




Secrecy Capacity for Multi-terminal Networks with Pricing

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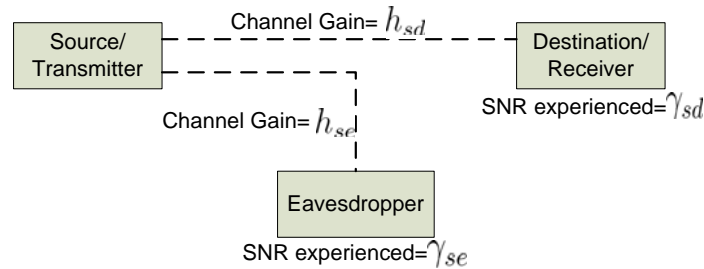


Outline

- Introduction to Secrecy Capacity
- Prior Work
- Motivation
- Problem Formulation
- Key Contributions
- Results
- Some Applications
- Conclusion and Future Work

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Introduction to Secrecy Capacity (1/5)



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Introduction to Secrecy Capacity (2/5)

- Studied for systems with "key-less" security (more a PHY aspect)
- Consider a system with a source, destination and eavesdropper
 - Eavesdropper is "passive", i.e., eavesdropper does not transmit any signal with the intention of jamming the destination
 - Eavesdropper only "listens" to the information transmitted by the source
- The channel between the source and destination is called the "**main channel**"
- The channel between the source and eavesdropper is called the "**eavesdropper channel**"

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Introduction to Secrecy Capacity (3/5)

- Is it possible for the source to transmit in such a way that the information can be received properly by the destination but not by the eavesdropper?
 - This question is answered by measuring the "secrecy capacity"

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Introduction to Secrecy Capacity (4/5)

- Secrecy Capacity is the maximum rate at which the source can transmit such that the BER at the destination is 0 and BER at the eavesdropper is 1/2
 - Does such a rate exist?
- For AWGN and MAI channels, Secrecy capacity can be computed the difference between the Shannon capacity of the main channel and that of the eavesdropper channel

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Introduction to Secrecy Capacity (5/5)

- Let the Signal-to-Noise ratio (SNR) seen by the destination be γ_{sd} and that seen by the eavesdropper be γ_{se} .
- The Secrecy capacity, C_s , for a system with bandwidth W is given by

$$C_s = \left[W \log_2 \left(\frac{1+\gamma_{sd}}{1+\gamma_{se}} \right) \right]^+$$

- $x^+ = \max(0, x)$

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A Numerical Example (1/2)

- Let $h_{sd} = 0.8$ and $h_{se} = 0.1$
- Let source transmit power $P_s = 2$ Watts
- Let the bandwidth $W = 5$ Mhz
- Let the AWGN power spectral density $N_0 = 10^{-14}$ Watts/Hz

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A Numerical Example (2/2)

- $\gamma_{sd} = \frac{P_s h_{sd}}{N_0 W}$ and $\gamma_{se} = \frac{P_s h_{se}}{N_0 W}$
- Secrecy Capacity $C_s \approx 15$ Mbps
- Shannon capacity of the main channel
 $C_{sd} \approx 142$ Mbps
- If $h_{se} = 0.9$, then $C_s = 0$

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Prior Work

- Studies on secrecy capacity classified into 3 categories
 - Single source-single destination-single eavesdropper
 - Using relay nodes to enhance the secrecy capacity
 - Multiple sources-multiple destination-single eavesdropper
- For systems with security key, co-operation between multiple terminals for generating a security key was studied

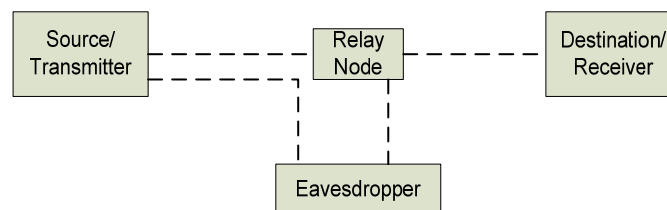
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Single source-single destination- single eavesdropper

- Scenario as shown in slide 3
 - Full information about the main channel as well as eavesdropper channel
 - The source knows all the statistics of h_{se} as well as
 - Information about main channel alone available
 - The source knows all the statistics of h_{sd} alone
 - Information of neither the main channel nor eavesdropper channel available
 - Determine the transmit power of the source, such that secrecy capacity is maximum such P_s that average power $\leq P_{ave}$

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Systems with a Relay Node



- Relay node receives the signal from the source and retransmits to the destination
- The relay node randomly transmits code-words NOT in the code book of the receiver so as to "confuse" the eaves dropper

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Multiple-sources and destinations

- Multiple transmitters and receivers
- Single eavesdropper
- The objective was to obtain the transmit powers for the transmitters so as to maximize the total secrecy capacity of all the transmit-receiver pairs
- Solution obtained- All transmitters whose receivers experience positive secrecy capacity transmit at maximum power. All other transmitters turn off
- A set of transmitters co-operate and transmit such that the eavesdropper suffers large interference (called as "co-operative jamming")

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Motivation for the problem

- Secrecy capacity for multiple transmit receive pairs not studied in detail
- Current formulations for multiple transmitters and receivers result in a subset of transmitters transmitting at maximum power
 - Not energy efficient
- Need to design systems such that the transmit powers are small and yet maximize the secrecy capacity
- Penalize transmitters transmitting with higher power

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Key Contributions

- First formulate the secrecy capacity maximization problem as an n person non co-operative game
- Obtain conditions for Pareto optimality and the Nash equilibrium
- Introduce a pricing function to penalize users transmitting with higher power
 - A non-linear pricing function
 - A linear pricing function
- Solve the game with pricing to obtain the optimal powers to maximize the secrecy capacity
- Provide conditions under which a unique Nash equilibrium exists

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System Model (1/2)

- We consider a system with M transmit receiver pairs and one eavesdropper
- Transmitter i transmits at power P_i and rate r_i
- The system has bandwidth W
- Each transmitter has a maximum transmit power
- Receiver i has gain G_i . If gain is due to spectrum spreading then $G_i = \frac{W}{r_i}$
- The SIR experienced by receiver i is x_i
- The AWGN power spectral density is N_0

