

# Social Computational Trust Model (SCTM)

**SARNET Alliance**

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# Motivation

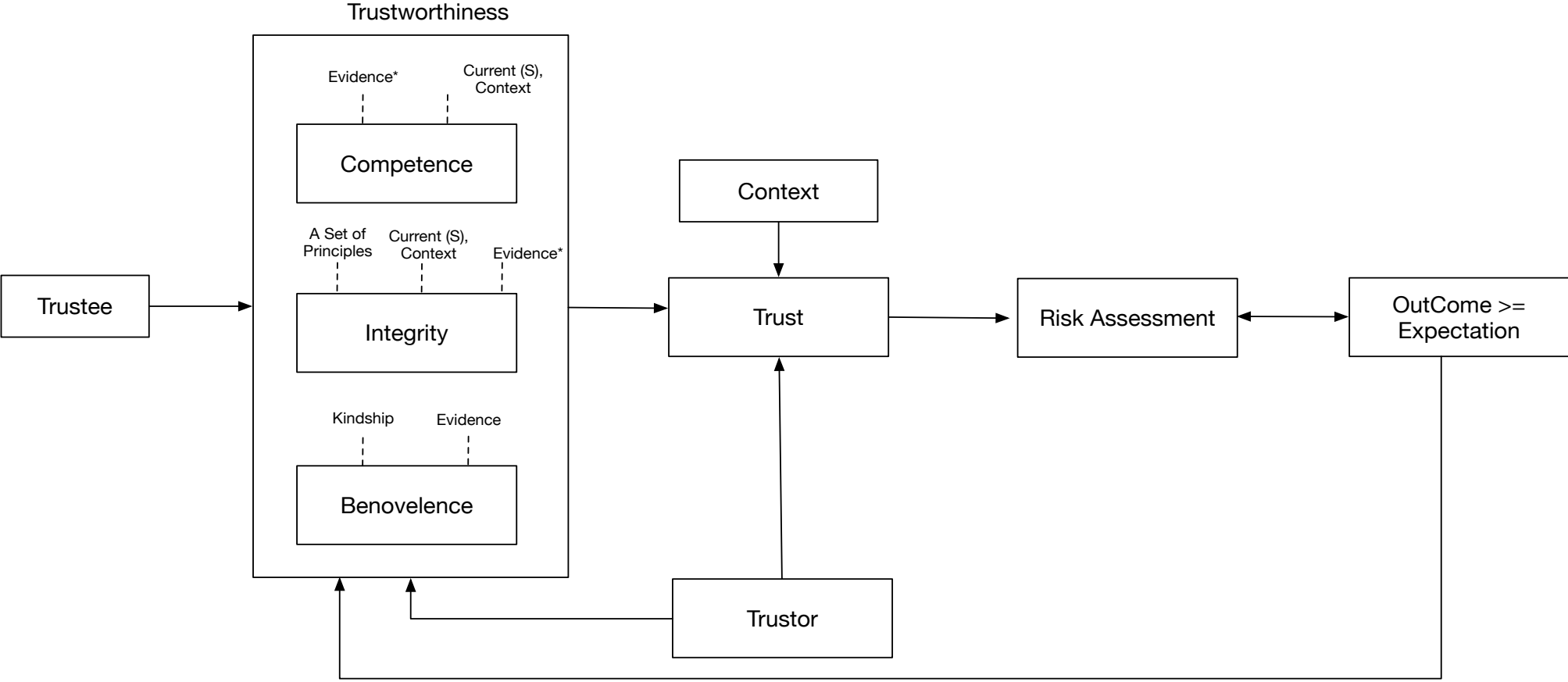
Cyber attacks are **human** activities executed to achieve certain results. An effective **defense strategy** against such attacks require **organizations** next to **technical measures**, therefore:

- Cybersecurity needs **principles** that involve not only **IT** representations and architectures, but also the **organizations** and **environments** in which they are realized.
- Despite progress in cybersecurity on the **technical** aspects, big gaps remain, especially at the **social** and **human** levels.
- The social level **evolves** over time.
- Collaboration with the **right** partners to work **on joint tasks** is essential.
- Sharing with these partners that may be **competitors** in other aspects requires organizing **Trust**.

