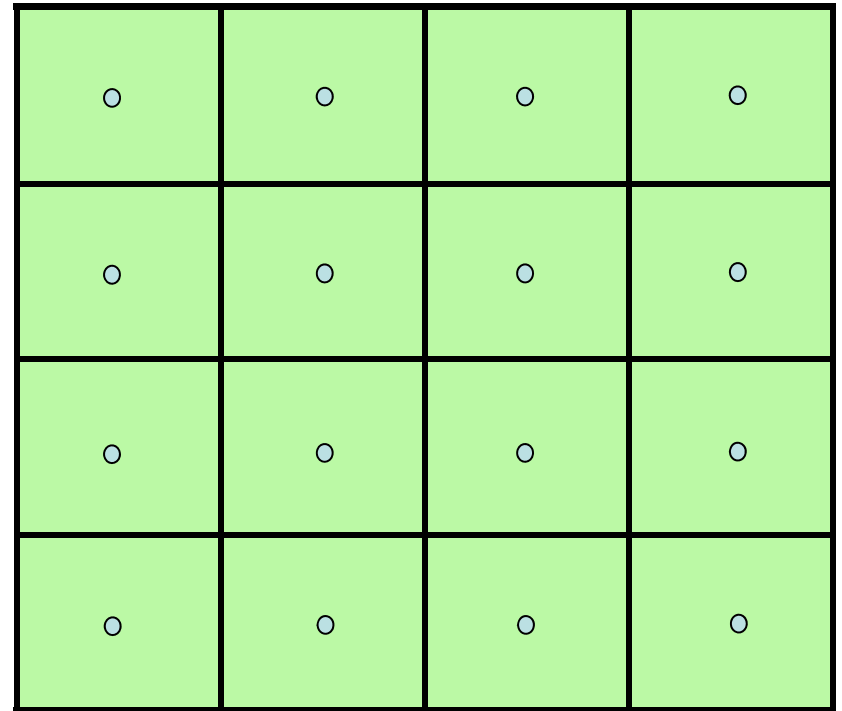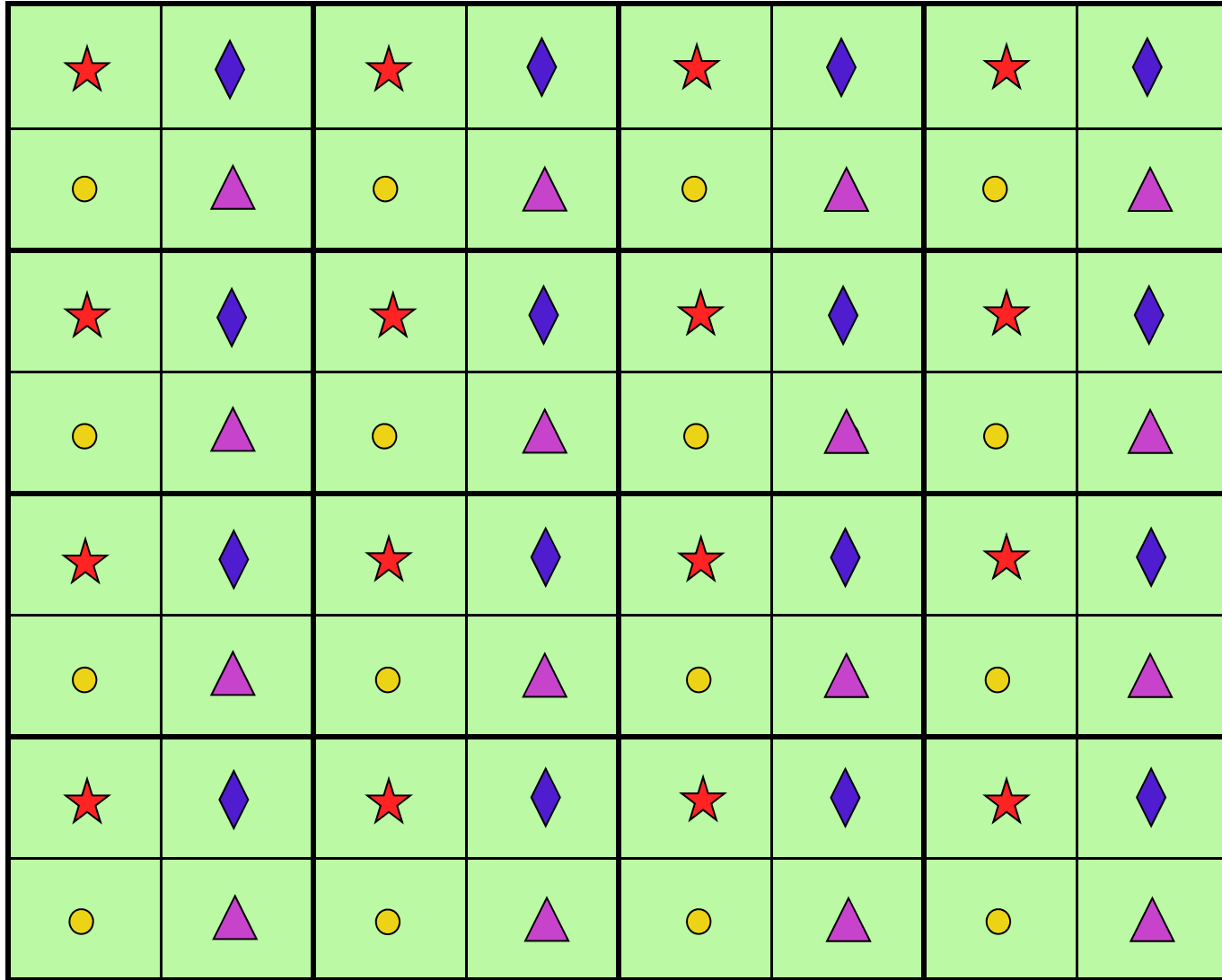Eve's constellation

