

Toward Fast and Deterministic
Clone Detection
for Large **Anonymous RFID** Systems

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Anonymous RFID



unknown tag identifiers (IDs)

Anonymous RFID Clone Tag Detection



unknown tag identifiers (IDs)
any clone tags?



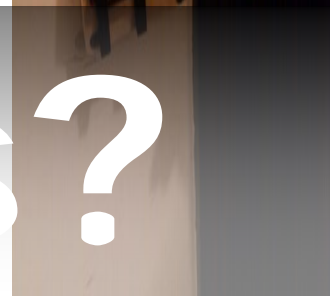
Cloning Attack



Cloning Attack

Compromise tags & Produce Replicas/Clones;
Clone tags = Genuine tags.





Any Clones?



Solution Goals

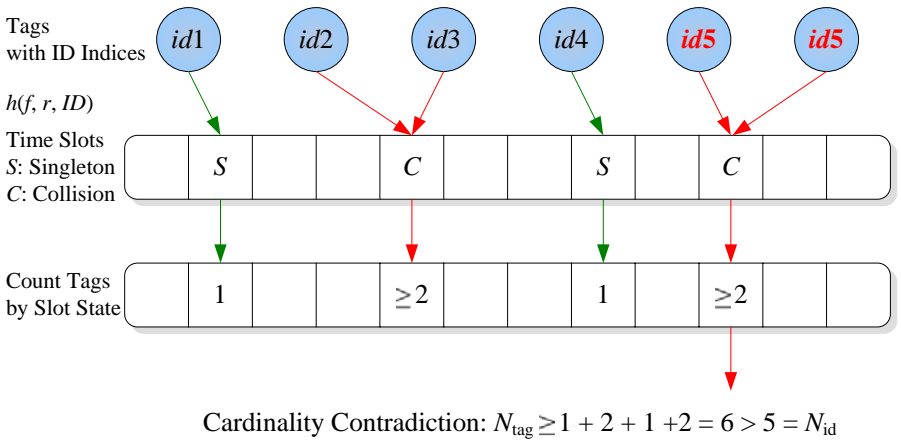
- Anonymity Preservation
- Deterministic Detection
- Fast Detection

Design Choices

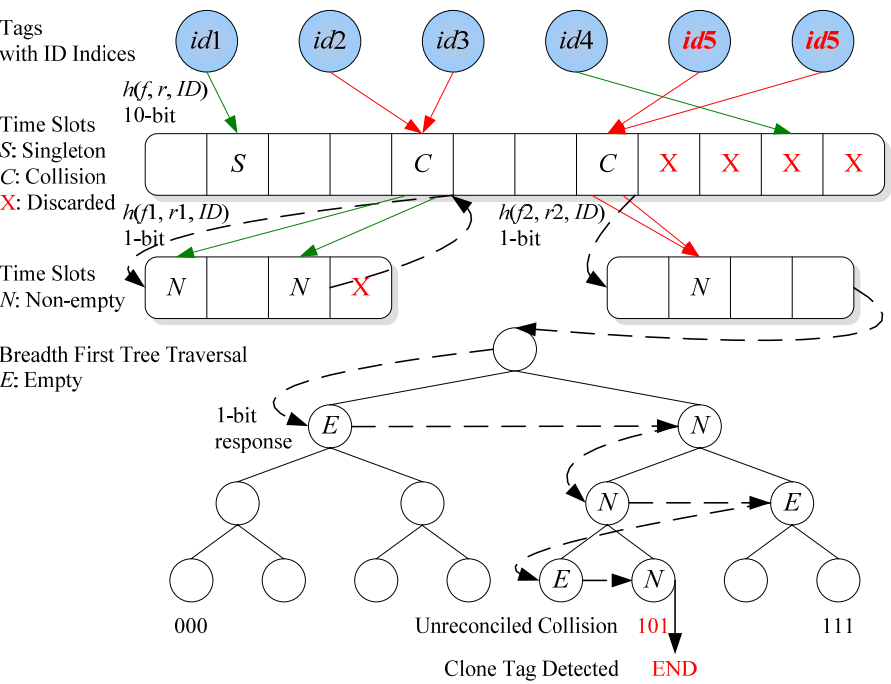
- Anonymity Preservation
isolate ID from protocol design
- Deterministic Detection
verify the existence of clones
- Fast Detection
minimize time and comm. cost

