

On Some Confluences of Computing and Security in Theory and Practice

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Chair, ACM SIGSIM

Geek Brief | National Security Sciences Directorate | May 12, 2021

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Selected References

- [**Zero-Energy Computing**] K. Perumalla, "Introduction to Reversible Computing (book)," Chapman & Hall/CRC, ISBN 978-1439873403, 2014
www.amazon.com/Introduction-Reversible-Computing-Chapman-Computational/dp/1439873402
- [**Zero-Energy Computing**] K. Perumalla, "Normalcy, Magic, Miracle and Error: Emergence along a Reversibility Spectrum," Insights journal, Durham University, 2019
<https://www.osti.gov/pages/servlets/purl/1737650>
- [**CYVET** and **Deep CYBERIA**] K. Perumalla, "Trust-but-Verify in Cyber-Physical Systems," ACM Workshop on Secure and Trustworthy Cyber-Physical Systems, 2021
- [**CYVET**] K. Perumalla, J. Lopez, M. Alam, O. Kotevska, M. Hempel, H. Sharif, "A Novel Vetting Approach to Cybersecurity Verification in Energy Grid Systems," IEEE Kansas Power and Energy Conference (KPEC), 2020
- [**CYVET**] K. Ameri, M. Hempel, H. Sharif, J. Lopez, K. Perumalla, "Smart Semi-Supervised Accumulation of Large Repositories for Industrial Control Systems Device Information," 16th International Conference on Cyber Warfare and Security, 2021
- [**Deep CYBERIA**] K. Perumalla, S. Yoginath, J. Lopez, "Detecting Sensors and Inferring their Relations at Level-0 in Industrial Cyber-Physical Systems," IEEE International Symposium on Technologies for Homeland Security, 2019
- [**Naming Game**] K. Perumalla, "Concurrent conversation modeling and parallel simulation of the naming game in social networks," Winter Simulation Conference, 2017

Bird's Eye View (One of Many Such Projections)

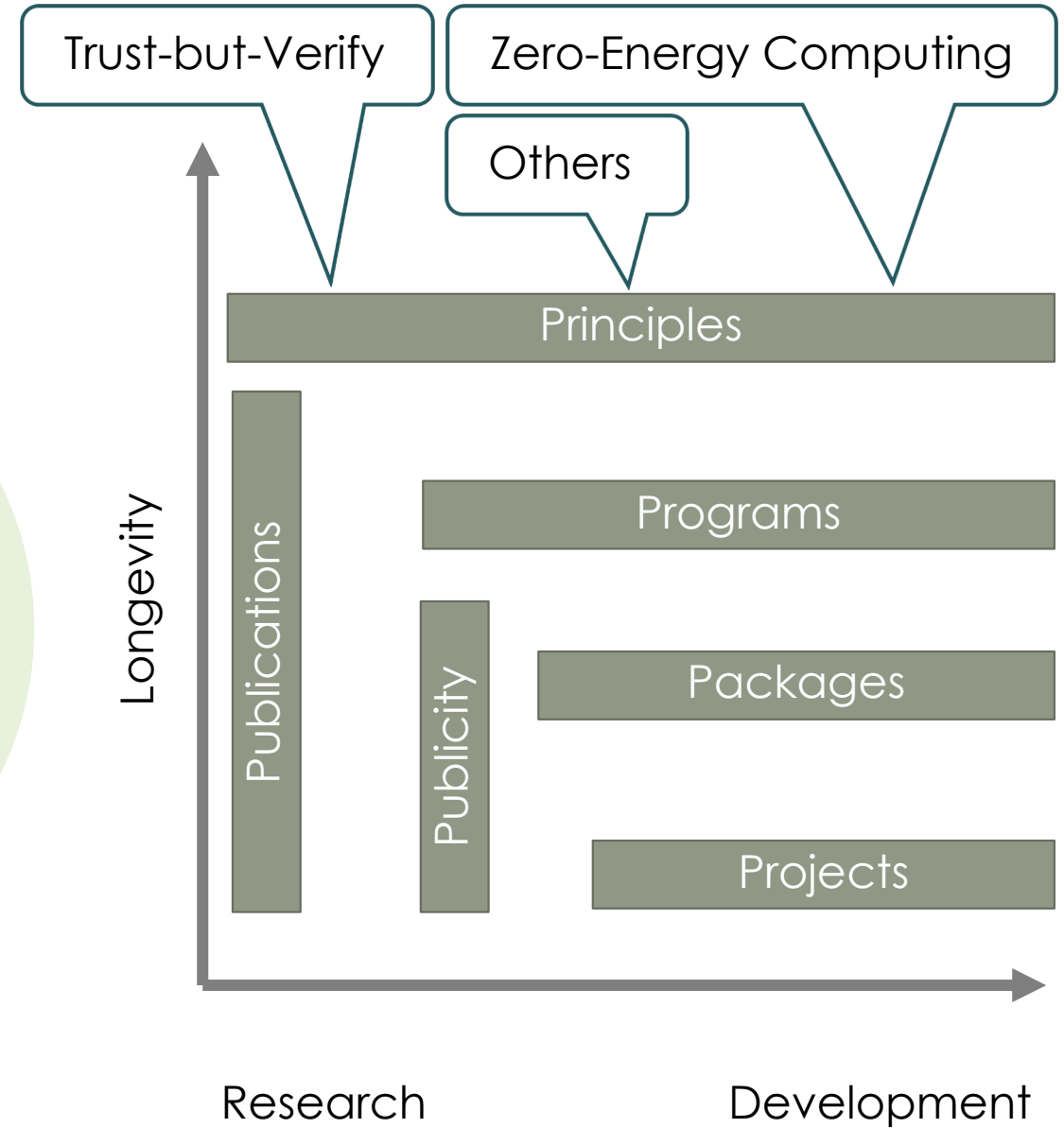
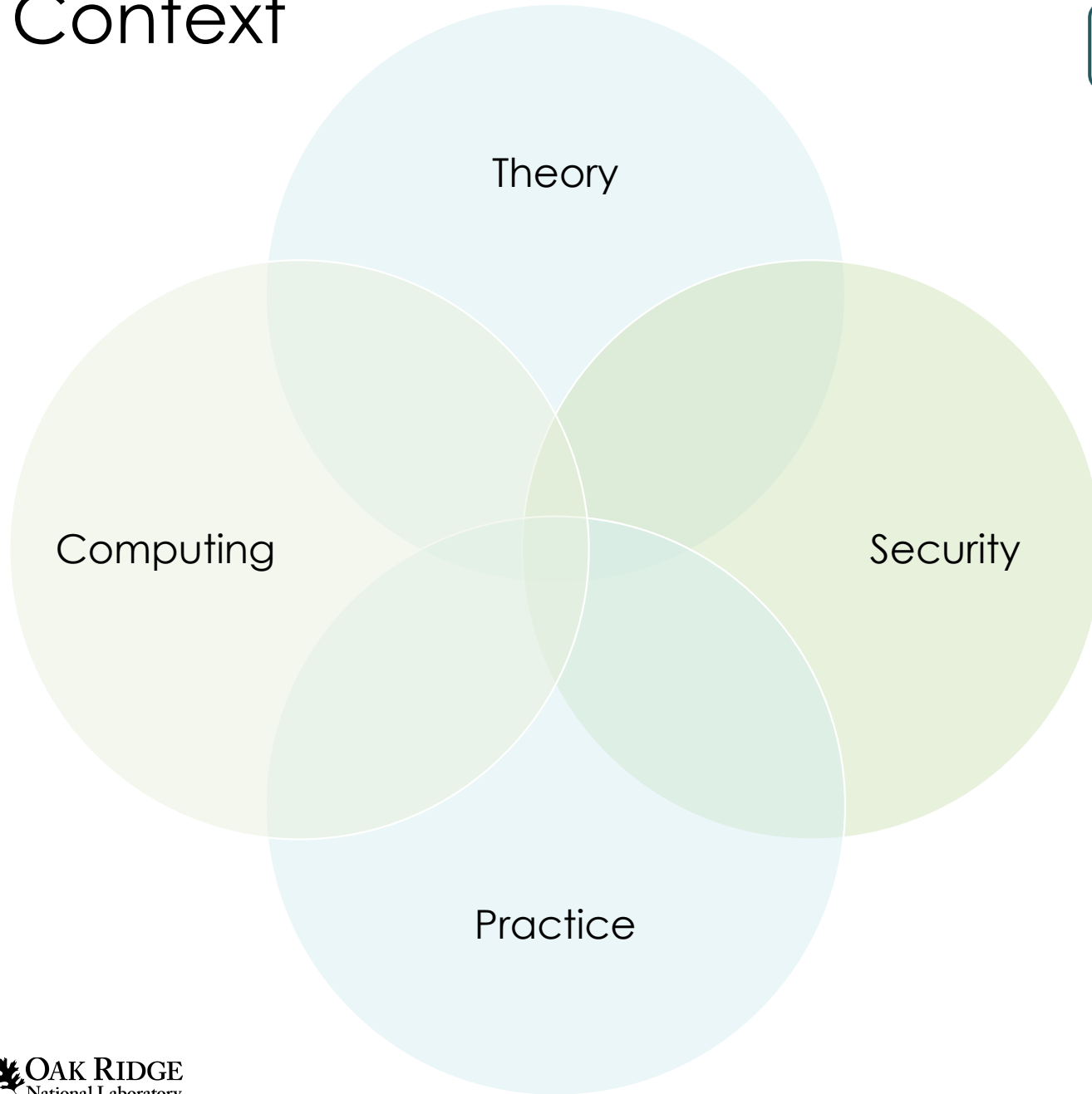
Computing

