

Designing the Game to Play: Payoff Manipulation in Security Games

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Societal Challenges



Infrastructure Patrol



Wildlife Patrol



Transportation Patrol

Go Beyond Patrols



Go Beyond Patrols

Namibia

Poaching Fine: 200K → 25M
Imprisonment: 20y → 25y



Increases in poaching fines, sentences coming

News - National | 2017-02-22

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THE environment minister yesterday announced proposed increases to penalties for poaching. Making the announcement in parliament yesterday, minister Pohamba Shifeta said the fine for elephant and rhino poaching would increase from the current maximum of N\$200 000 to N\$25 million, and the period of imprisonment from the current 20 to 25 years.

Go Beyond Patrols



Australian Government
Great Barrier Reef
Marine Park Authority

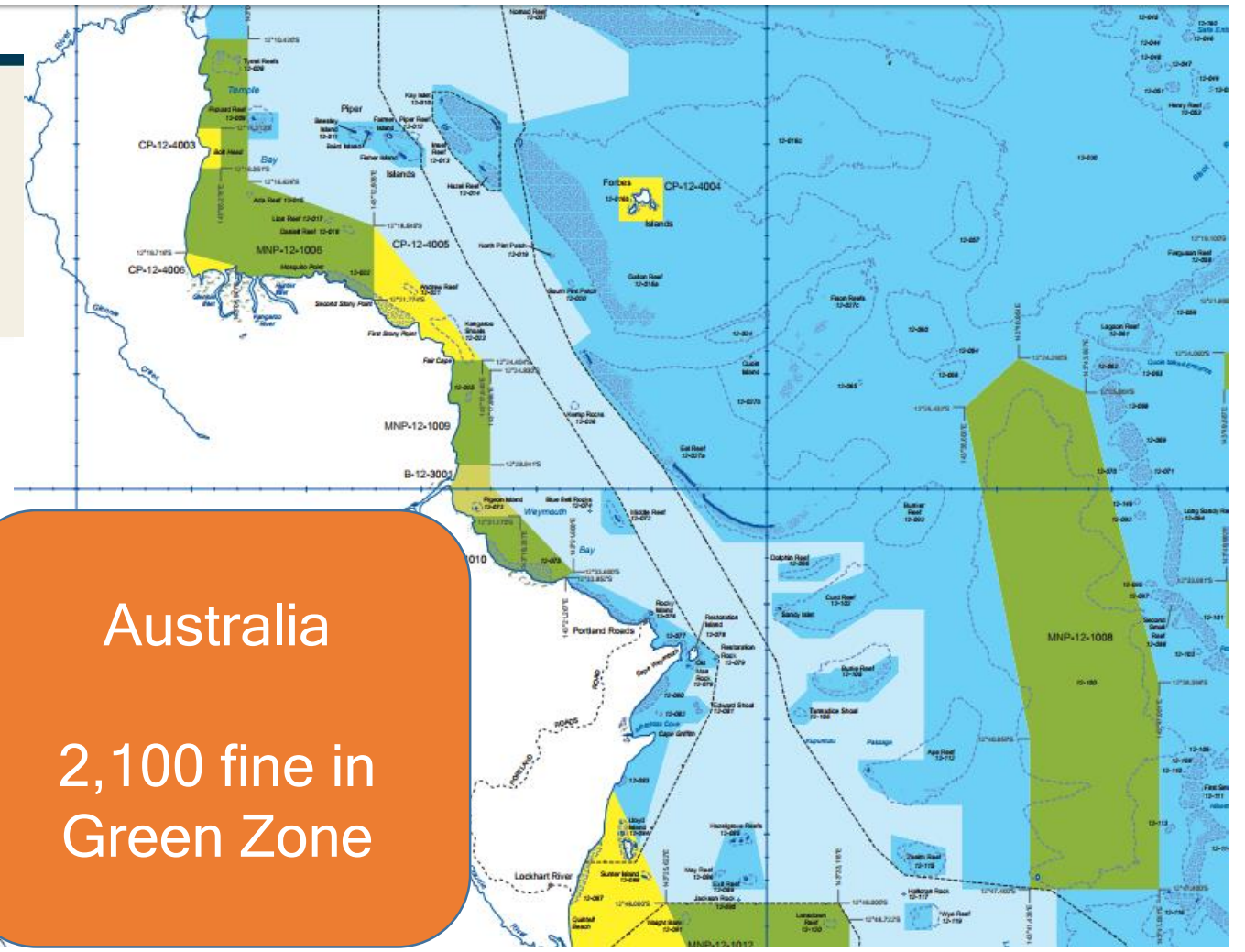
Cairns fishers warned: Fish in a green zone and risk a \$2100 fine

Published: 02/06/2017

To support Reef recovery, the Cairns area will be the target of a month-long compliance blitz which will see recreational fishers poaching from green zones brought firmly in its sights.