# Trust as a key word..

- Trust reflects an **expectation** and, therefore, cannot be expressed **objectively**. It is influenced by subjective perceptions of the involved **actors**.
- Trust is **context** dependent and is basically valid within a **particular scope only**, such as the type of an activity and the organizational structure.
- Trust relies on **previous interactions**, i.e., from well-proven previous behavior a **prediction of the future** is inferred.

# Trust Framework



Adopted: Mayer et al. (1995)

# Trustworthiness Components

- **Competence:** Potential **ability** of the evaluated entity to perform a **given task**.
- **Integrity:** Act accordingly to fulfil the **commitments** even when acting on them is **not in self interest** and accept the **consequences**.
- **Benevolence:** A disposition to do **good** and an act of **kindness** even if unforeseen contingencies arise.

**Competence**

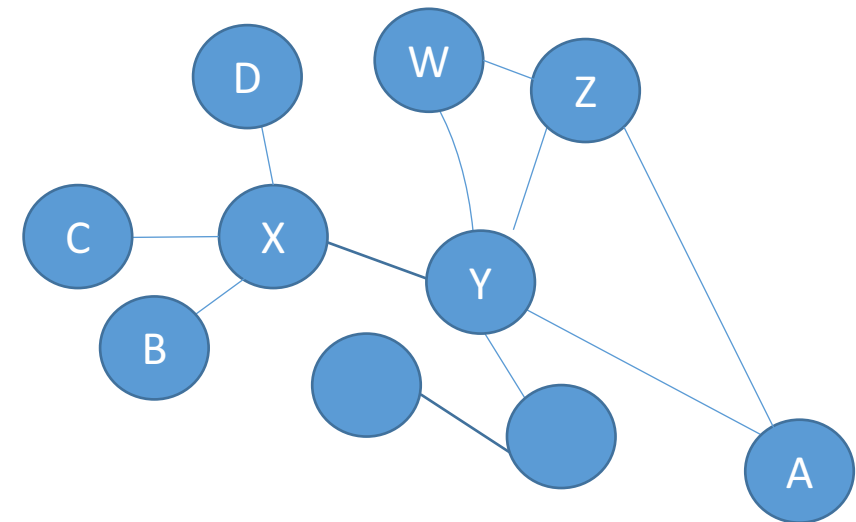
**Integrity**

**Benevolence**

# Simulation Scenario

## Goal:

- Define different type of domains
  - ❖ Competence
  - ❖ Benevolence
- Reason about trustworthiness components
- Evaluate trust in the network
- Observe members' behavior
- We use Agent Based Model as a tool to implement this scenario