- HPC, GPU, FPGA, DSP, ASIC, My-Own-Chip
- M&S, AI/ML, DT, Commoditized SW blocks
- UNS, 5G, WiFi, 1G/10G, Fat pipe
- Cloud, On-prem, Hybrid, Edge, Instant Comp
 - Storage, SAAS, VMs, Containers
- HCI, HMI, Alternative/augmented Reality

Security

- Social frenzy (catch-all)
- IT Ignorance
- Malleability of Truth
 - Authentic fakes,
- Human-Physical-Electronic Alloy
 - 4th-Dimensional Proximity
 - 4th-Dimensional Distance

Context



Outline of This Geek-Brief

1.

Trust-but-Verify

- Practice in Active Projects
- Some Theory

Small R
Big D

2.

Zero-Energy Computation

- Asymptotically adiabatic / Reversible computing
- Applications
 - Space
 - Information Leakage

Big R
Small D

3.

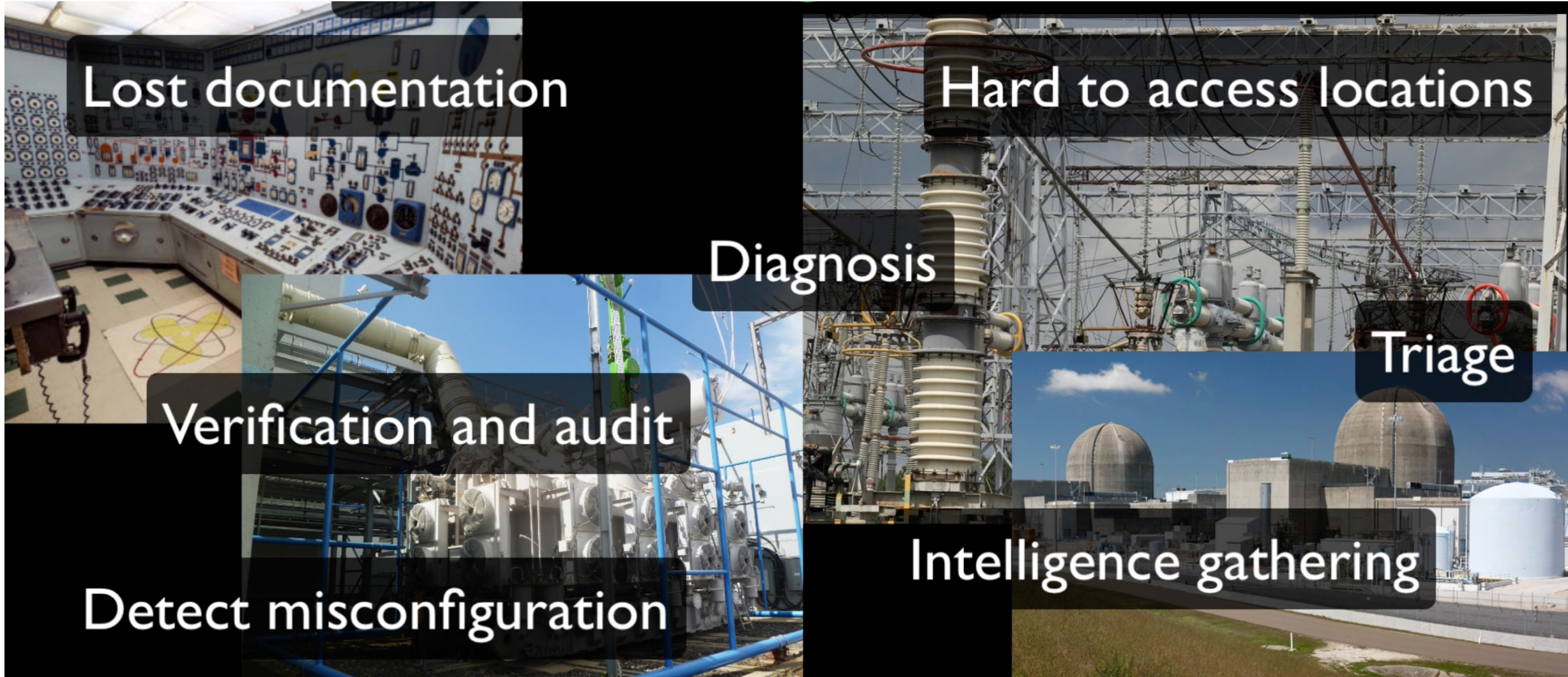
Others

- Naming Game
 - Networked Truths
- Grand challenge
 - “Is anyone watching?”
 - “When no one is watching...”

Big R
Big D

Trust-but-Verify

“I **trust** you, but I need to **verify** what you have and how well it is”



Trust-but-Verify: Trust by Default, Add Verification

Ground Truth

- Verify ground truth

Claims

- Verify claims

Operation

- Verify operation

This provides better *overall* value in energy and defense sectors

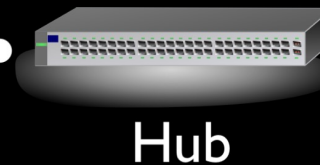
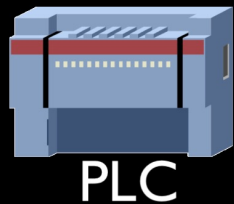
- Handles legacy well
- Lowers up-front costs
- Scales in complexity

Question #1: What's out there?