With areas off Cairns ranked among the Great Barrier Reef's most prolific illegal recreational fishing hotspots, the Great Barrier Reef Marine Park Authority and its partners are cracking down on anyone breaking the zoning rules and threatening Reef resilience.

Recreational fishers doing the wrong thing can expect to receive an \$1800 fine, which will increase to \$2100 from July 1.



Go Beyond Patrols → Design the Game to Play



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Stackelberg Security Game

- Simple security game with multiple targets
 - Defender allocates r resources to protect r out of n targets
 - Attacker chooses a target to attack
- If attack on target i succeeds (i unprotected):
 - Defender gets $P_i^d \leq 0$
 - Attacker gets $R_i^a \geq 0$
- If attack on target i fails (i protected)
 - Defender gets $R_i^d \geq 0$
 - Attacker gets $P_i^a \leq 0$
- Strong Stackelberg Equilibrium (SSE)
 - Defender commits to a mixed strategy.
 - Attacker observes defender's strategy, then attacks.
 - Break ties in favor of the defender.

Why Payoff Manipulation Helps

- Defender can modify attacker's payoff arbitrarily



Defender

	Target 1	Target 2
Target 1	1, -2	-5, 4
Target 2	-8, 10	10, -20

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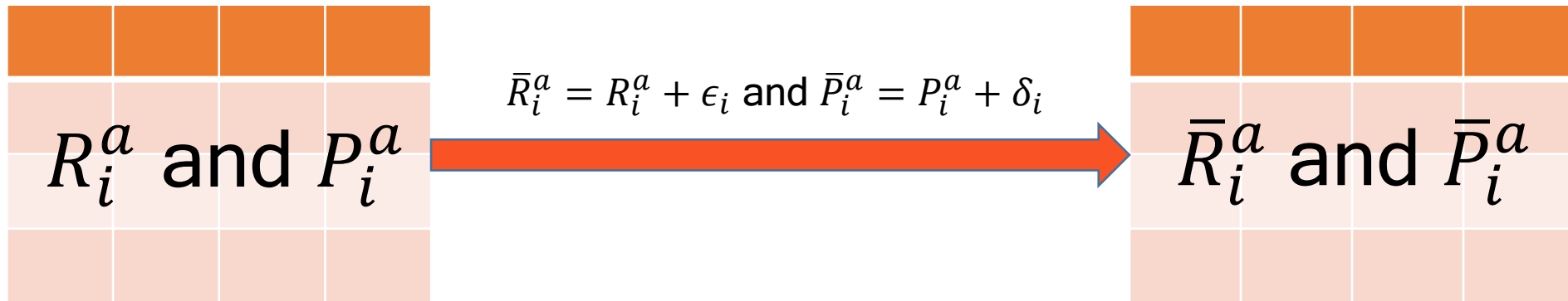


Defender

		Target 1	Target 2
Target 1	$5/6 \rightarrow \epsilon$	1, -2	-5, 4 $\rightarrow +\infty$
Target 2	$1/6 \rightarrow 1 - \epsilon$	-8, 10	10, -20

Defender's Expected Utility: $-0.5 \rightarrow 10$

Weighted L^1 -norm Budget



$$\sum_i \mu_i |\epsilon_i| + \theta_i |\delta_i| \leq B$$

Weighted L^1 -norm Budget

- Sub-problem: assume attack target i

Maximize defender EU w.r.t.
 c : coverage probability
 ϵ : change on R^a
 δ : change on P^a
 (3n variables)

Highest attacker
 EU at attack target

$$\begin{aligned} \max_{c, \epsilon, \delta} \quad & U_i^d = R_i^d c_i + P_i^d (1 - c_i) \\ \text{s.t.} \quad & U_i^a = c_i (P_i^a + \delta_i) + (1 - c_i) (R_i^a + \epsilon_i) \\ & \geq U_j^a = c_j (P_j^a - \delta_j) + (1 - c_j) (R_j^a - \epsilon_j), \forall j \neq i \end{aligned}$$

$$\sum_j (\mu_j \epsilon_j + \theta_j \delta_j) \leq B$$

Budget constraint

$$\sum_j c_j \leq r$$

Defender resource

$$\begin{aligned} R_j^a - \epsilon_j &\geq 0, \quad \forall j \neq i \\ P_i^a + \delta_i &\leq 0 \\ c_j, \epsilon_j, \delta_j &\geq 0, \quad c_j \leq 1, \quad \forall j \in T \end{aligned}$$