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System Model (2/2)

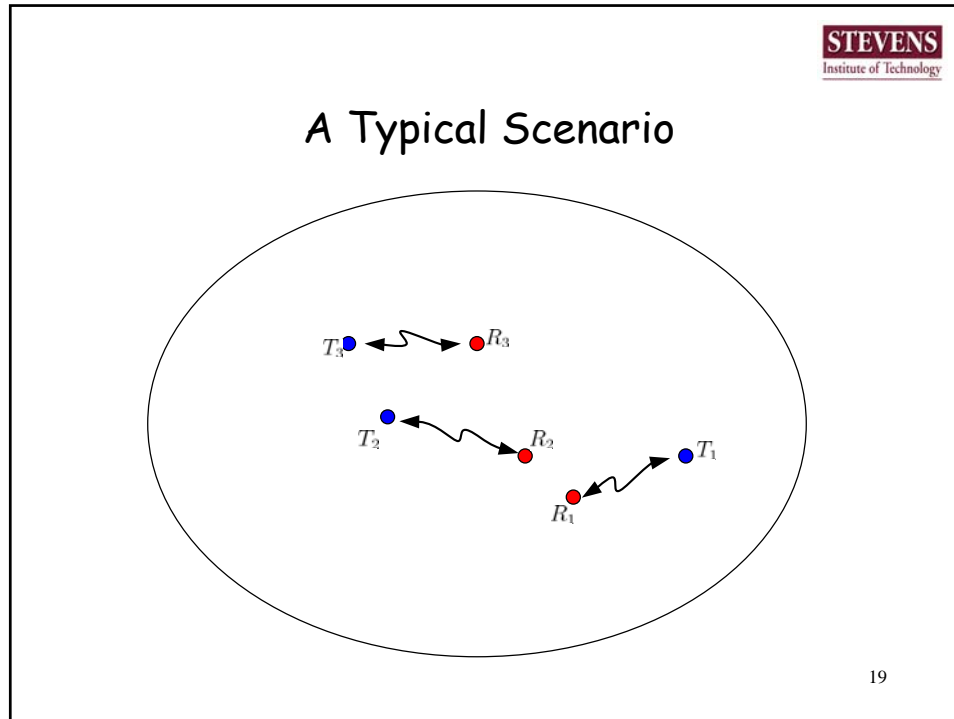
- The channel gain from transmitter i to receiver j is h_{ij}
- The channel gain matrix is $\mathbf{H} = [h_{ij}]_{\substack{1 \leq i \leq M \\ 1 \leq j \leq M}}$
- The channel gain from transmitter i to the eavesdropper is h_{ie} .
- The channel gain vector to the eavesdropper is denoted by $\mathbf{h}_e = [h_{ie}]_{1 \leq i \leq M}$

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Problem Formulation

- The objective is to determine the transmit powers of all the transmitters so that
 - The secrecy capacity seen by each receiver is maximum
 - The sum secrecy capacity of all the receivers is maximum
- First assume that there is no eavesdropper
- Determine the transmit powers of all the transmitters so that the Shannon capacity of all the channel between each transmit-receiver pair is maximized
- Then show that this also maximizes the secrecy capacity of each transmit-receiver pair

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System with No Eavesdropper

- The Shannon capacity of the channel between the transmit-receiver pair i , C_i , is given by

$$C_i = W \log_2(1 + x_i).$$
- The SIR experienced by receiver i is given by

$$x_i = \frac{P_i h_{ii} G_i}{\sum_{j \neq i} P_j h_{ji} + N_0 W}$$
- It is required to maximize $C_i, \forall i$ such that

$$0 \leq P_i \leq P_{max}, \forall i$$
- Note that the capacity of transmit-receiver pair i depends on the transmit powers of all the transmitters

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Game Theoretic Formulation (1/3)

- The players are the transmit-receive pairs
- The strategy for each transmitter i is the transmit power P_i . The strategy set for transmitter i is the interval $[0, P_{max}]$
- Need to define the utility function
 - Needs to be a non-decreasing function
 - Needs to be a concave function
 - Needs to satisfy the law of diminishing marginal utility

$$\lim_{\alpha \rightarrow \infty} \frac{du}{d\alpha} = 0$$
- The Shannon Capacity function C_i satisfies the above mentioned properties with respect to the SIR x_i

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Game Theoretic Formulation (2/3)

- Need to obtain the Nash equilibrium and the Pareto optimal points for the game
- Theorem 1:
 A power vector $\mathbf{p} = [P_1 \ P_2 \ P_3 \ \dots \ P_M]$ is Pareto optimal if and only if $P_i = P_{max}$ for some i
- Implication of Theorem 1:
 - At least one transmitter transmits at maximum power
 - If all transmitters transmit at powers less than maximum, then it is possible to obtain an improvement in the capacity (utility) of all the transmit-receive pairs

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Game Theoretic Formulation (3/3)

- **Theorem 2:**
 The Nash equilibrium of the Shannon capacity maximization occurs when $P_i = P_{max}, \forall i$. This equilibrium point is also Pareto optimal.
- **Implication of Theorem 2:**
 - All transmitters transmit at maximum power
 - Not energy efficient
 - Need to look at means to improve energy efficiency

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Pricing based approach

- **Formulate a pricing function**
 - Pricing function should increase the penalty to users transmitting at higher power
 - However, it is the SIR that provides higher capacity to transmit-receive pairs
- **We propose 2 pricing functions**
 - Non-linear
 - Linear
- **Our intuition**
 - Imposing a price on transmit receive-pairs forces transmitters to transmit at lesser power
 - This decreases the signal to the eavesdropper thus improving the secrecy capacity for some receivers

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Non-linear Pricing: Motivation

- Two scenarios occur
 1. A transmitter transmits at higher power to achieve a minimum BER
 2. A transmitter transmits at higher power to improve an already large SIR
- Case 2 mentioned above needs to be penalized higher penalty than those case 1