Deep CYBERIA

- Sensor Detection
- Sensor Identification
- Sensor Mapping
- Sensor Correlation

- Passive, Active, Hybrid



DEEP-CYBERIA

Detected Sensors 



Intelligent Analysis

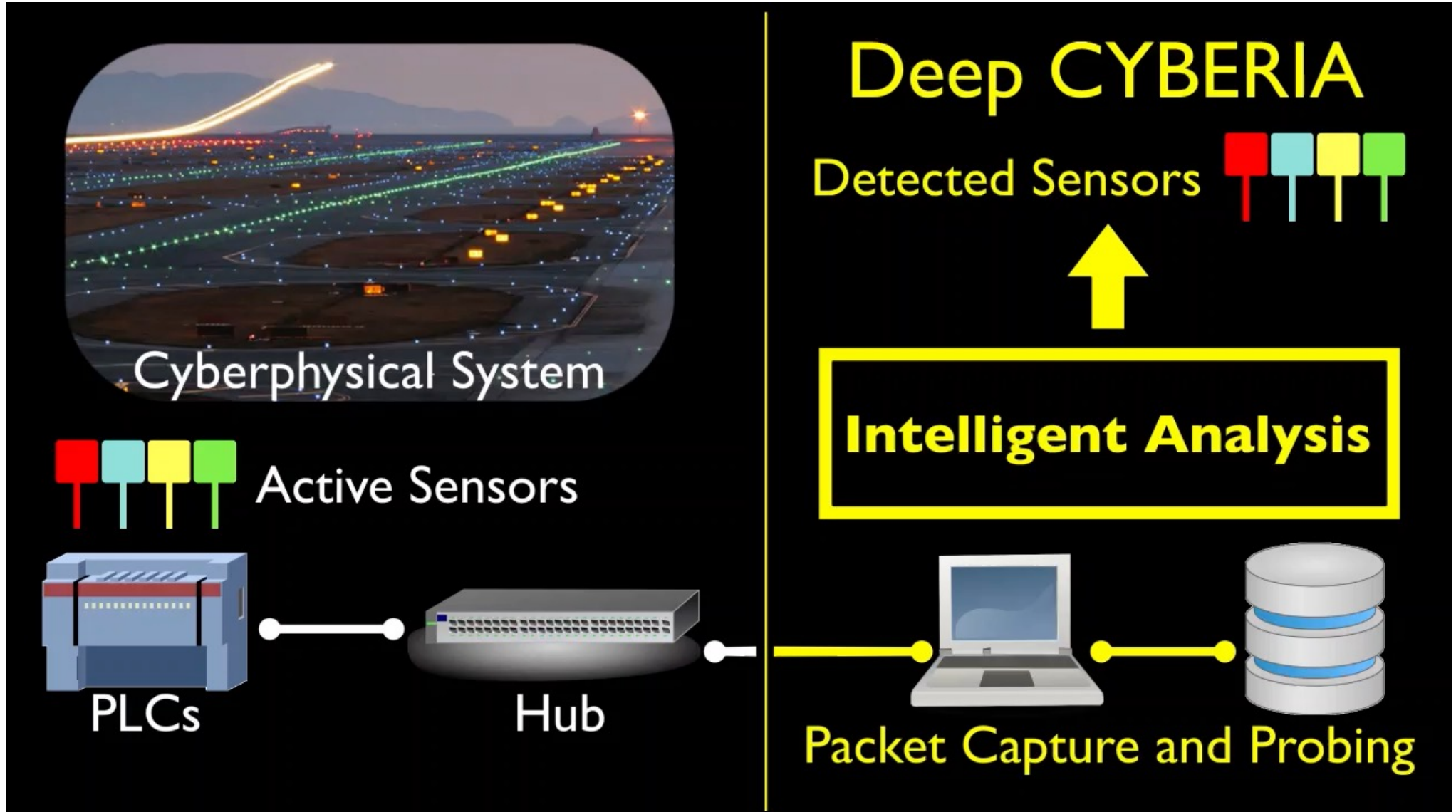


With Dr. Juan Lopez and team

Maksudul Alam, Joel Asiamah, Nicholas Guerra,
Ryan Styles, Lance Wetzel

Trust-but-Verify with Deep CYBERIA: What's out there?

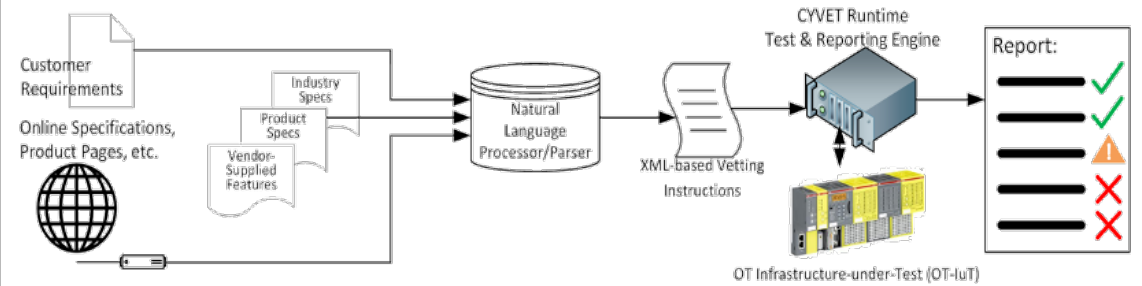
Watch
Video



Question #2: How robust is it?