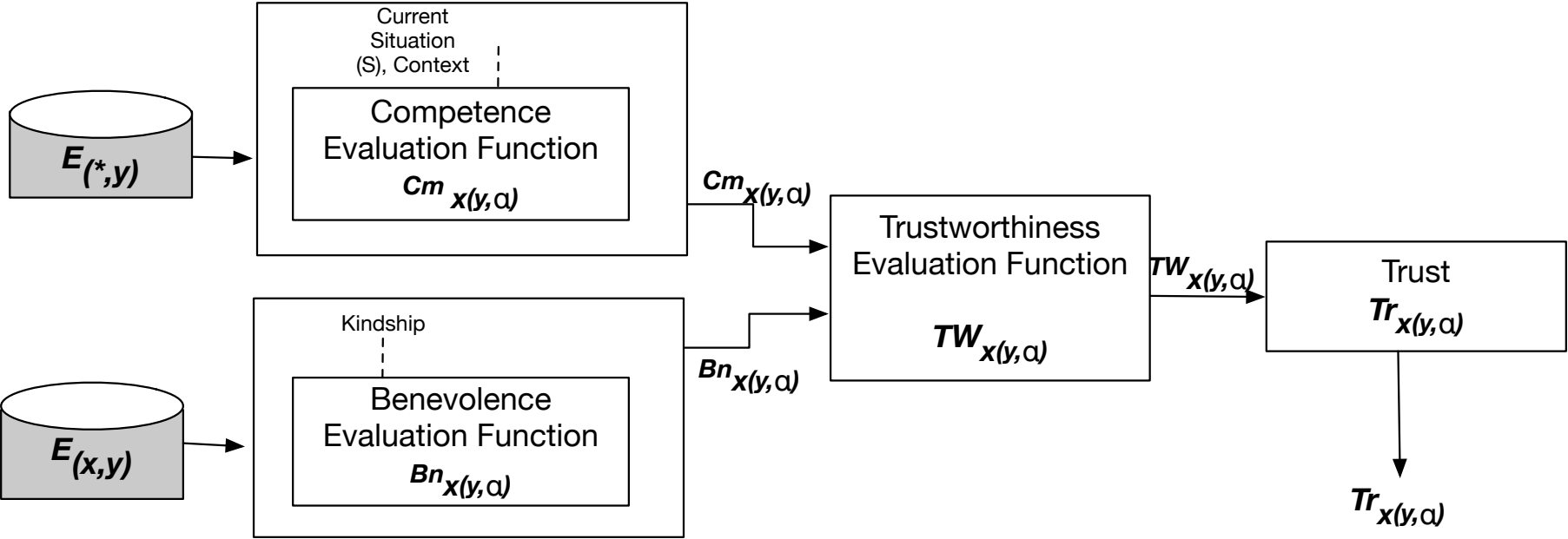
# Notation

- $X, Y$  are two members (agents) of the alliance ( $A$ ).
- Given two agents,  $x, y$  member's of  $A$ , to notate “ $x$  trusts  $y$  in the situation  $\alpha$ ”  $Tr x(y, \alpha)$ .  $Tr x(y, \alpha) \in [0,1]$
- $E_x(x, y)$  denotes as the set of past interactions between  $x, y$ .
- $E_x(*, y)$ <sup>1</sup> as the set of **All** the evidence on  $Y$  by others.
- Situations represent as a set of  $\{S_1 S_2 \dots S_n\} \subset \alpha$
- The experience of an interaction is valuated by a function  $O$  mapping the fulfilment of the agreement between the two agents to a value  $[0,1]$ :

$$O = \begin{cases} F = 1 \\ Fd = 0.5 \\ V = 0 \end{cases} \quad F = \text{fulfilment}, Fd = \text{fulfilment with delay}, V = \text{violation of the agreement}$$