$$C_B = \log_2 64 = 6 \text{ b/s}$$
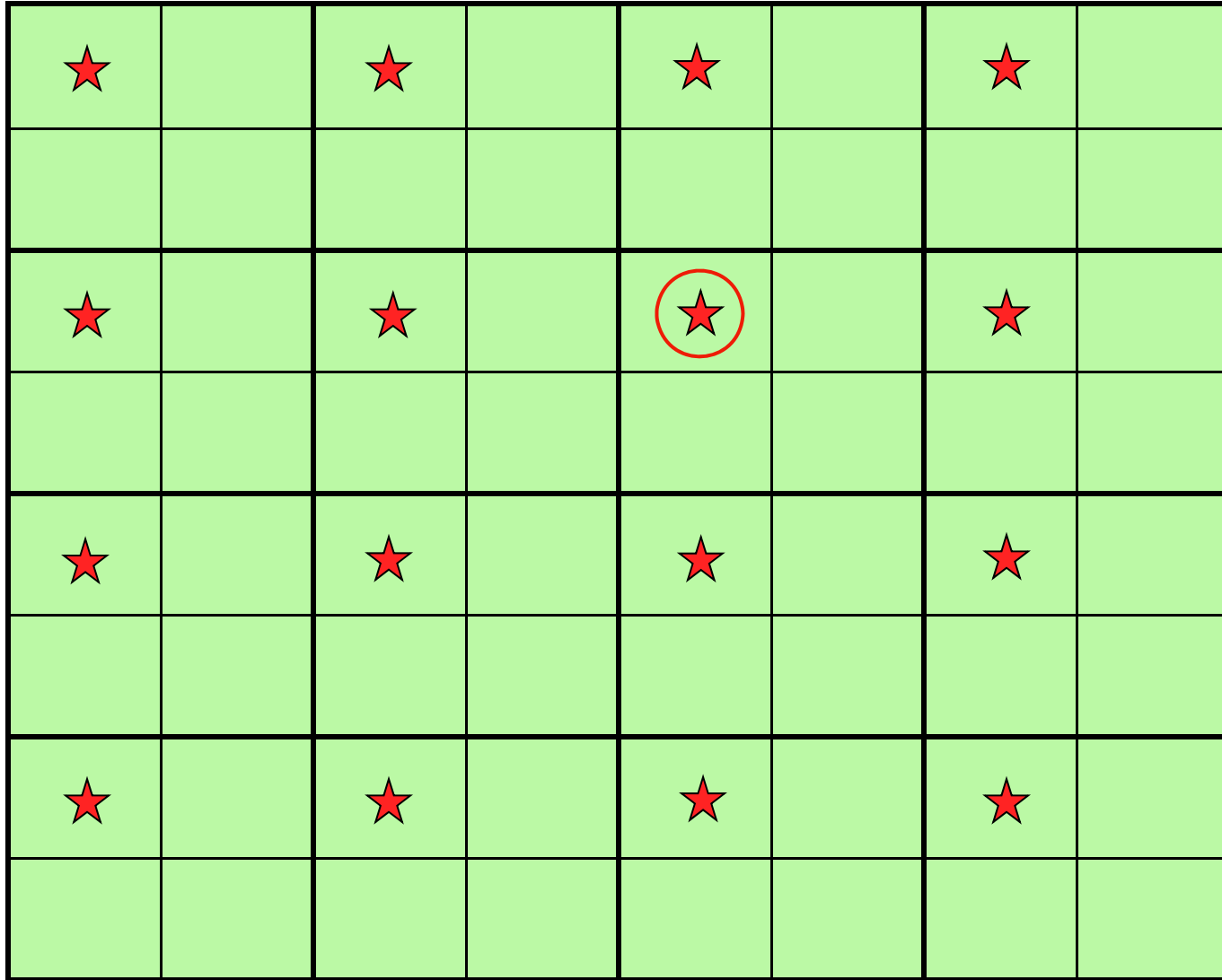
$$C_E = \log_2 16 = 4 \text{ b/s}$$