CYVET

A Cyber-Physical Security Assurance Framework Based on a Semi-Supervised Vetting

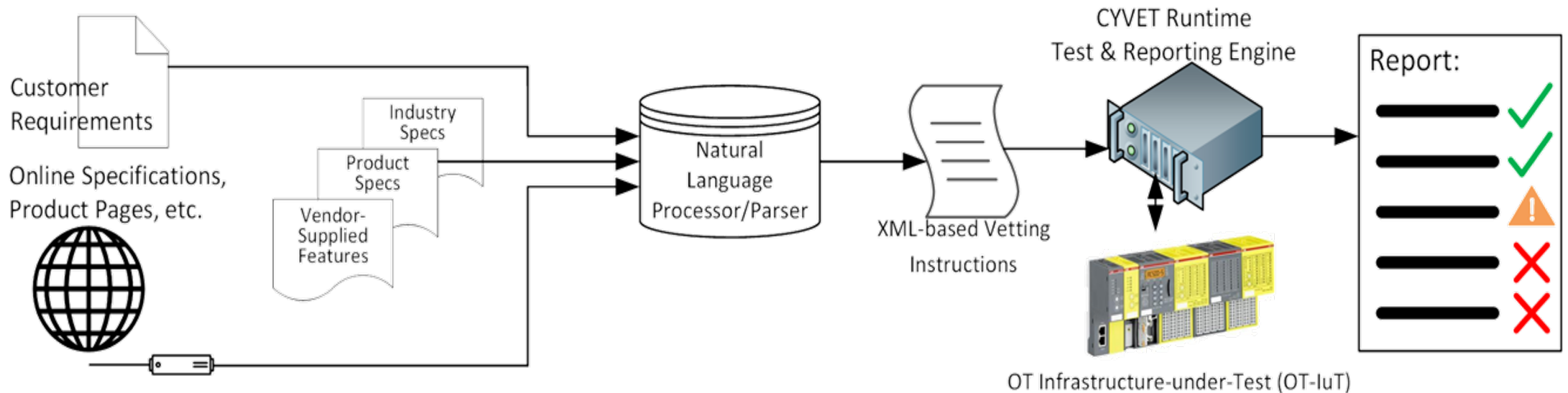


With Dr. Juan Lopez and team
across ORNL, UNL, industry partners

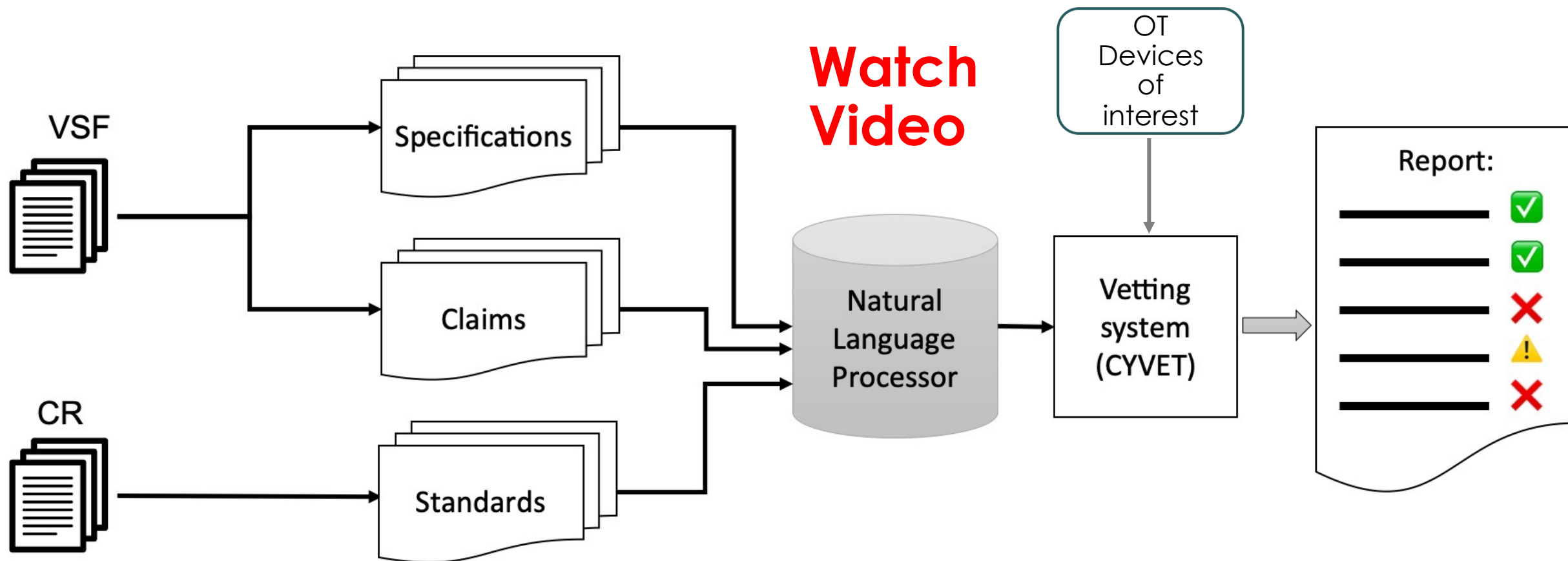
Trust-but-Verify with **CYVET**

Goal: To develop verification capabilities to vet vendor-supplied features against cybersecurity requirements

- **Verification:** Synthesis and reconciliation of cybersecurity requirements (CR) and vendor supplied features (VSF)
- **Validation:** Generation, execution, and presentation of testing scripts of verified security features
- **Application:** Apply the developed technology capabilities for verification and validation at relevant end-user facilities in the energy sector.



CYVET Verification: Putting it all together

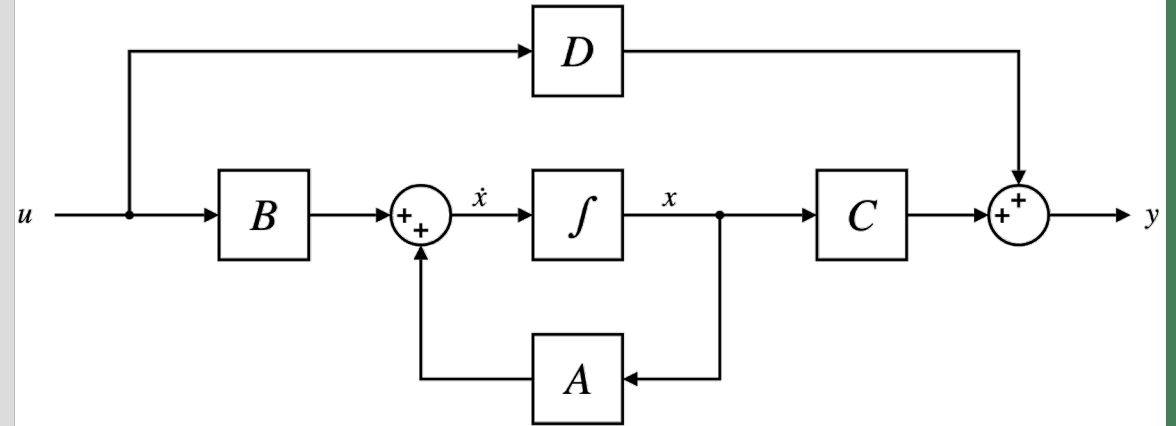


- K. Perumalla, J. Lopez, M. Alam, O. Kotevska, M. Hempel, and H. Sharif, "A Novel Vetting Approach to Cybersecurity Verification in Energy Grid Systems" IEEE Kansas Power and Energy Conference (KPEC)
- K. Ameri, M. Hempel, H. Sharif, J. Lopez, and K. Perumalla, "Smart Semi-Supervised Accumulation of Large Repositories for ICS Device Information" Intl Conference on Cyber Warfare and Security (ICCWS)

Question #3: How well is it doing?

DT

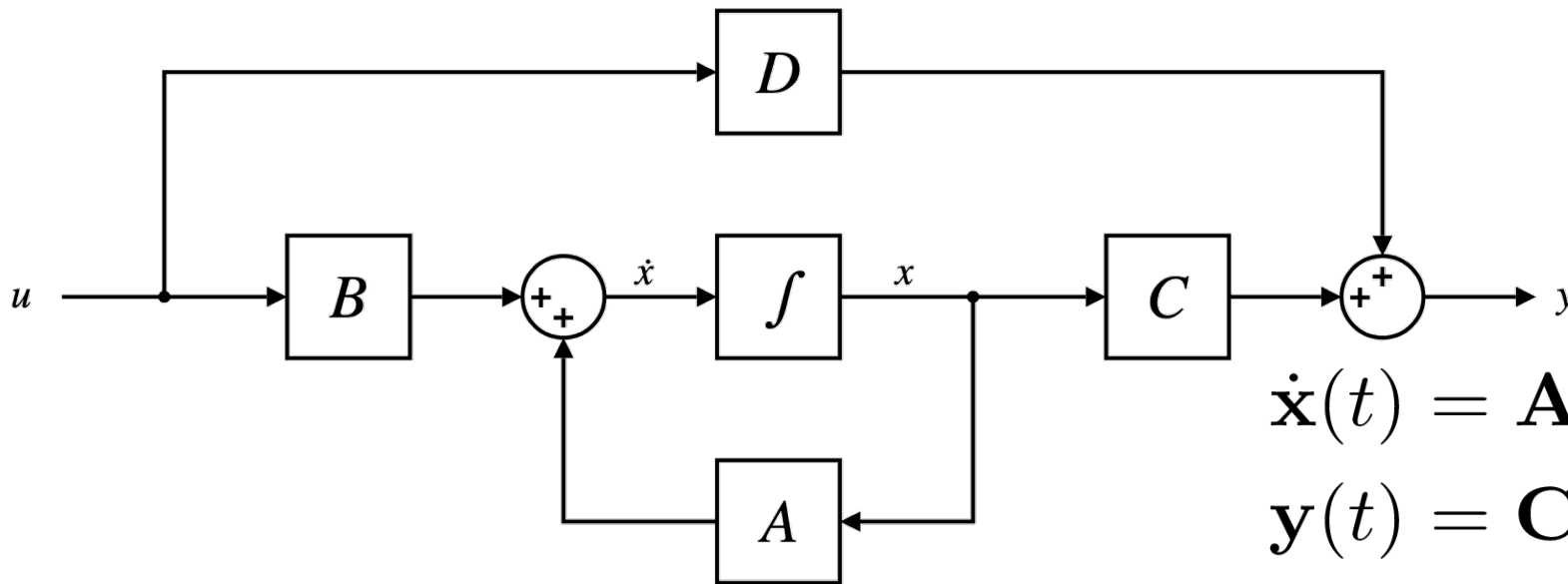
Digital Twins and Triplets for
Dynamic Monitoring for
Trust-but-Verify