<sup>1</sup> $E_x(x, y) \not\subset E_x(*, y)$

# Trust Evaluation Framework:

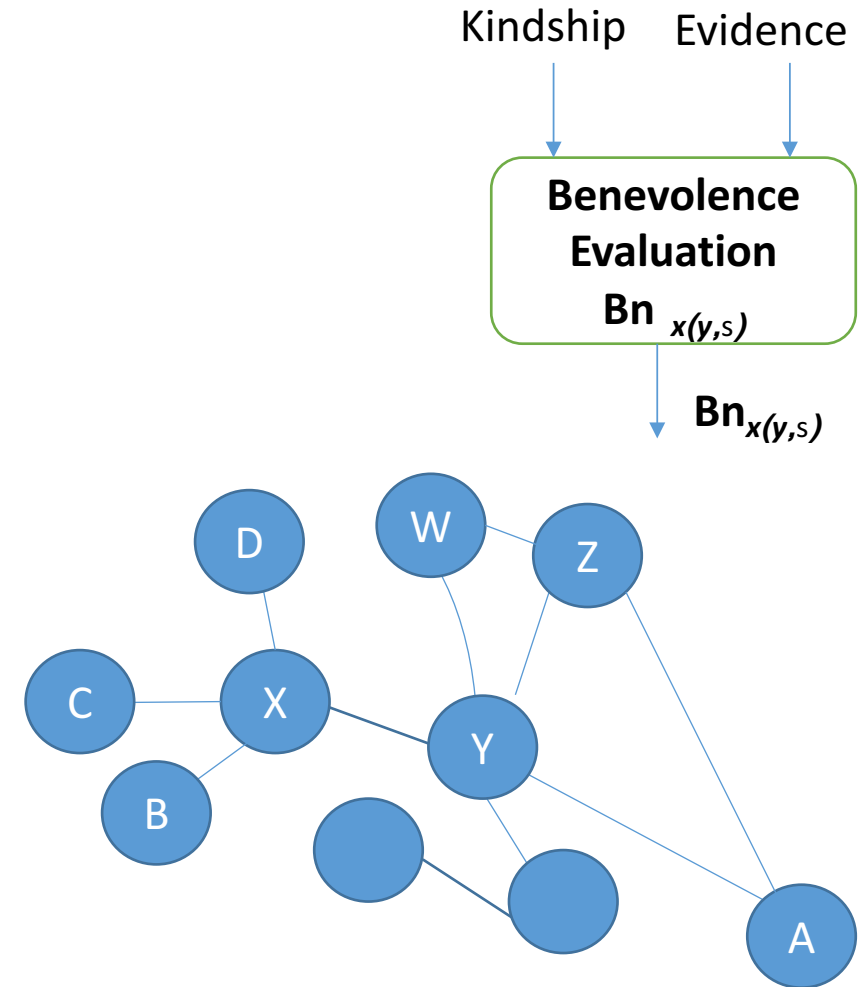




# Benevolence Evaluation

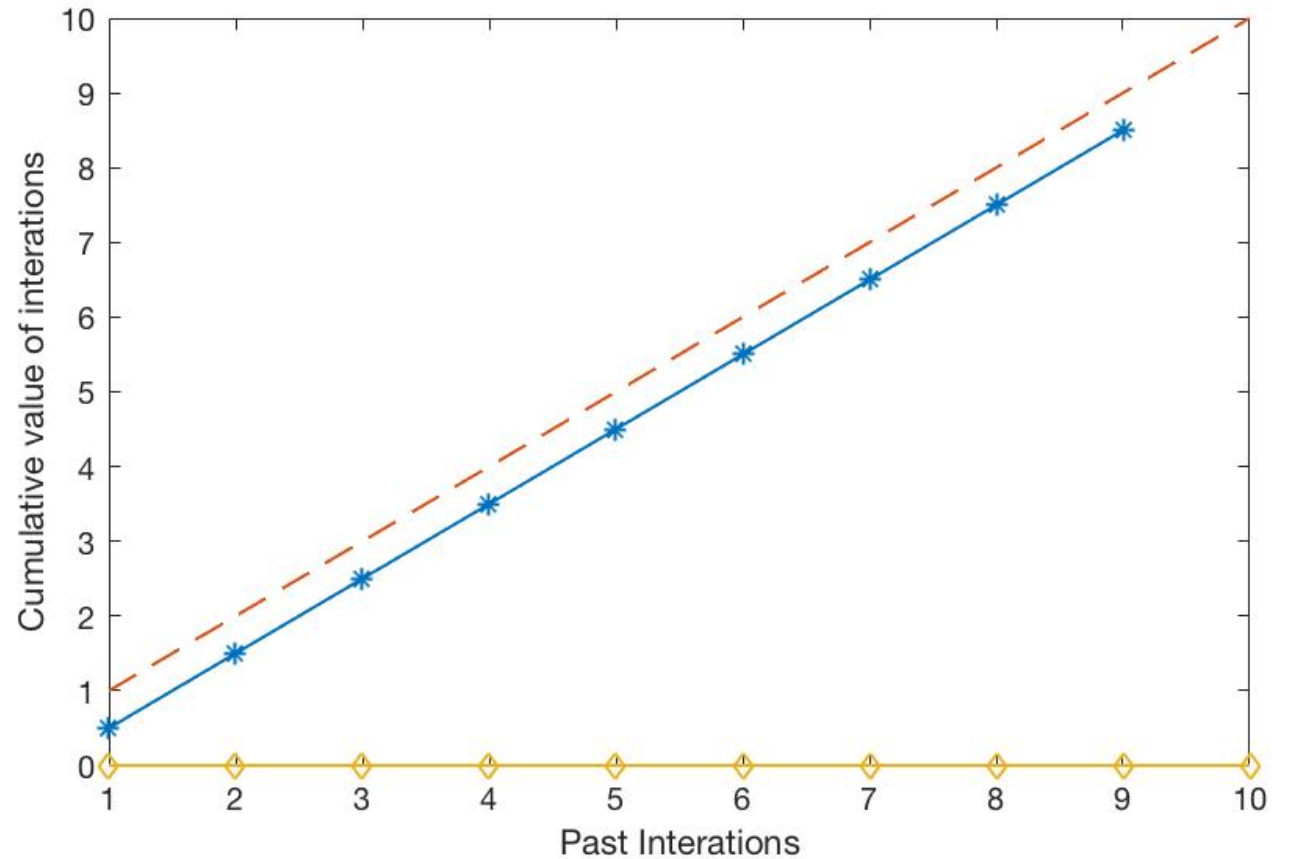
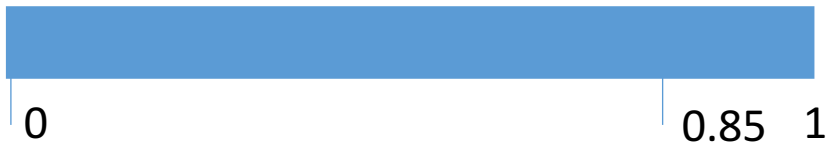
- Based on the **Direct** interactions between X and Y (in the situation  $\alpha$ ).
- At least two past interactions between X and Y.