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Pricing Functions

- Non Linear Pricing function
 - Compute the total power at a receiver
 - Find what percentage of this received power is obtained from transmitter
 - Price higher if the above percentage is larger
 - If the percentages are equal, then price higher if transmission rate is higher

$$f_i(\mathbf{p}) = \lambda \frac{r_i P_i h_{ii}}{\sum_{j=1}^M P_j h_{ji} + N_0 W} = f_i(x_i) = \lambda \frac{r_i x_i}{x_i + G_i}$$

- Linear Pricing function
 - Price higher if SIR is larger. If SIR's are equal, then price higher if transmission rate is higher

$$f_i(x_i) = \lambda r_i x_i$$

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Optimization with pricing (1/3)

- Maximize $C_i(\mathbf{p}) - f_i(\mathbf{p}) \forall i$ such that $0 \leq P_i \leq P_{max} \forall i$
- Note that C_i and f_i are functions of x_i
- Formulate the power allocation problem as an SIR allocation problem
 - Determine x_i that maximizes $C_i - f_i(P_i) \forall i$
 - From the SIR vector $\mathbf{x} = [x_1 \ x_2 \ x_3 \ \dots \ x_M]$ obtain the power vector $\mathbf{p} = [P_1 \ P_2 \ P_3 \ \dots \ P_M]$
 - Need to solve a system of equations given by the matrix equation

$$\mathbf{p} = N_0 W (\mathbf{I}_M - \mathbf{D}_1^{-1} \mathbf{A})^{-1} \mathbf{D}_1^{-1} \mathbf{D}_2^{-1} \mathbf{1}$$

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Optimization with pricing (2/3)

$$\mathbf{A} = \begin{bmatrix} 0 & \frac{h_{21}}{h_{11}} & \frac{h_{31}}{h_{11}} & \dots & \frac{h_{M1}}{h_{11}} \\ \frac{h_{12}}{h_{22}} & 0 & \frac{h_{32}}{h_{22}} & \dots & \frac{h_{M2}}{h_{22}} \\ \frac{h_{13}}{h_{33}} & \frac{h_{23}}{h_{33}} & 0 & \dots & \frac{h_{M3}}{h_{33}} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \frac{h_{1M}}{h_{MM}} & \frac{h_{2M}}{h_{MM}} & \frac{h_{3M}}{h_{MM}} & \dots & 0 \end{bmatrix},$$

$$\mathbf{D}_1 = \text{diag} \left[\frac{G_1}{x_1} \ \frac{G_2}{x_2} \ \frac{G_3}{x_3} \ \dots \ \frac{G_M}{x_M} \right]$$

$$\mathbf{D}_2 = \text{diag} [h_{11} \ h_{22} \ h_{33} \ \dots \ h_{MM}]$$

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Optimization with pricing (3/3)

- The above mentioned procedure is a means to determine the unique Nash equilibrium of the capacity maximization game with pricing
- It is essential to obtain conditions under which such a unique Nash equilibrium exists and is feasible
- Work backwards- find the optimum SIR's and capacities had there been a Nash equilibrium and then compute the Nash equilibrium from those SIR's
- The Nash equilibrium thus obtained should be feasible

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Solve for SIR (1/2)

- Solve for the optimum SIR x_i so as to satisfy the first order necessary conditions

$$\frac{d}{dx} (C_i(x) - f_i(x)) |_{x=x_i} = 0$$
- For the non-linear pricing function, the first order necessary condition yields

$$g(x_i) \triangleq (x_i + G_i)^2 C'_i(x_i) = \lambda r_i G_i$$
- For the linear pricing function the first order necessary condition yields $g(x_i) \triangleq C'_i(x_i) = \lambda r_i$
- In both cases, for large gains, $G_i, g'_i(x_i) < 0$

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Solve for SIR (2/2)

- Define $\lambda_0^{(i)} = \frac{G_i C_i'(0)}{r_i}$ for non-linear pricing, $\lambda_0^{(i)} = \frac{C_i'(0)}{r_i}$ for linear pricing and $\lambda_{max} = \min_i \lambda_0^{(i)}$.
- **Theorem 3:**
The necessary condition for the optimization problem with pricing to have a feasible solution is $\lambda < \lambda_{max}$.
- **Theorem 3** gives an upper bound on the pricing parameter. The condition is only necessary but not sufficient

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Solve for Power (1/4)

- Need to solve a system of equations given by the matrix equation

$$\mathbf{p} = N_0 W (\mathbf{I}_M - \mathbf{D}_1^{-1} \mathbf{A})^{-1} \mathbf{D}_1^{-1} \mathbf{D}_2^{-1} \mathbf{1}$$
- Need to obtain conditions when the matrix equation yields positive solutions for \mathbf{p} and such that

$$\mathbf{p} \leq P_{max} \mathbf{1}$$
- Need to use theory of \mathcal{Z} -matrices and \mathcal{M} -matrices to obtain these conditions

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Solve for Power (2/4)

An $n \times n$ square matrix $\mathbf{B} = [b_{ij}]_{\substack{1 \leq i \leq n \\ 1 \leq j \leq n}}$ is called a \mathcal{Z} matrix if the off-diagonal elements are non-positive, i. e., $b_{ij} \leq 0$, $\forall i \neq j$. A \mathcal{Z} -matrix \mathbf{B} is called an \mathcal{M} -matrix if $\mathbf{B}^{-1} \geq \mathbf{0}_n$, i. e., every entry in the inverse matrix of \mathbf{B} is non-negative

- **Theorem 4**

A positive SIR vector \mathbf{x} results in a positive power vector \mathbf{p} if and only if the \mathcal{Z} -matrix $(\mathbf{I}_M - \mathbf{D}_1^{-1}\mathbf{A})$ is an \mathcal{M} -matrix

- **Need to obtain conditions on the SIR vector \mathbf{X} such that the \mathcal{Z} -matrix $(\mathbf{I}_M - \mathbf{D}_1^{-1}\mathbf{A})$ is an \mathcal{M} -matrix**

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Solve for Power (3/4)