Trust-but-Verify Dynamically: Online Digital Twin/Triplet



- Uses**
- **Twin:** Track function with data
 - **Twin:** Determine function from unknown design
 - **Triplet:** Detect deviations from known design



Linear state-space representation

$$\dot{\mathbf{x}}(t) = \mathbf{A}(t)\mathbf{x}(t) + \mathbf{B}(t)\mathbf{u}(t) + \mathbf{w}(t)$$

$$\mathbf{y}(t) = \mathbf{C}(t)\mathbf{x}(t) + \mathbf{D}(t)\mathbf{u}(t) + \mathbf{v}(t)$$

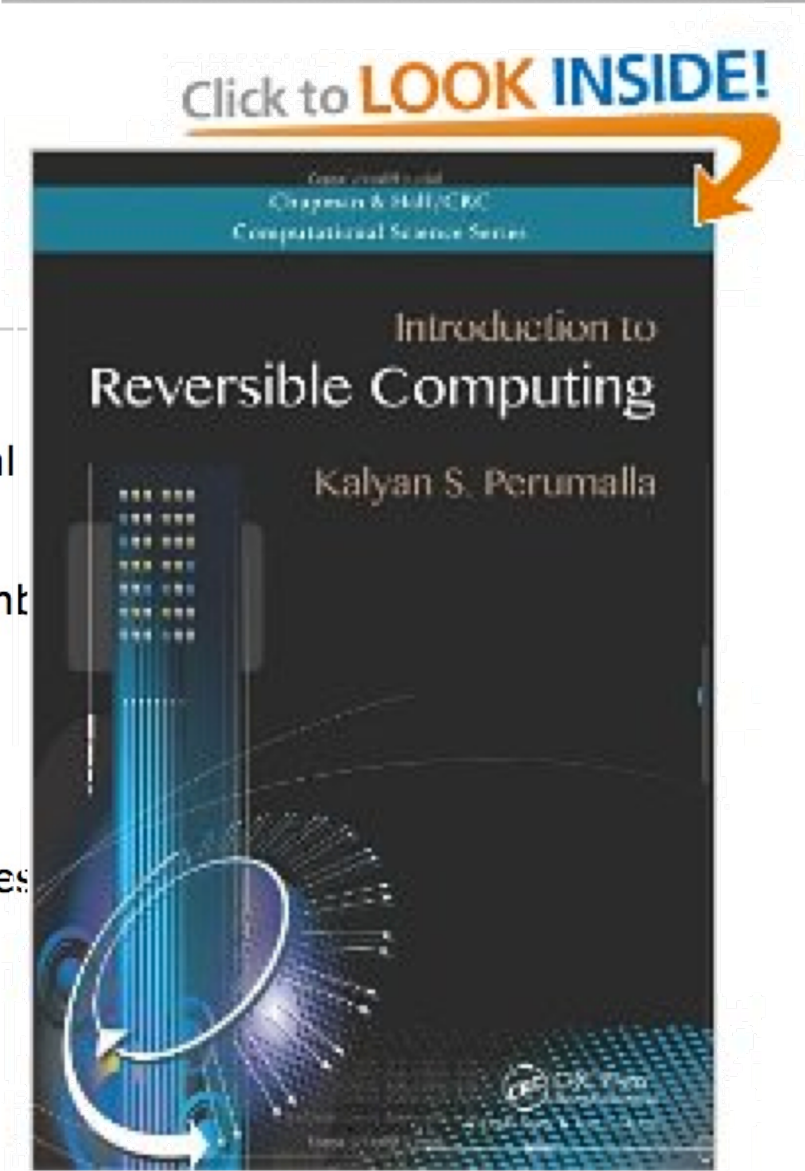
Zero-Energy Computing

- Asymptotically adiabatic computing
- Reversible Computing
- ...Quantum Computing...

My Book for Reference

Product Details

- Series:** Chapman & Hall/CRC Computational
- Hardcover:** 325 pages
- Publisher:** Chapman and Hall/CRC (September 2007)
- Language:** English
- ISBN-10:** 1439873402
- ISBN-13:** 978-1439873403
- Product Dimensions:** 9.3 x 6.2 x 0.9 inches



Introduction to
(Chapman & Hall/CRC
Computational Science Series)
Science) [Hardcover]
[Kalyan S. Perumalla](#)
[Be the first to review this book](#)

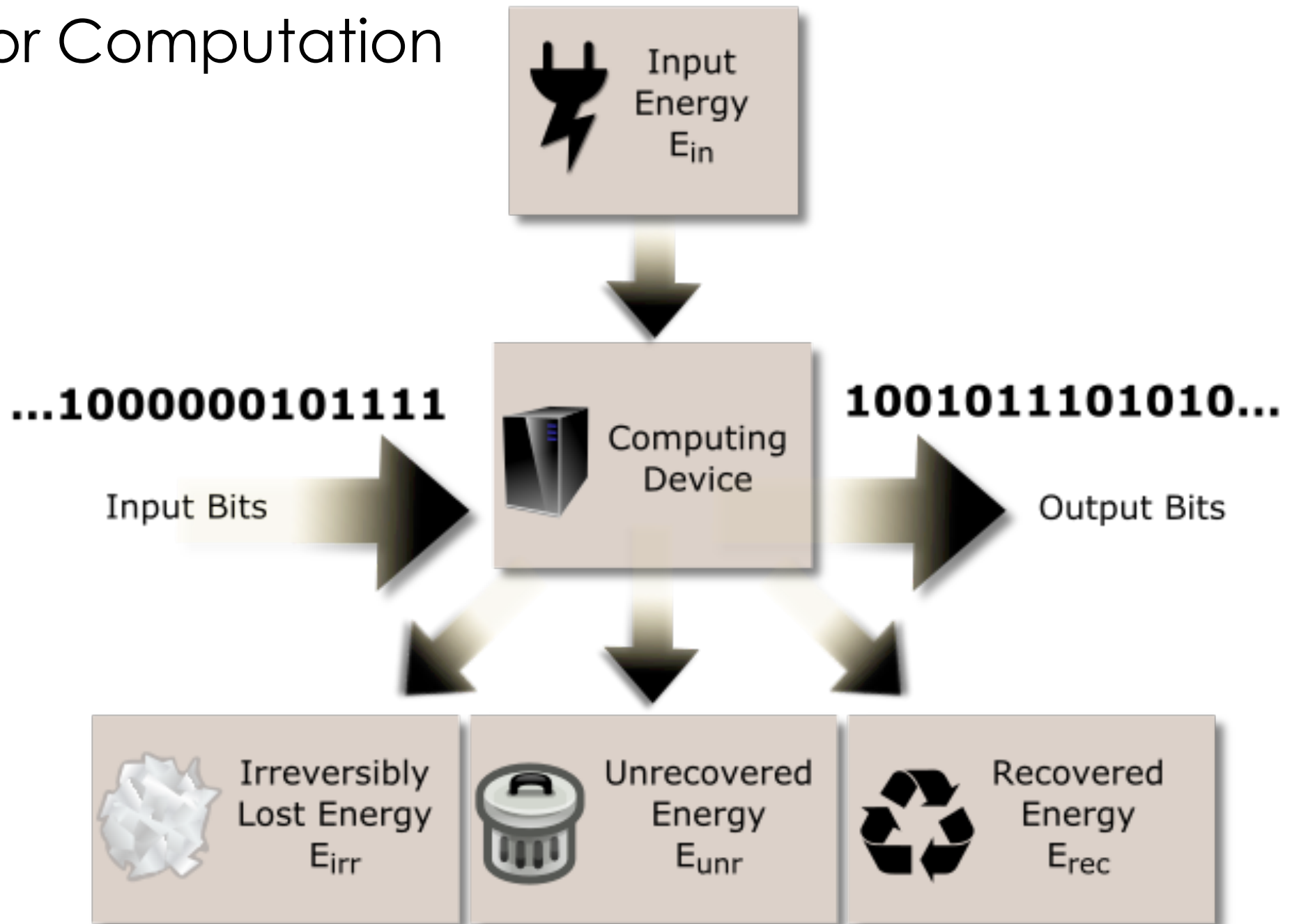
List Price: ~~\$89.95~~
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Energy for Computation