- Defender reward R^d
- Defender penalty P^d
- Attacker reward R^a
- Attacker penalty P^a
- Budget B

Weighted L^1 -norm Budget

- Sub-problem: assume attack target i

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Budget constraint

Defender resource

Weighted L^1 -norm Budget

Theorem 1

- There is an additive $\max_i \frac{2\rho_0(R_i^d - P_i^d)}{R_i^a}$ -approximation algorithm.

Theorem 2

- With budget $B \leq \min_i \{|P_i^a|, R_i^a\}$ and uniform cost, there exists an optimal solution which manipulates at most two targets.

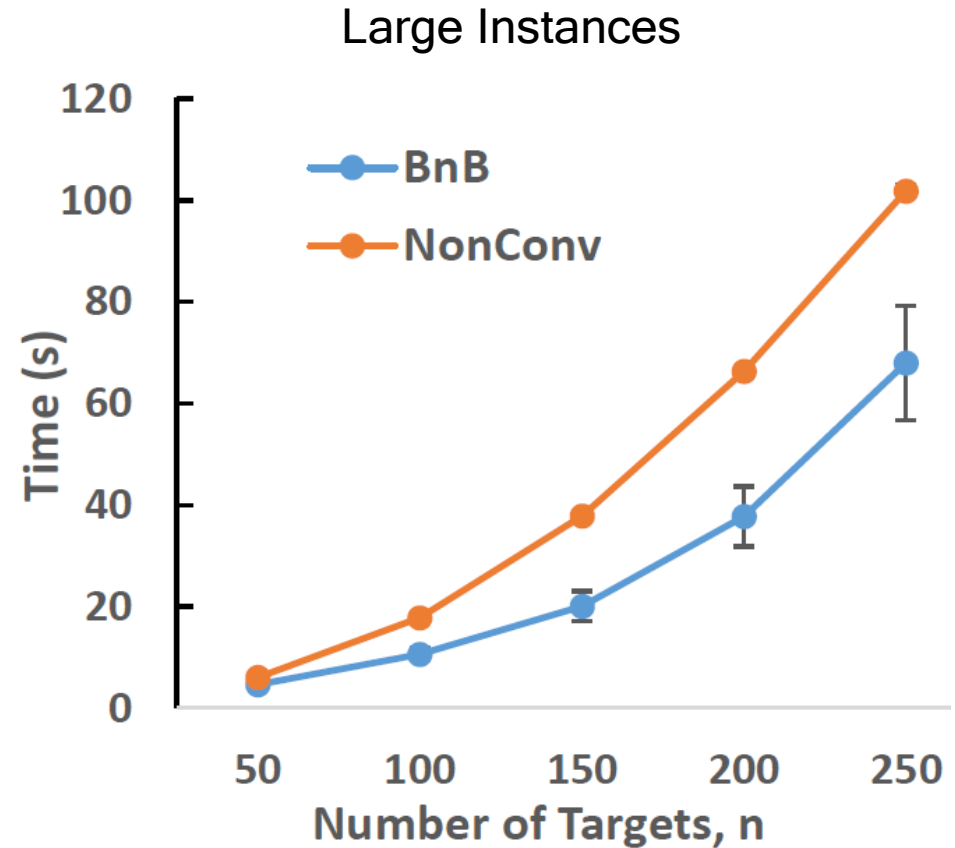
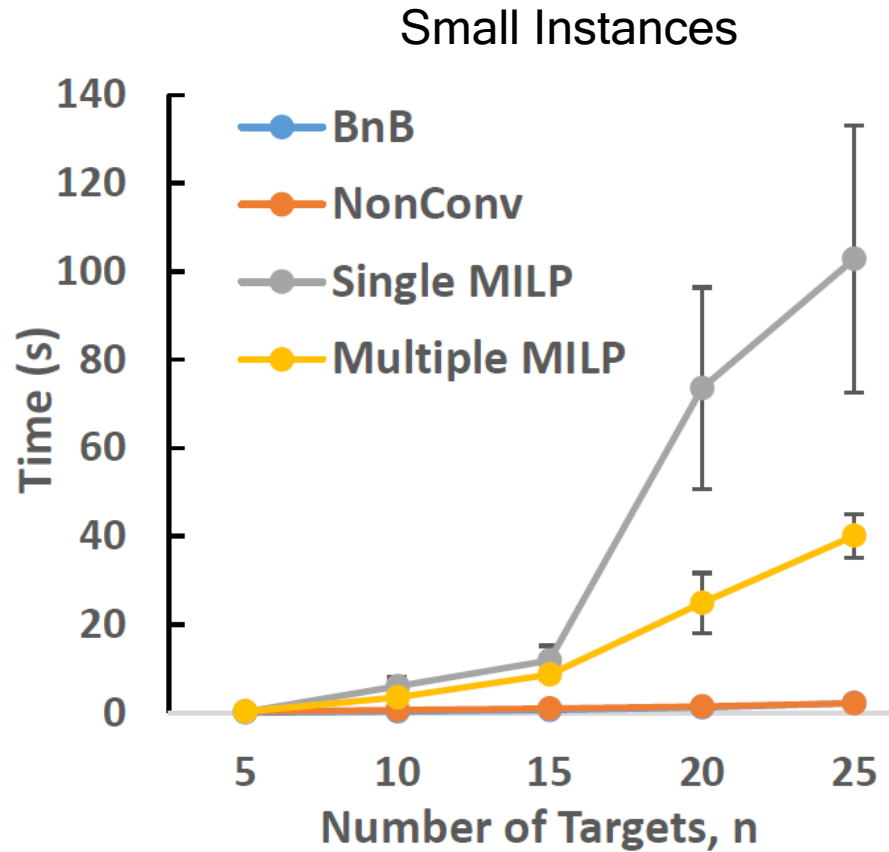
Theorem 3