- **Theorem 5**

\exists a positive SIR vector $\hat{\mathbf{x}}$ such that, $\forall \mathbf{x}$ such that $\mathbf{x} > \hat{\mathbf{x}}$, the matrix $(\mathbf{I}_M - \mathbf{D}_1^{-1}\mathbf{A})$ ceases to be an \mathcal{M} -matrix and $\forall \mathbf{x}$ such that $\mathbf{x} \leq \hat{\mathbf{x}}$, the matrix $(\mathbf{I}_M - \mathbf{D}_1^{-1}\mathbf{A})$ is an \mathcal{M} -matrix

- **Theorem 6**

$\exists \lambda_{min}$ such that $\forall \lambda \in (\lambda_{min}, \lambda_{max})$, with λ_{max} as specified in Theorem 3, then the optimization problem $\max_{\mathbf{p}} C_i(\mathbf{p}) - f_i(\mathbf{p}) \forall i$ subject to the constraints $0 \leq P_i \leq P_{max} \forall i$ has a feasible solution

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Solve for Power (4/4)

- Theorem 6 only provides the existence of λ_{min} but does not provide a means of determining it.
- Complex numerical techniques are required to determine λ_{min}
- Theorem 7
The capacity maximization game with pricing,
 $\max_{\mathbf{p}} C_i(\mathbf{p}) - f_i(\mathbf{p}) \forall i$ subject to $0 \leq P_i \leq P_{max}$
 $\forall i$ has a unique Nash equilibrium if and only if
the pricing parameter λ satisfies $\lambda \in (\lambda_{min}, \lambda_{max})$

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System with an eavesdropper

- The Secrecy capacity = Shannon capacity of the main channel - Shannon capacity of the eavesdropper channel for each transmit-receive pair
- In the absence of feedback or active transmission from the eavesdropper, the SIR of the main channel is independent of the SIR of the eavesdropper channel
- So maximum secrecy capacity occurs for the same SIR when Shannon capacity is maximum
- To maximize sum secrecy capacity, the sum secrecy capacity function is a separable function in all the SIRs and hence maximizing individual secrecy capacity maximizes the sum secrecy capacity

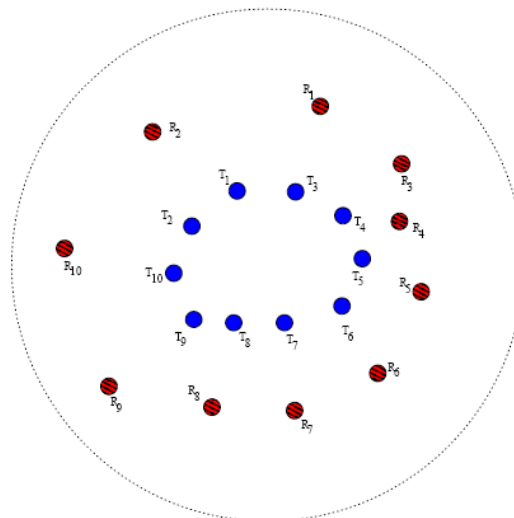
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Numerical Results

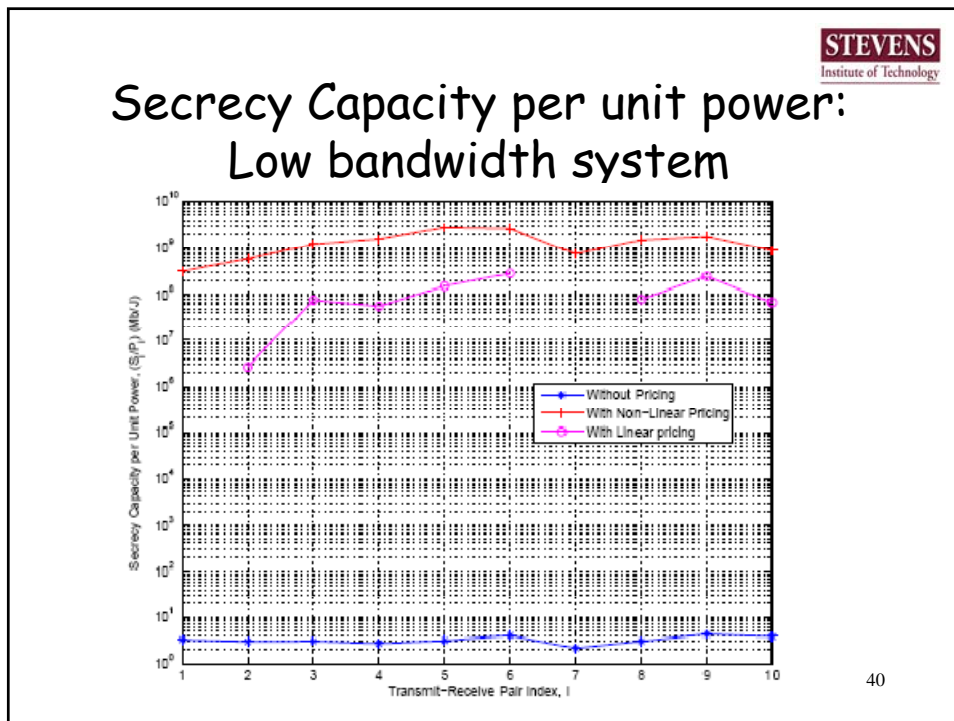
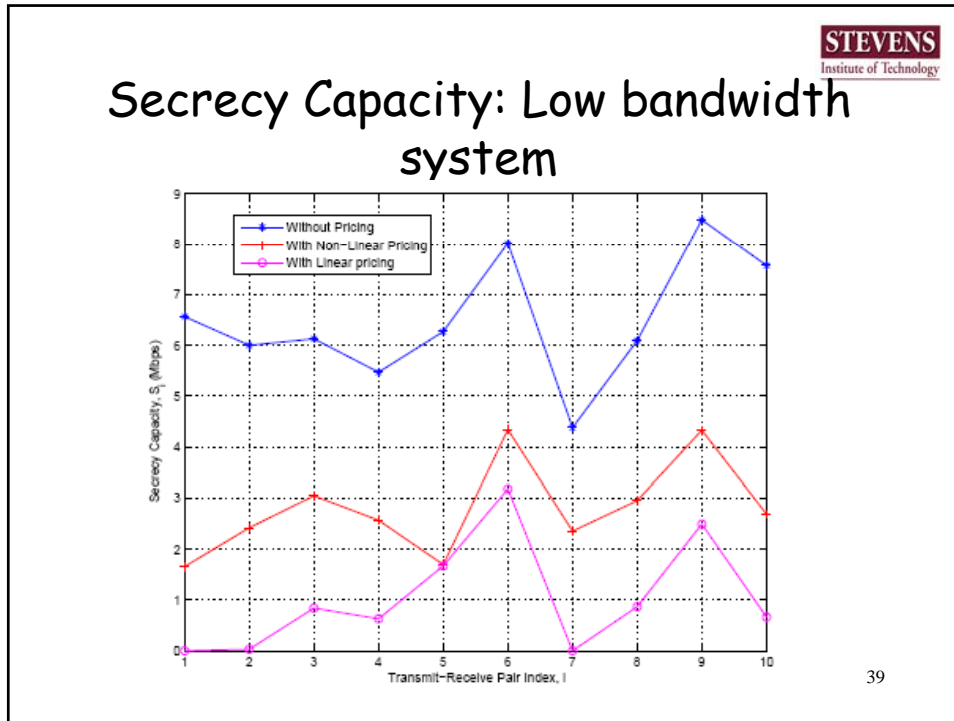
- 10 transmit-receive pairs
- Two types of systems
 - A low bandwidth system with 5 MHz bandwidth and transmitters transmitting at rates less than 100 Kbps
 - A high bandwidth system with 20 MHz bandwidth with transmitters transmitting at about 1-2 Mbps
- Three Scenarios
 - Co-located transmitters
 - Co-located receivers
 - Randomly located transmitters and receivers
- Jake's model to obtain the channel gain matrix and the channel gain vector to the eavesdropper