Fundamental Questions about Energy for Computing

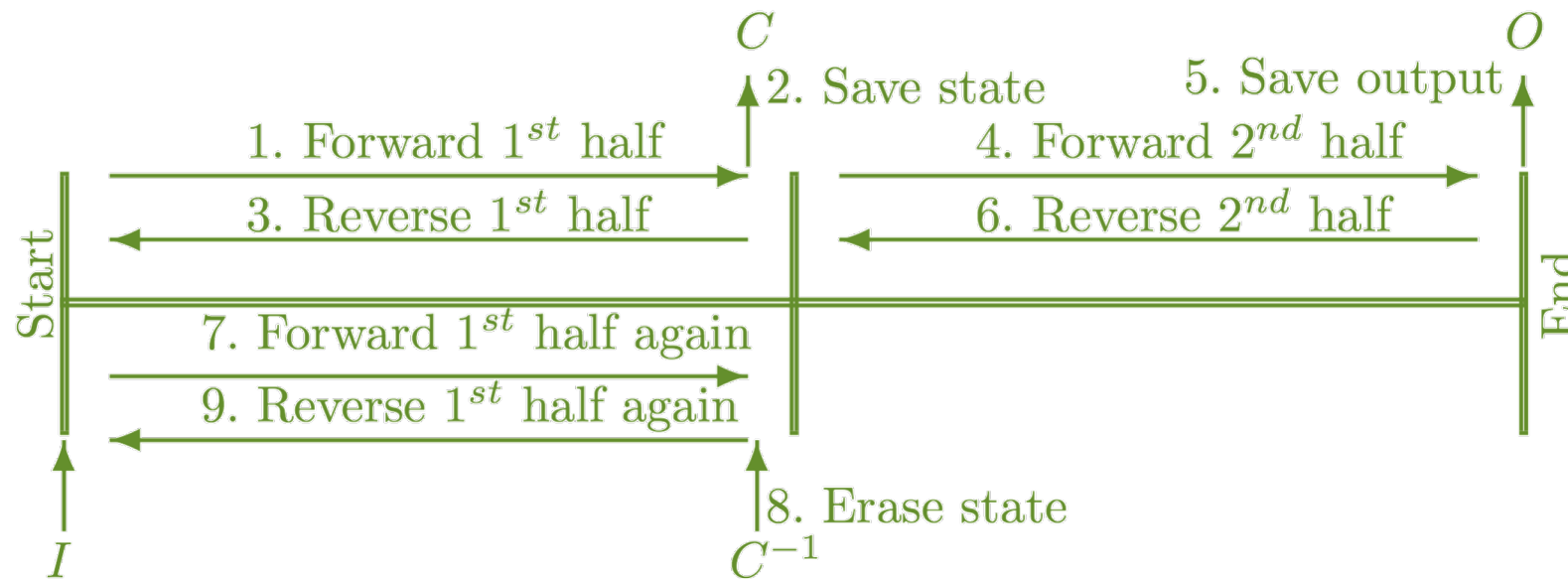
Initial Question

- What is the minimum energy needed/dissipated to “compute?”
- **First thought**
Every **bit-operation** dissipates a unit of energy ($kT \ln 2$)
- **Next thought**
Not **bit-operation**, but **bit-erasure** dissipates a unit of energy ($kT \ln 2$).

Final Question

- What is the minimum number of **bit-erasures** to “compute?”
- **Initial guess**
A non-zero, computation-specific number
- **Surprising solution**
Zero bit-erasures!
 - Bennett’s “compute-copy-uncompute” algorithm avoids *all* bit erasures for *any* arbitrary (Turing) program

Reversible Simulation of Irreversible Turing Machines



1. Forward execution from initial state with input I to midpoint
2. Saving the half-way state C
3. Reverse execution from midpoint back to initial state
4. Forward execution from midpoint to final state with output O
5. Saving the final output O
6. Reverse execution from final state back to midpoint
7. Forward re-execution from initial state with input I to midpoint
8. Reversibly erasing C with C^{-1}
9. Reverse execution from midpoint back to initial state

$$Time(T) = 6Time\left(\frac{T}{2}\right)$$

$$Time(1) = 1,$$

$$Time(T) = 6^{\log_2 T} = T^{\log_2 6} = T^{1+\log_2 3} \approx T^{2.59} \quad Space(T) \leq S \log_2 T \leq S \log_2 2^S = S^2$$

Most Important Implications

Zero-Energy Computing

- It is theoretically possible to compute with **zero energy**!
- However, execution must be asymptotically slowed down
 - Second Law of Thermodynamics at play
- Yet, ***all*** energy can be theoretically recovered

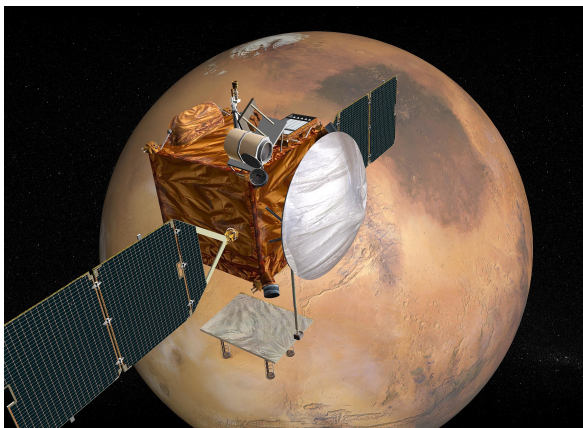
But Who Cares?

- This is important
 - When energy is extremely scarce and premium...
 - When energy dissipation becomes information leakage...

What are some applications for zero-energy computing?

Space

- Energy sources are extremely low
 - Reduce, reuse, recycle energy
- Time durations are extremely long
 - Immense leisure means GHz not needed
 - Asymptotically slow processing permissible



Security

- At low energy computing, any energy dissipation is information leakage
- Only two choices:
 1. Zero-energy computing leaks no computation
 2. Wasted high-energy can mask computation



Open Special Issue of Journal *Entropy*

- Practical Extremity
 - Bitcoin guzzles energy
 - HPC consumes MWs
- Theoretical Extremity
 - Definition of computing
 - Limits of human cognition
 - Fundamental material science
 - Quantum computing

The screenshot shows the MDPI website for a special issue. The URL is https://www.mdpi.com/journal/entropy/special_issues/. The page title is "Special Issue 'Theoretical and Practical Extremities of Entropy in Reversible Computing'". The journal is "Entropy" (ISSN 1099-4300). The special issue belongs to the section "Complexity". The deadline for manuscript submissions is 15 November 2021. The special issue editor is Dr. Kalyan Perumalla, a Guest Editor at Oak Ridge National Laboratory. The page also features a "Journal Menu" with links to various journal sections and a "Journal Browser" with dropdown menus for volume and issue.

