



Use-Case Analysis regarding Trust Relations in Dynamic Networks

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Motivation

- 5G to 6G:
 - more dynamic deployments
 - more stakeholders
 - more autonomous operation
- increasing set of trust issues

ightarrow should be handled explicitly by network components

• Open6GHub design goal: Trust as a Service

 \rightarrow technical measures for increasing/enabling trustworthy interaction between independent actors

• this work: analysis of trust relations in specific use cases

→ requirements for trust handling framework

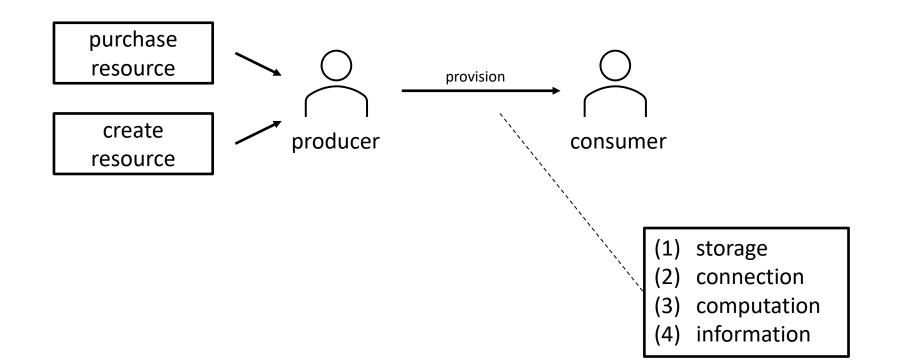


Methodology: Roles vs. Actors

- some scenarios lead to dynamic role assignment in the network
- Actor:
 - an identity as it can be uniquely recognized by a specific technical system
 - tied to authentication framework and a secret source of truth (PUF, SIM, eSIM, asymmetrical keypair, etc.)
- Role:
 - scope of actions an Actor takes in a specific network and application context
- a device being compromised or a secret being stolen
 - \rightarrow the same Actor, possibly changing behavior

Methodology: Services





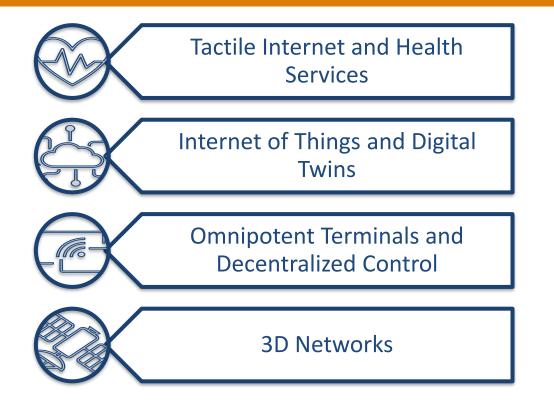
Methodology: Trust Relations



- connection
 - single producer, multiple consumers
 - performance, integrity
 - protect from unauthorized access
- computation
 - privacy of input and output data
 - application of correct algorithm to input data
- storage
 - privacy, data access policy
 - integrity
- information
 - raw data, source code, etc.
 - privacy, restrictions on use of information, correctness

Use Cases





Tactile Internet and Health Services

Scenarios:

- emergency, mobile medical facility
- Body Area Network (BAN) applications and handovers

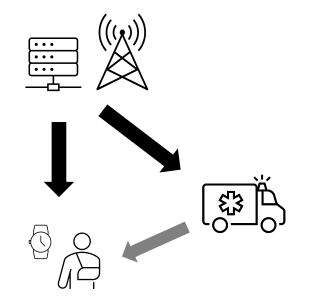
Details:

- sources of personal information:
 - medical devices in mobile facility
 - wearable devices in BAN
- privacy policy can not always be queried at patient (emergency cases)

Important Relations:

- storage: digital patient record to user
- computation: medical edge services to mobile facility (e.g. Al image recognition)

- portable privacy policy configurations over different kinds of services
- traceability of information flows in emergency cases





Scenarios:

- task offloading between stationary IoT devices and UAVs
- interface from distribituted IoT devices to edge/fog infratructure
- DT: interaction between physical and digital assets

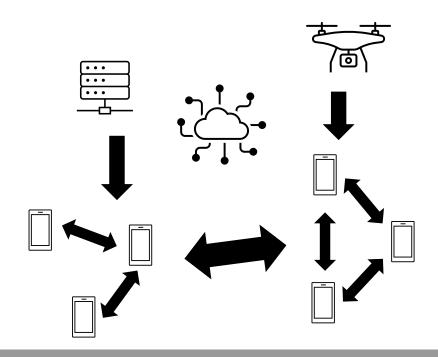
Details:

- autonomous interworking of many devices under separate control
- malicious injection of false data
- malfunctioning devices

Important Relations:

- communication: network to devices
- information: device to device across trust domains
- computation: edge to devices

- Non-Repudiation of agents from different trust domains
- integrity of information, for traceability of behaviour



Omnipotent Terminals and Decentralized Control

Scenarios:

 D2D mesh, relay nodes, nomadic networks spawning out of static network

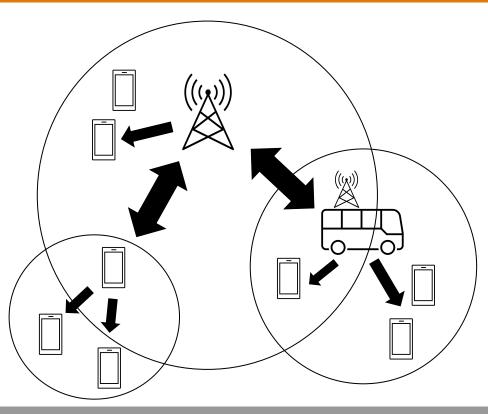
Details:

- negotiation for radio resources
- shift of operator responsibilities to distributed devices

Important Relations:

- provision of storage and connection among devices
- resource negotiation between nomadic networks

- traceability of resource usage and channel conditions
- trusted negotiation platforms for radio resources
- reputation management for distributed nodes



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3D Networks

Scenarios:

- High Altitude Platform Stations for broadband connectivity
- Underwater Internet of Things

Details:

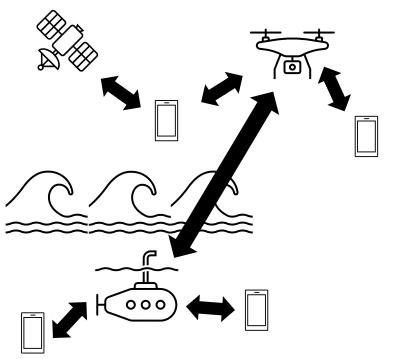
- dynamic network topology
- interaction with unknown mobile relay nodes

Important Relations:

provision of connectivity

- SLA Management
- compensation for missed performance objectives
- globally available authentication







Functional Requirements





Verifiable Databases

Authenthication Mechanisms

trust relation management

SLA logging, behavior traceability

integrity proofs, verifiable consistency

identity management, non-repudiation



Thank you for your attention!

Questions to:

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