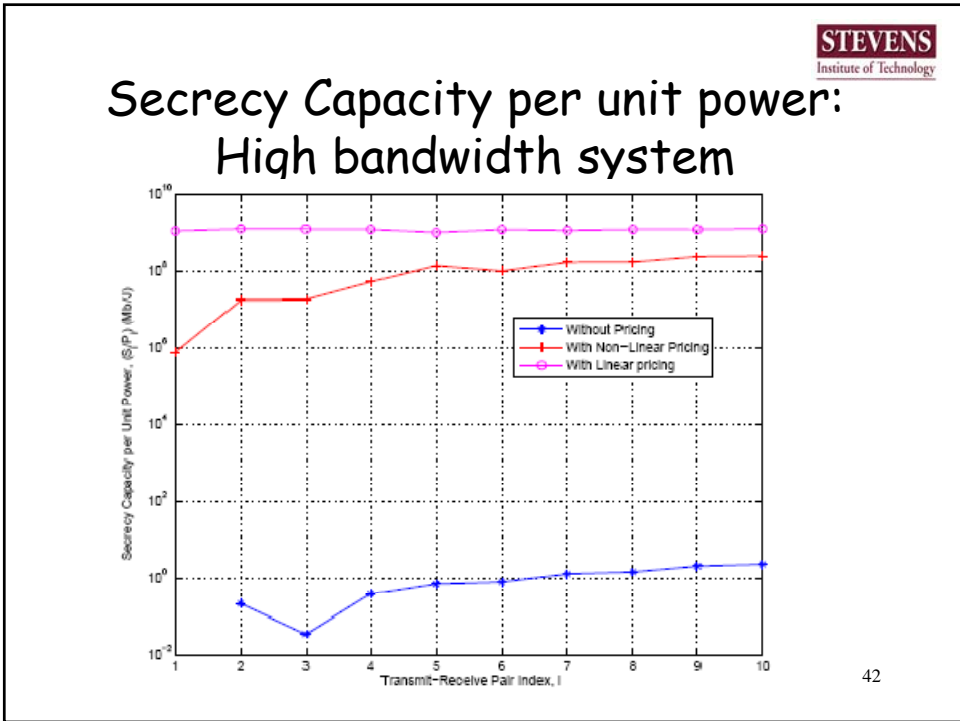
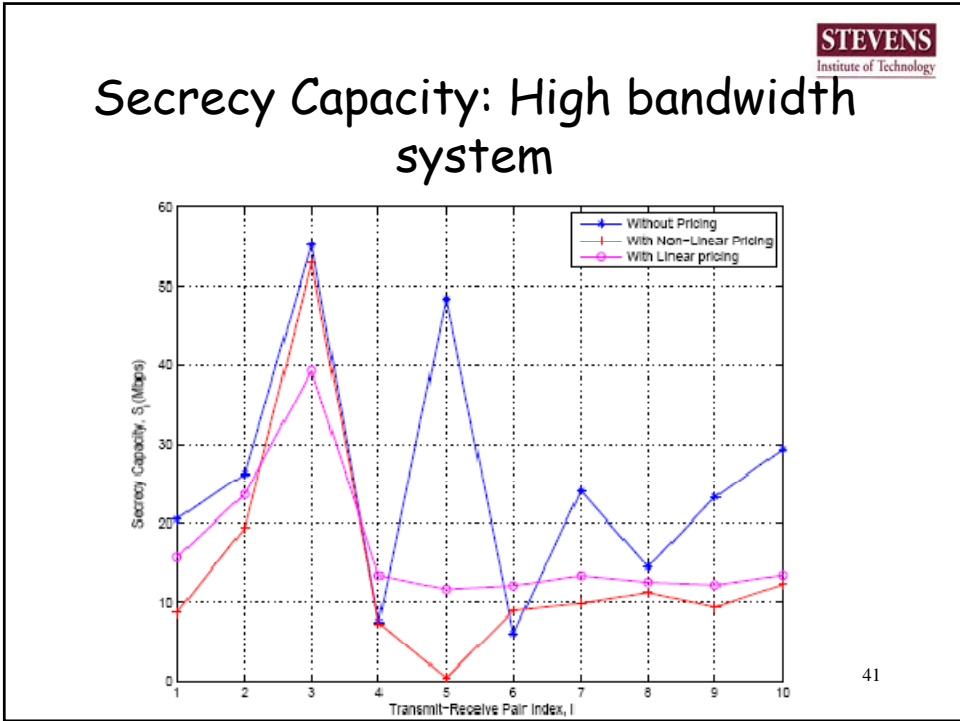
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Co-located Transmitters