Naming Game

- Networked Truths
- Influencing Truth Propagation
 - Speed
 - Dominance

Successful Conversation: Common Word



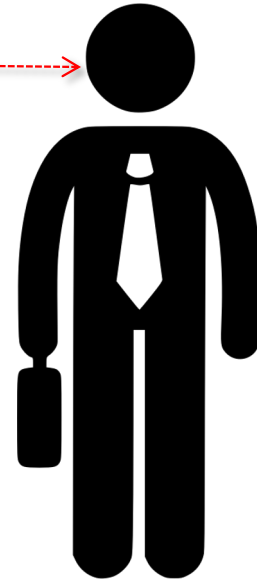
Object
(Painting)

• Tahiti



Kalyan

• Tahiti



Juan

Tahiti

Failed Conversation: No Common Word



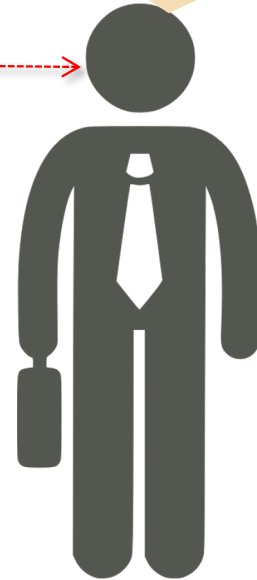
Object
(Painting)

- Paul Gauguin
- **\$300 Million**
- Tahiti
- Tiare



Kalyan

- Wow
- Hmm
- **\$300 Million**

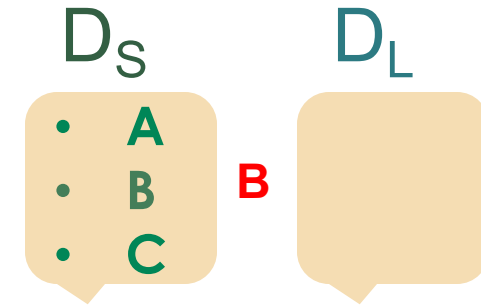


Shaun

\$300 Million

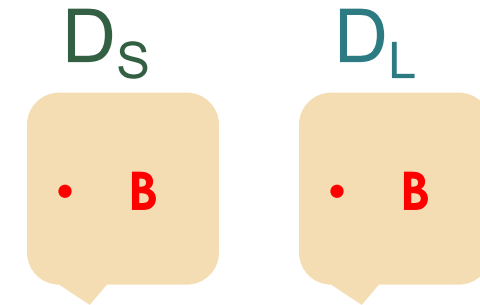
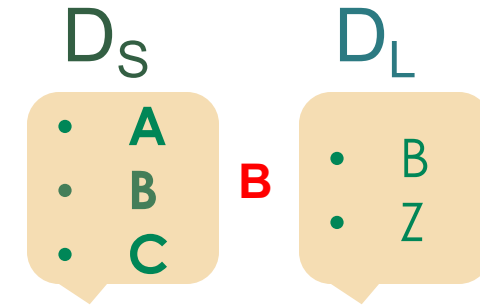
The Naming Game: Illustration of Each “Conversation”

1. Speaker **S** selects listener **L**
2. **S** speaks a word **W** from own dictionary D_S
3. **L** consults own dictionary D_L



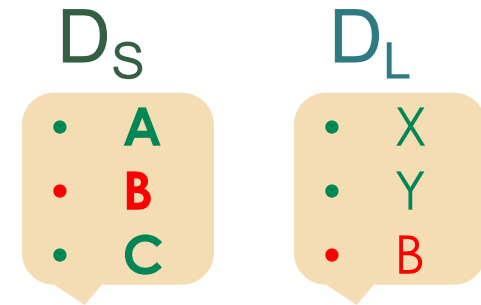
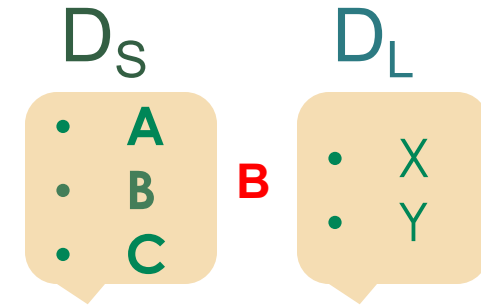
The Naming Game: Illustration of Each “Conversation”

1. Speaker **S** selects listener **L**
2. **S** speaks a word **W** from own dictionary D_S
3. **L** consults own dictionary D_L
4. If **W** is in D_L [**Success**]
 D_S and D_L are emptied,
W is added to both

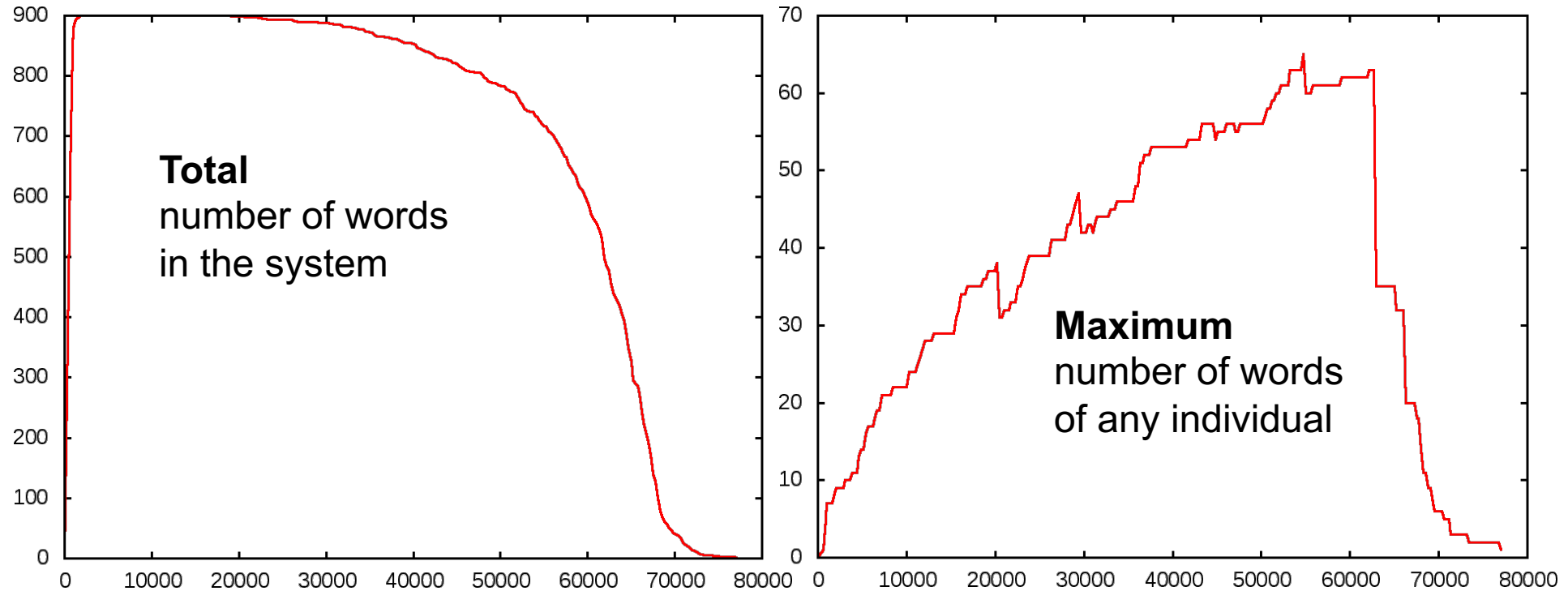


The Naming Game: Illustration of Each “Conversation”

1. Speaker **S** selects listener **L**
2. **S** speaks a word **W** from own dictionary D_S
3. **L** consults own dictionary D_L
4. If **W** is in D_L [**Success**]
 D_S and D_L are emptied,
W is added to both
5. Else, if there is no **W** in D_L [**Failure**]
W is added to D_L