$$Bn_{(x,y)} = 1 / E_{(x,y)} \sum (O(E_{(x,y)})_{S_n})$$



# Result

- Three Outcomes (Always fulfill, fulfill with delay, Violation)

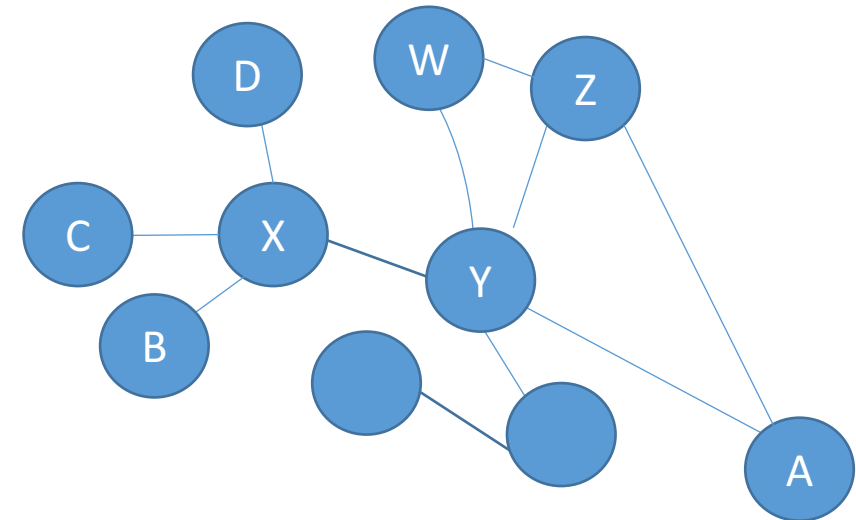


# Competence Evaluation

- Competence = Ability to do the given task
- Based on the **All** the evidence on **Z**

## Challenges:

- Resolving conflicts on the evidence
- Gather all the potential evidence may be hard
- Time restrictions on the decision-making



# Competence Evaluation Scenarios

1. There is no evidence available from trustee (Z). To judge the trustee's competence.

- *Calculate Risk = (Cost \* probability of non – performance<sup>1</sup>) / (Benefits \* probability of performance)*