$$C_s = C_B - C_E = 2 \text{ b/s}$$
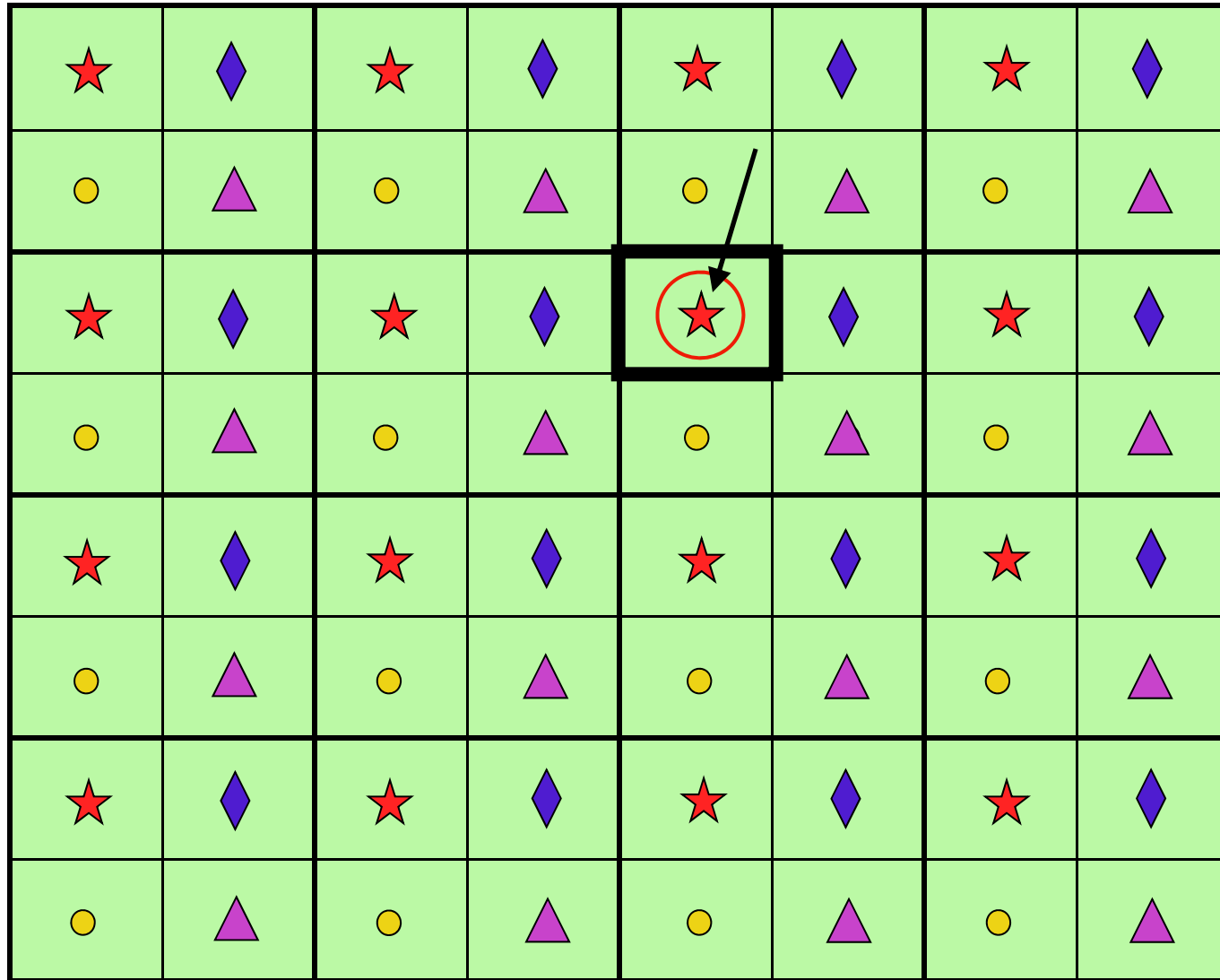
Divide Bob's constellation into 4 subsets.