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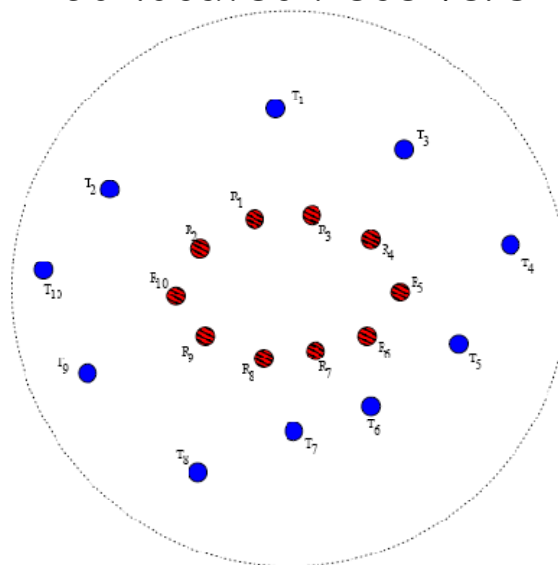


Observations

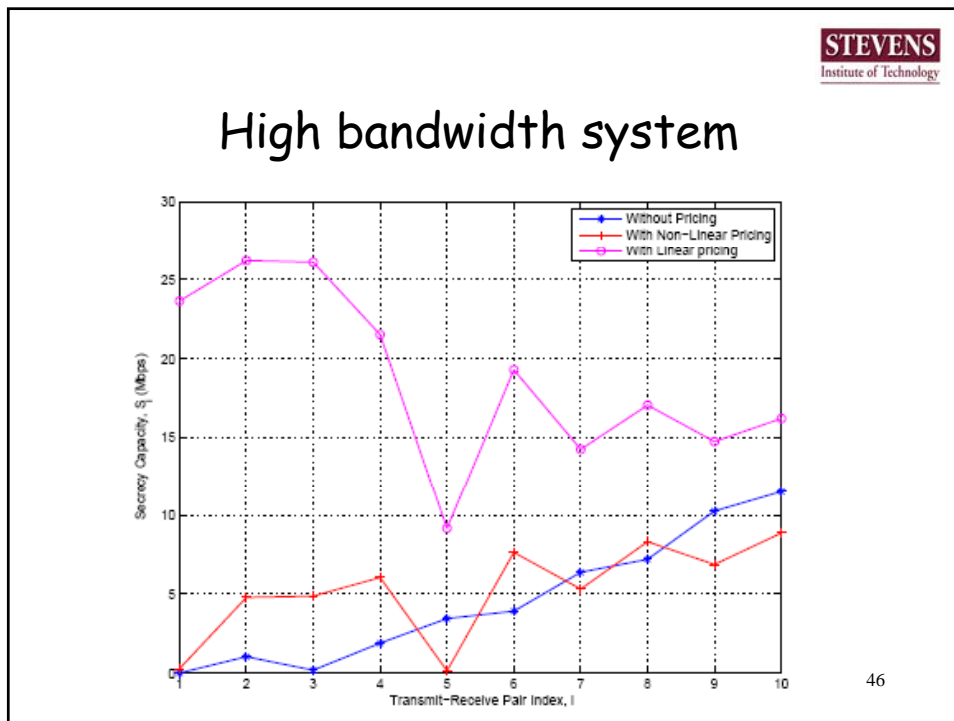
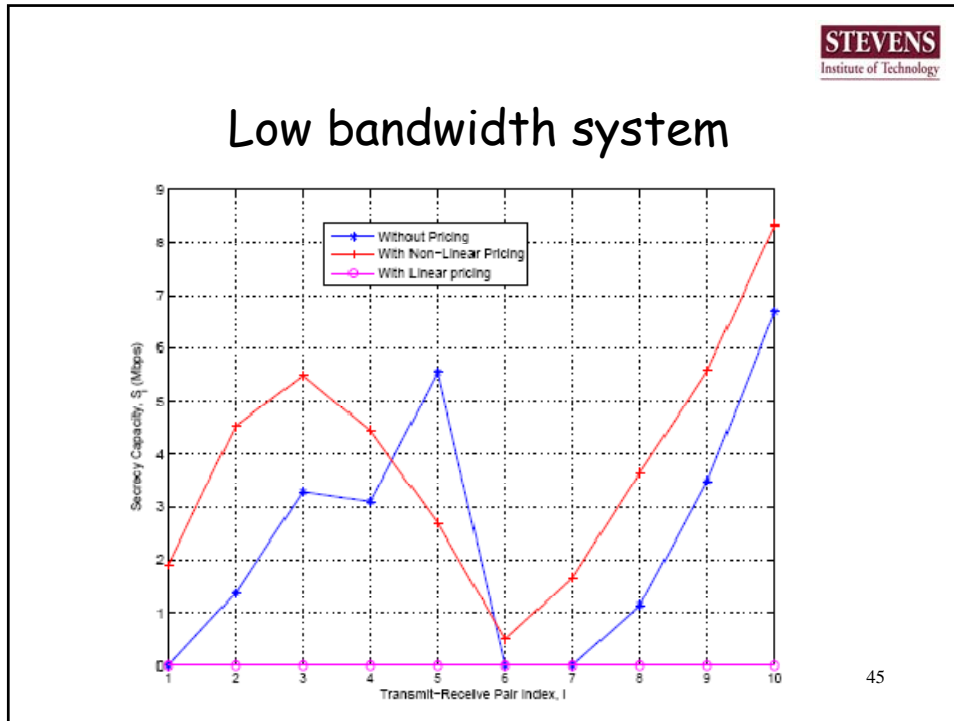
- The system without pricing provides higher secrecy capacity for most users
- Pricing provides energy efficiency
- Linear pricing performs better for lower gain (high bandwidth) systems and non-linear pricing performs better for higher gains (lower bandwidth) systems