2. There are some evidence but not for the considered context.

- *Competence associate with Risk =  $\sum_1^n (O_x(E(*, z)_{S_n})) \times \widehat{Tr}_{(X,Z)}$*

Where

- *$\widehat{Tr}_{(X,Z)} = \sum_1^n T(x, z)_{S_n} / n$*

3. There are related evidence about the agent in this or similar context.

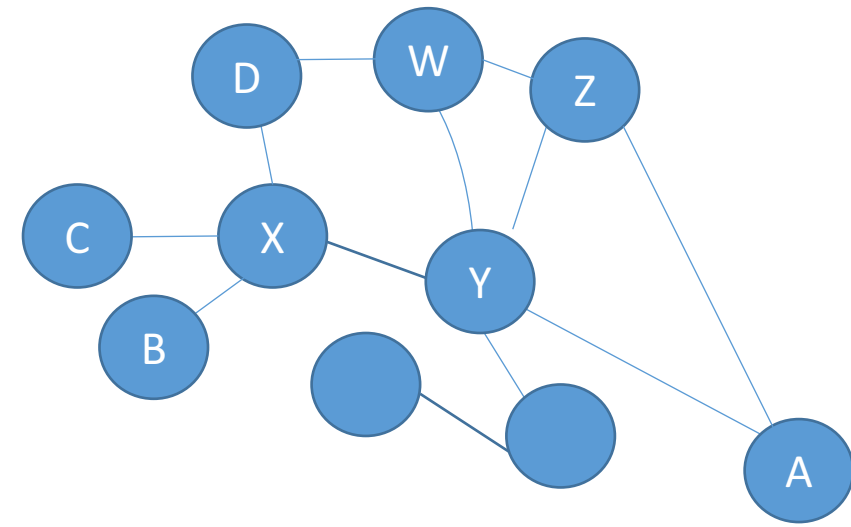
- *Competence =  $1/m \sum_1^m (O_x(E(*, z)_{S_m}) / E(*, z))$*

1) In calculating this performance we have to include time aspects (i.e. the results should be delivered within the decision-making time slot).

# Result

Assumption:

- Agents are honest
- No conflicts on the agents' opinion
- 4 different situations
- 4 different agents



$$Competence = 1/m \sum_1^m (O_x(E(*, z)_{S_m}) / E(*, z))$$

Competence of Z from X point of view = 0.5  
 Competence of A from X point of view = 0.87

Agent's opinion in Situation S1		
Agents	z	A
Y	FD	F
A	FD	F
W	FD	F
D	FD	F

Agent's opinion in Situation S2		
Agents	z	A
Y	F	F
A	F	F
W	F	F
D	F	F

Agent's opinion in Situation S3		
Agents	z	A
Y	FD	F
A	FD	F
W	FD	F
D	FD	F

Agent's opinion in Situation S4		
Agents	z	A
Y	FD	FD
A	FD	FD
W	FD	FD
D	FD	FD

# Conclusion

- To better estimate this trustworthiness, it is important to estimate, **competence** and **benevolence separately**, and to combine them taking into consideration the particular **situation** and **relationship**.
- Any individual can estimate the **competence** and **benevolence** of trustees and combines these estimations in a dynamic way at any given **moment** and **situation**.
- We define different stages of relationships between the agents.
- We proposed a **general framework** that can be used in different **case studies**.

# future Work

- Apply trust framework in other case studies
- Employ an evidential reasoning methods for the conflict situations.
- Evaluate integrity of Agents
- To move our collaborative single point defence strategy to a collaborative multi point defence strategy. This implies that we need to be able to understand collaborative attack strategies of our enemies.

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<http://delaat.net/sarnet/index.html>



“Trust is a social good to be protected just as much as the air we breathe or the water we drink. When it is damaged, the community as a whole suffers; and when it is destroyed, societies falter and collapse. (Bok, 1978, pp 26 and 27)”