Classical Evolution of Individual Dictionaries

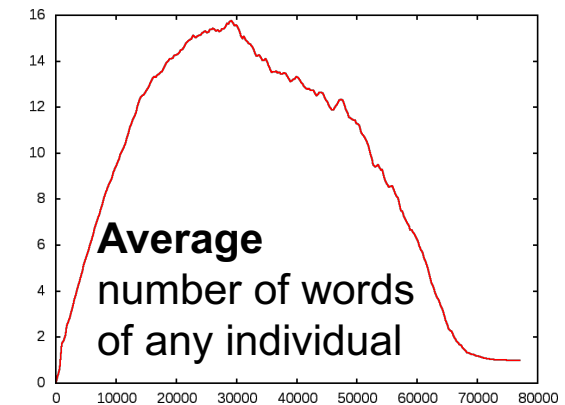


Number of conversations



System size $N = 1024$
(number of individuals)

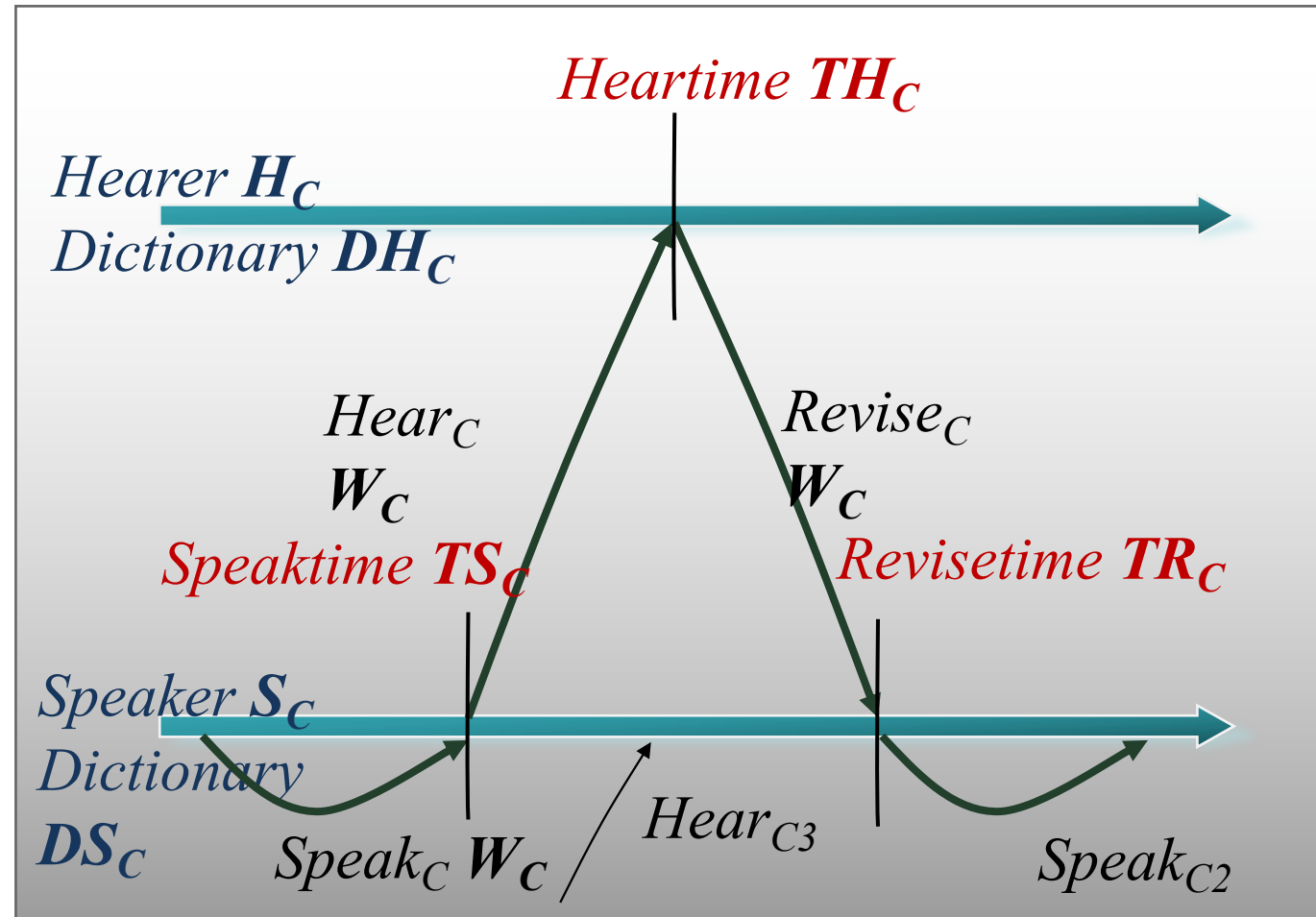
Network = Clique



Relaxation: Classical to Concurrent Conversations

Taking the Implicit Components Apart

- | | |
|---------------------------------------|--|
| 1. Speaker selection | • Split speaking & hearing halves |
| 2. Hearer selection | |
| 3. Transmission of word | • Add new semantics |
| 4. Receipt of word | |
| 5. Revision of hearer's dictionary | – Speaker can be hearer while speaking |
| 6. Conversation “time” period | – Classical = Conversation cannot be interrupted |
| 7. Revision of speaker's dictionary | – New = Conversations potentially overlap |
| 8. Inter-conversation “time” interval | |



Putting it all together...

$$\text{Hear}_C : DH_C \leftarrow DH_C \cup \{W_C\}, \text{ or } \{W_C\}$$

$$\text{Revise}_C : DS_C \leftarrow DS_C, \text{ or } \{W_C\}$$

$V = \text{Vocabulary} = \text{Set of potential words} = \{W\}$

$DI_C = \{W_i\} \subseteq V = \text{Dictionary of person } I \text{ in conversation } C$

$C_C = \text{Conversation}_C = \langle \text{Speak}_C \rightarrow \text{Hear}_C \rightarrow \text{Revise}_C \rangle$

$\text{Speak}_C = (\text{Speaker } S_C, \text{Hearer } H_C, \text{Speaktime } TS_C \rightarrow \text{Heartime } TH_C, \text{Word } W_C)$

$\text{Hear}_C = (\text{Speaker } S_C, \text{Hearer } H_C, \text{Heartime } TH_C \rightarrow \text{Revisetime } TR_C, \text{Word } W_C)$

$\text{Revise}_C = (\text{Speaker } S_C, \text{Revisetime } TR_C, \text{Word } W_C)$

$\text{Game} = \text{Simulation of conversations } \{C_C\} \text{ in global temporal order}$

Security Applications of Naming Game

Relevance

- Information wars
- Establishing, chasing, erasing truths
- Opinion formation

- Software reputation, supply chain?
- Peer network infiltration?
- Network pattern effects?

Computing

- Computationally very intensive
- Many network models to evaluate
- Many scenarios to cover
- Real-time state infusion
- Large populations

“When no one is
watching...”

- Grand challenge problem

A Grand Challenge **Security** Problem: Implement the following functionality with **Computing**

- “Is anyone watching me...?”
 - Me=a robotic device

- “When no one is watching, do this...”

Simple technical specification
Extremely complex problem and solution
(ala Watson)



Thank you

Q&A

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Adjunct Professor, School of CSE, **Georgia Tech**
Adjunct Professor, Dept. of ECE, **University of Nebraska**
Chair, **ACM SIGSIM**

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www.ornl.gov/staff-profile/kalyan-s-perumalla

Complimentary advice to junior staff

Aim to ultimately go from

You are cool because you work at ORNL

to

ORNL is cool because you work at ORNL