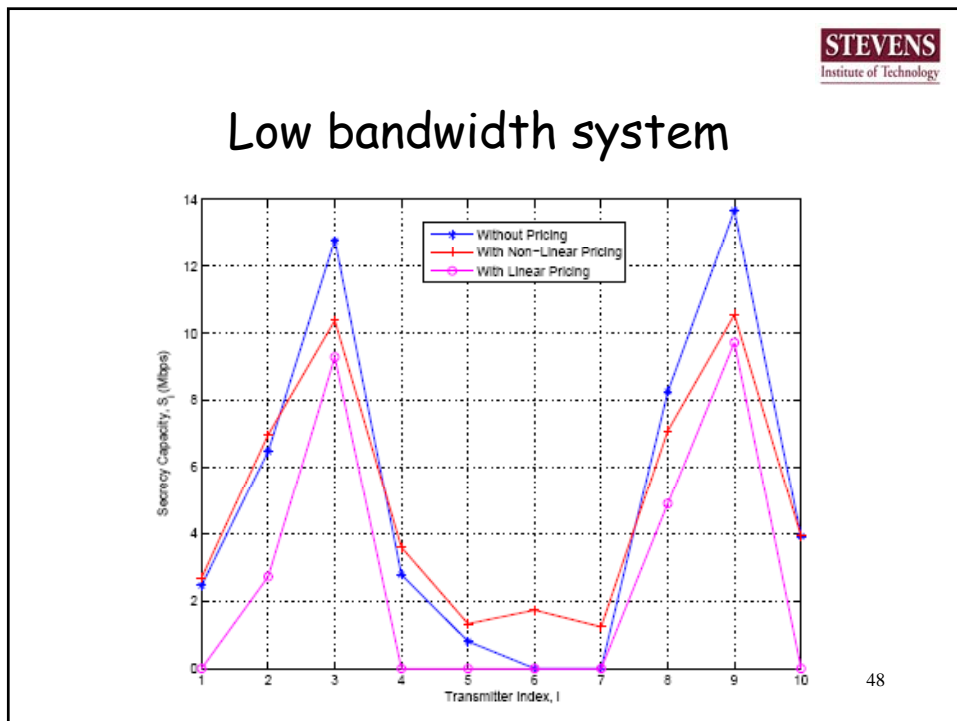
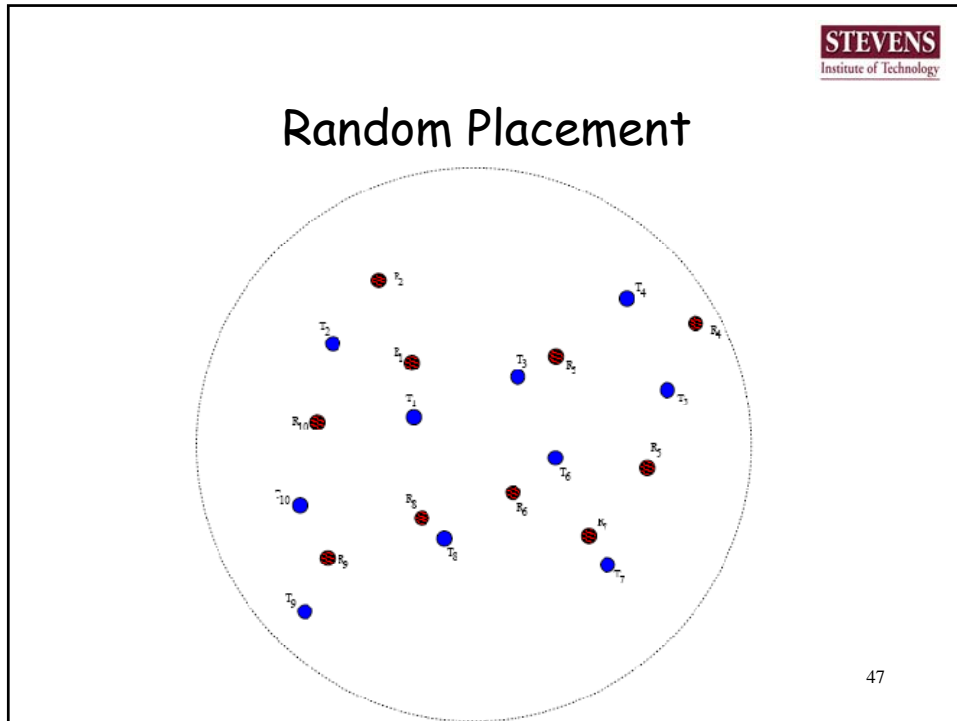
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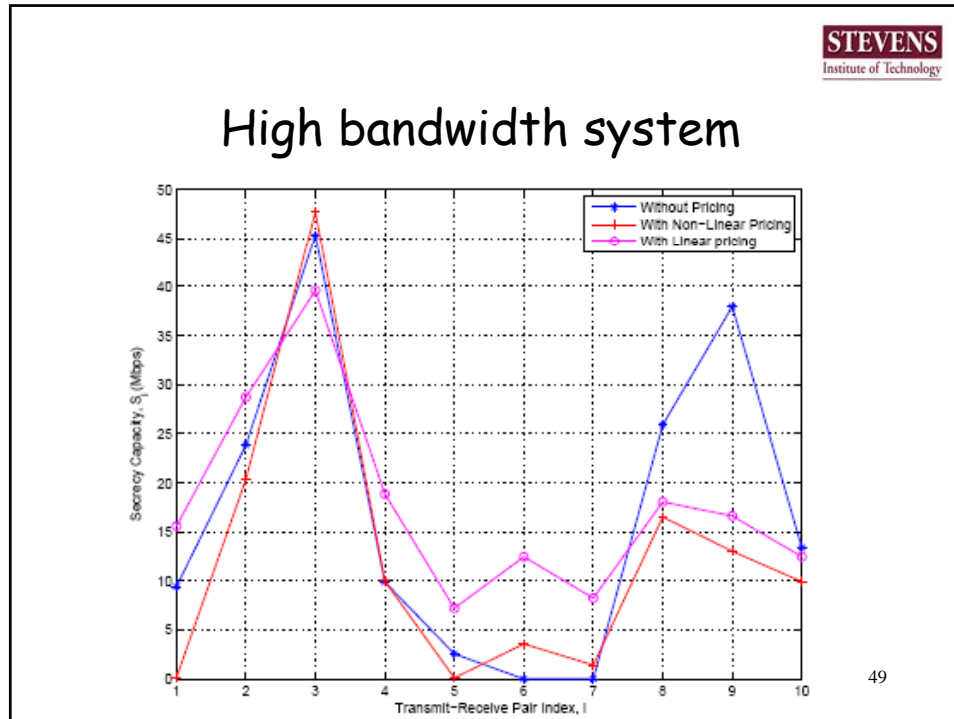
Co-located Receivers