- With budget $B \leq \min_i \{|P_i^a|, R_i^a\}$ and uniform cost, there exists a polynomial-time approximation scheme (PTAS).

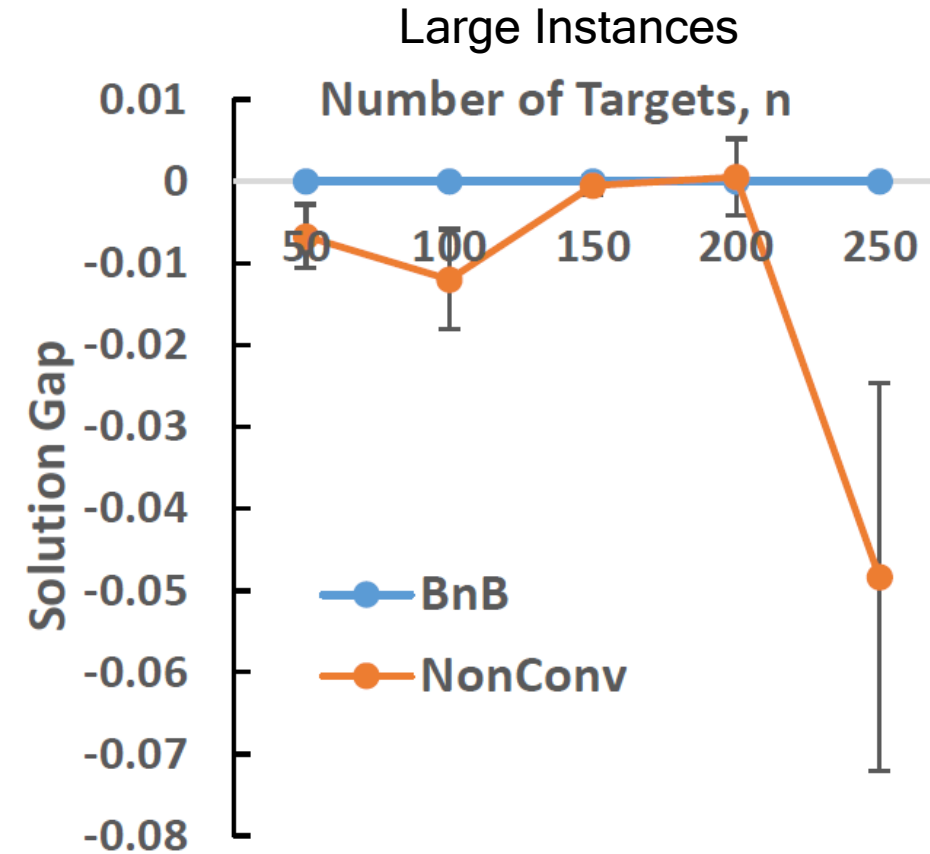
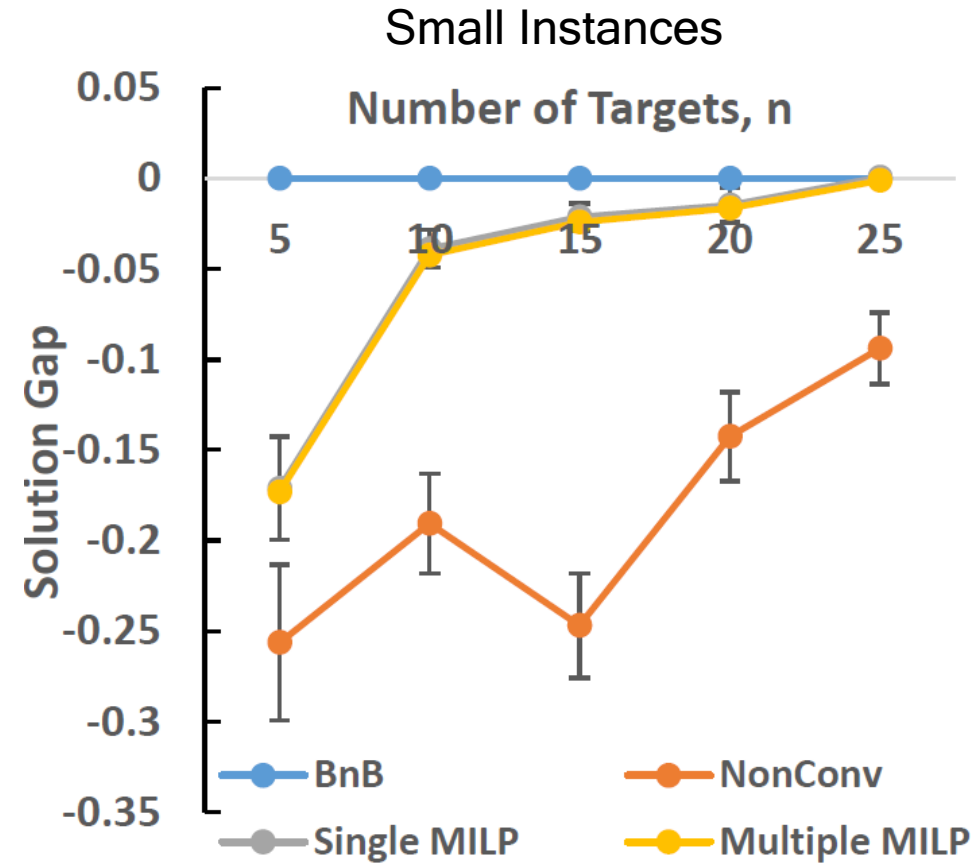
Branch and Bound

- Each sub-problem assumes an attack target
- Lower bound \leftarrow feasible solution
- Upper bound \leftarrow budget overuse

Weighted L^1 -norm: Experimental Results - Runtime



Weighted L^1 -norm: Experimental Results - Solution Gap



Other Forms of Budget Constraint

Theorem 4 Weighted L^∞ -norm Budget

- With budget constraint in weighted L^∞ -norm, the problem reduces to a fixed-payoff security game, and admits a $O(n^2 \log n)$ algorithm.

Theorem 5 L^0 -norm Budget

- Budget constraint in L^0 -norm admits a $O(n^3)$ algorithm.

Related Works

- Audit Games
 - Blocki et al., 2013, 2015
- Incomplete Matrix Games
 - Brill et al., 2016
- Honeypots
 - Schlenker et al., 2018; Horák et al., 2017
- Payoff uncertainty
 - Kiekintveld et al., 2013; Yin and Tambe, 2012; Letchford et al., 2009; Blum et al., 2014
- Mechanism Design (two-layered strategy design)
 - Kang and Wu, 2015; Xue et al., 2016; Sharma and Williamson, 2007; Yang et al., 2012

Conclusions and Future Directions

- We study how to manipulate payoff in SSG under several forms of budget constraints.
- L^1 -norm case: branch-and-bound in general, PTAS for a special case
- L^0 -norm and L^∞ -norm are poly-time solvable

- More complicated constraint settings
- Implications for zero-poaching

Thank you!

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