○ **Message 1**

△ **Message 2**

◆ **Message 3**

★ **Message 4**

All red stars denote the same message. Pick one randomly.

Message 1

Message 2

Message 3

Message 4

Bob can decode the message reliably.

Legend:
- ○ (yellow circle) Message 1
- △ (purple triangle) Message 2
- ◆ (blue diamond) Message 3
- ★ (red star) Message 4
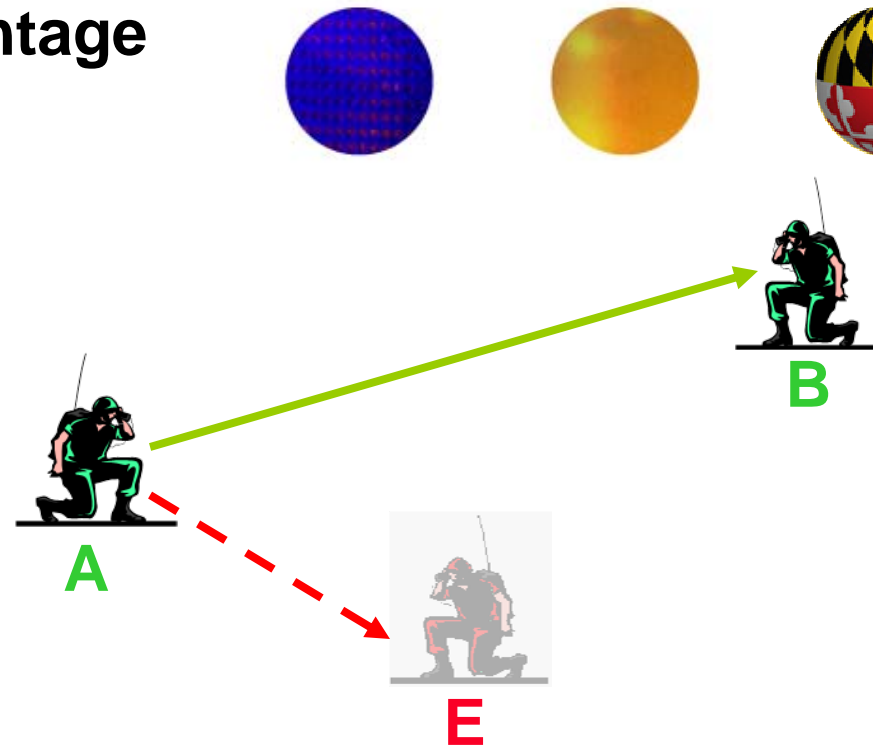
For Eve, all 4 messages are equally-likely.

- 🟡 Message 1
- 🔺 Message 2
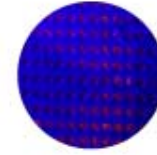- 🔷 Message 3
- ⭐ Message 4

Caveat: Need Channel Advantage

positive secure capacity

zero secure capacity

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Two Recurring Themes:
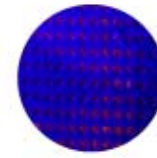
1) Creating advantage for the good guys:

❑ computational advantage (crypto)

❑ knowledge advantage (spread spectrum)

❑ channel advantage (physical layer security)

2) Exhausting the capabilities of the bad guys:

❑ exhausting computational power (crypto)

❑ exhausting searching power (spread spectrum)

❑ exhausting decoding capability (physical layer security)

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Obvious Applications with Natural Channel Advantage:

1) Near Field Communications

2) Medical Communications

3) Military/Civilian Green Zones

Former Republican Palace, Bagdad, Iraq
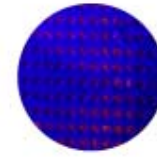
Creating Channel Advantage

Exploiting channel variations (fading)

Opportunistic transmissions

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Creating Channel Advantage

Use of multiple antennas

Spatial diversity

X

Y

A

B

Z

E

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Cooperation for Security

Cooperation using (or without using) overheard signals.