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Observations

- Pricing improves secrecy capacity for users who suffer from lower secrecy capacity when no pricing
- Particularly useful in scenarios where the users suffering from low secrecy capacity form the "cut-edges"
- Linear pricing performs better for lower gain (high bandwidth) systems and non-linear pricing performs better for higher gains (lower bandwidth) systems

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Additional Applications

- Admission control to satisfy secrecy capacity constraints
 - A new user enters with an SIR requirement
 - Admit if the conditions for the Z-matrix to remain and M-matrix are satisfied
 - Block otherwise
- Cognitive radio networks
 - Admit secondary users to satisfy secrecy capacity constraints in addition to interference constraints

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Summary

- A pricing based approach for maximizing secrecy capacity of multi-terminal networks
- Conditions for obtaining feasible solutions
- Showed that the pricing is effective in terms of energy efficiency
- Showed that pricing can improve secrecy capacity of users
- Applications to Admission Control and Cognitive radio networks

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Future Work

- Asymptotic Analysis
 - When the number of transmit-receive pairs and the system bandwidth are very large
- Multiple eavesdroppers
 - The eavesdroppers could be independent or co-operating
- Effects of mobility
 - Changes to the channel gain matrix
 - Can there be adaptive solutions?

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Game theory fundamentals (1/5)

A game, $\mathcal{G}(\mathcal{P}, \mathcal{S}, \mathcal{U})$, is defined by a set of players, $\mathcal{P} = \{p_1, p_2, \dots, p_n\}$, a strategy set, \mathbf{S}_i , for each player p_i ($\mathcal{S} \triangleq \{\mathbf{S}_1, \mathbf{S}_2, \dots, \mathbf{S}_n\}$) and a pay off set or a set of utility functions, $\mathcal{U} = \{u_1, u_2, \dots, u_n\}$, where $u_i : \mathcal{S} \rightarrow \mathcal{R}$, is the utility function or pay off function of the player p_i .

- Objective is to obtain a strategy $s_i^* \in \mathbf{S}_i$ such that the utility $u_i(s_1^*, s_2^*, \dots, s_n^*)$ is maximum for each player p_i

Game theory fundamentals (2/5)

For any strategy vector $\mathbf{s} = [s_1 \ s_2 \ \cdots \ s_n]$,

let $\mathbf{s}_{-i} \triangleq [s_1 \ s_2 \ \cdots \ s_{i-1} \ s_{i+1} \ \cdots \ s_n]$.

The strategy vector \mathbf{s} is said to be a *Nash equilibrium* of the game $\mathcal{G}(\mathcal{P}, \mathcal{S}, \mathcal{U},)$ if, $\forall i \in \{1, 2, \dots, n\}$,

$$u_i(s_i, \mathbf{s}_{-i}) \geq u_i(\hat{s}_i, \mathbf{s}_{-i}), \forall \hat{s}_i \in \mathcal{S}_i.$$

- Nash equilibrium is a set of strategies such that each player's strategy is the best response to the strategies of all the other players
- A Nash equilibrium may or may not exist
- There can be multiple Nash equilibriums

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Game theory fundamentals (3/5)

A strategy vector \mathbf{s} is said to be an *improvement* to strategy $\tilde{\mathbf{s}}$ if, $\forall i \in \{1, 2, \dots, n\}$, $u_i(\mathbf{s}) \geq u_i(\tilde{\mathbf{s}})$, and $\exists j \in \{1, 2, \dots, n\}$ such that $u_j(\mathbf{s}) > u_j(\tilde{\mathbf{s}})$.

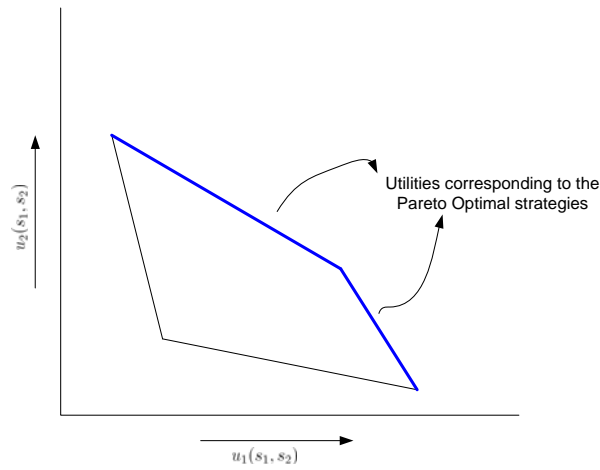
- An improvement to a strategy is another strategy such that the utilities of all the player improve

A strategy vector \mathbf{s} is said to be *Pareto optimal* if there does not exist a strategy $\tilde{\mathbf{s}}$ such that $\tilde{\mathbf{s}}$ is an improvement to \mathbf{s} .

- A Pareto optimal strategy vector is a strategy vector such that no player can deviate from the strategy set to improve its own utility without decreasing the utility of any other user.
- A Pareto optimal strategy is a socially optimum strategy

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Game theory fundamentals (4/5)



Game theory fundamentals (5/5)