A

C

B

jamming

E

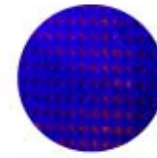UNIVERSITY OF MARYLAND

Secure Broadcasting

Secure broadcasting to multiple end-users
in the presence of one or more adversarial nodes.
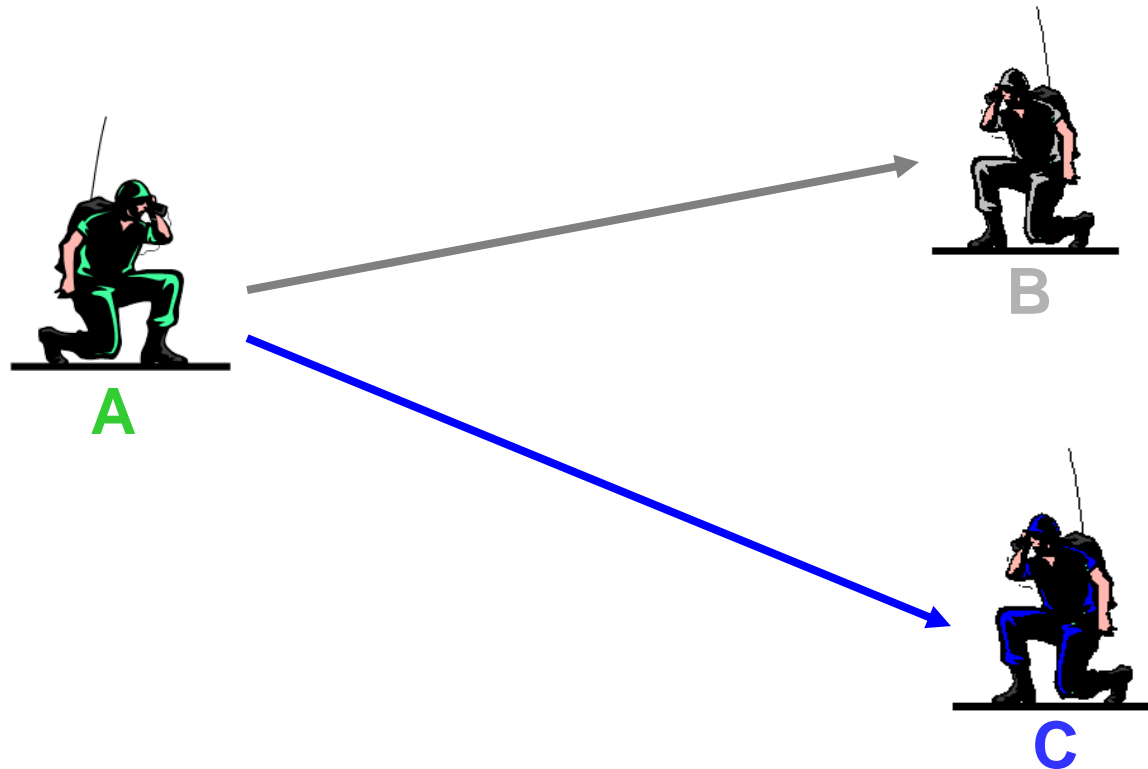

A

B

C

D

E

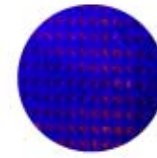UNIVERSITY OF MARYLAND

Varying Security Clearance Levels

Both B and C are friendly nodes, but they have different security clearances.

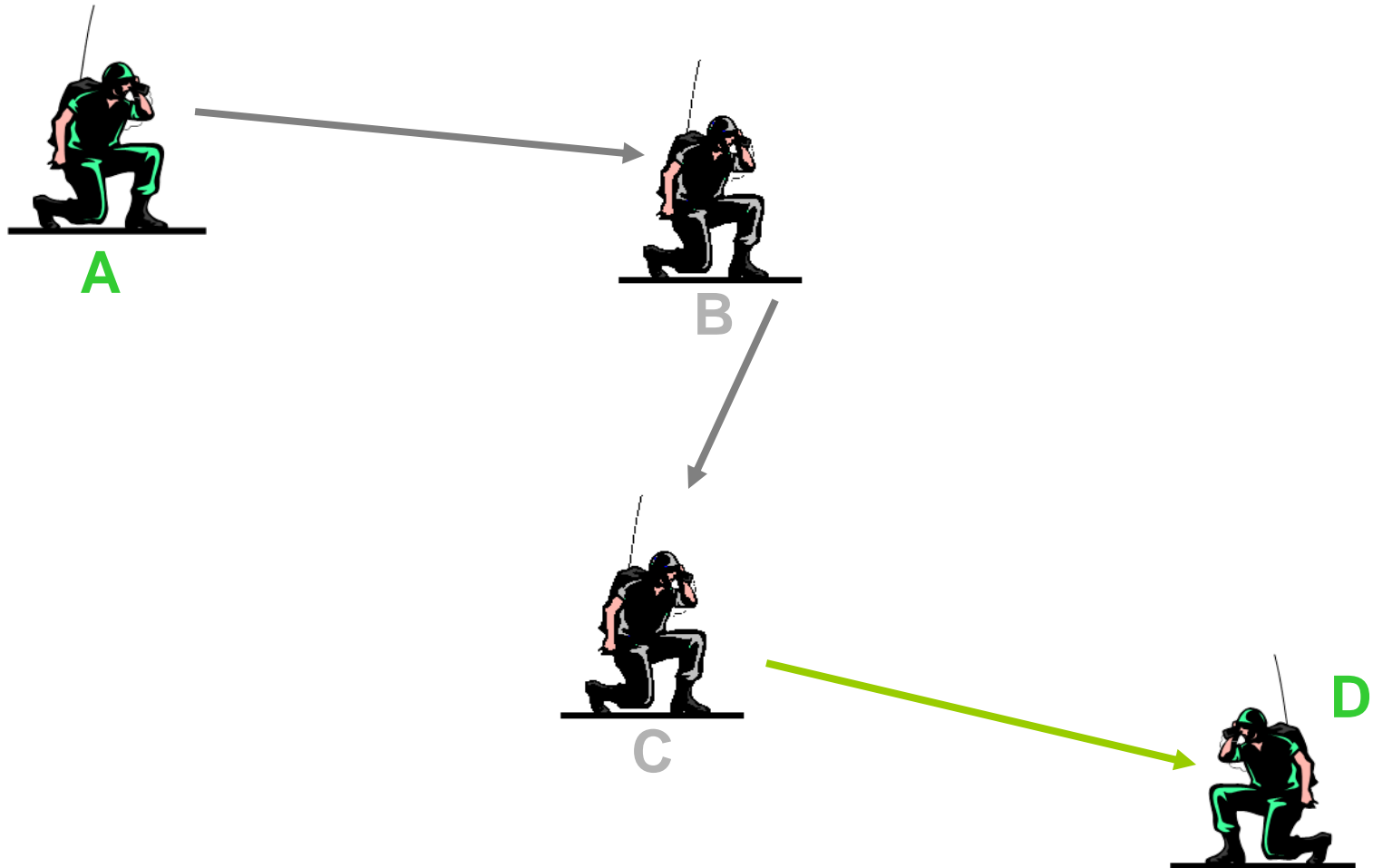We can send secure information to B (un-decodable by C), and visa versa.

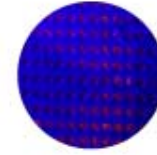**A**

B

C

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Untrusted (but Friendly) Relays

Nodes B and C relay information without being able to decode its content.

A

B

C

D

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Conclusions

Physical-layer security is powerful:

- ❑ no limitation on adversary's computation power or available information
- ❑ **provable, quantifiable** (bits/sec/hertz) and **implementable**

Many open problems:

- ❑ explicit code constructions
- ❑ implementing in the existing infrastructure
- ❑ better modeling adversary – e.g., active adversaries
- ❑ robust modeling of adversary – e.g., no CSI
- ❑ combining with cryptography
- ❑ ...

Contact me with questions/comments/ideas:

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