Fast & Deterministic Protocols

BASE

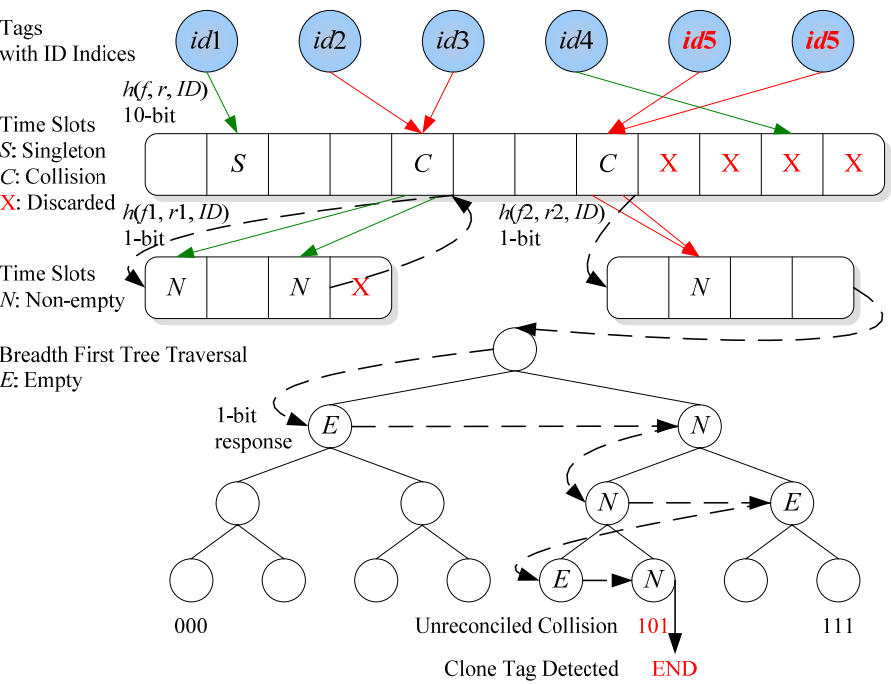
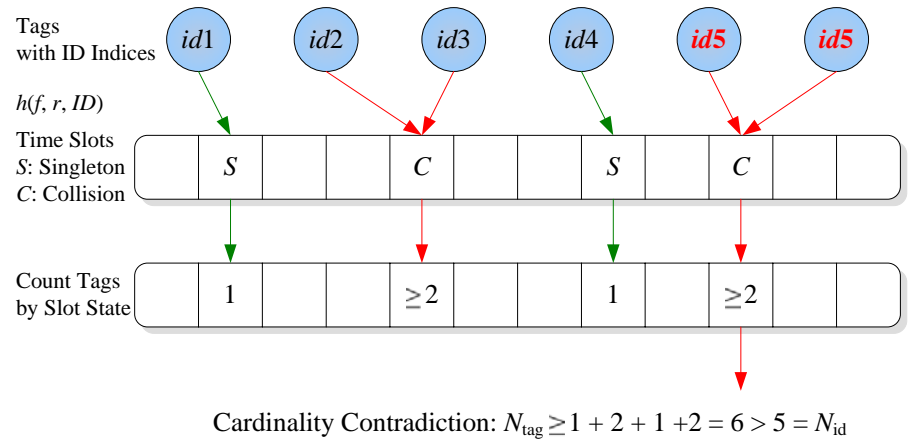


DeClone



Fast & Deterministic Protocols

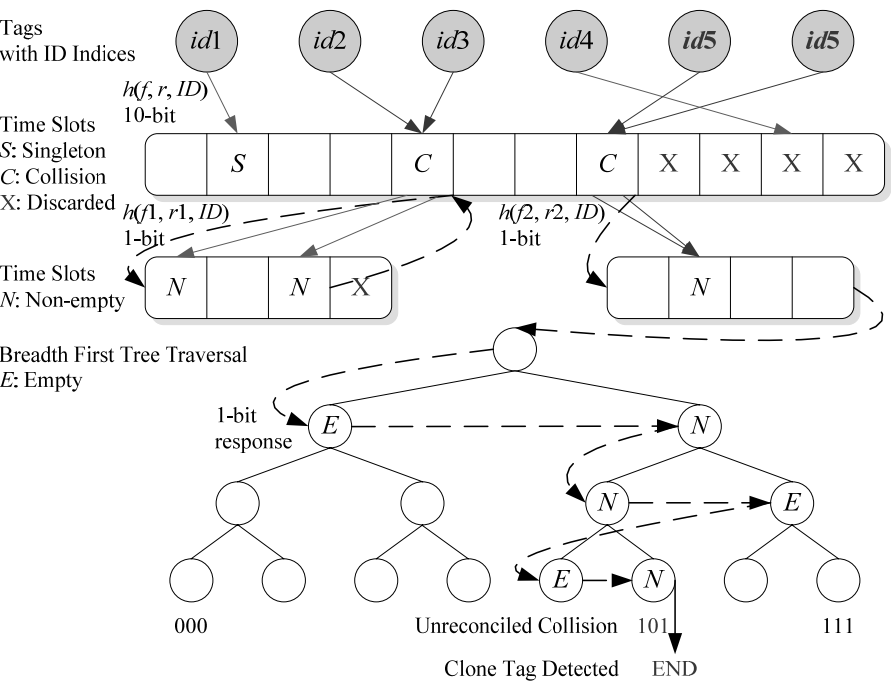
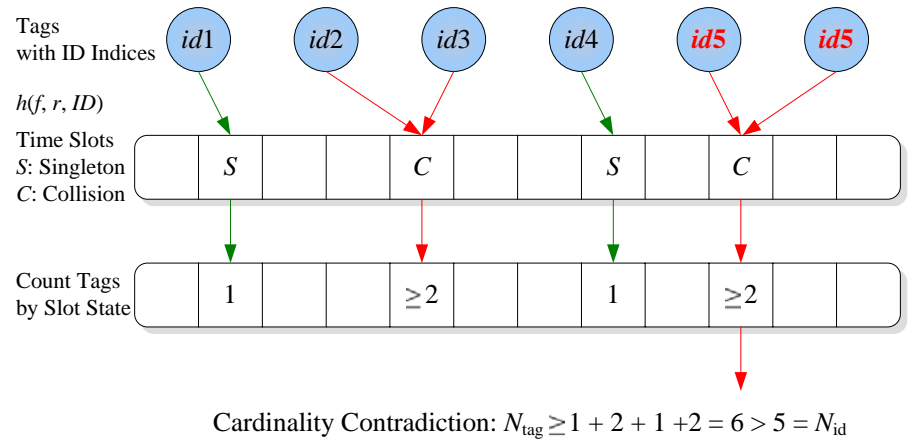
BASE using cardinality contradiction



DeClone using unreconciled collision

Fast & Deterministic Protocols

BASE using cardinality contradiction



DeClone using unreconciled collision

BASE

- Motivation
clone tags make
tag cardinality $>$ ID cardinality



BASE

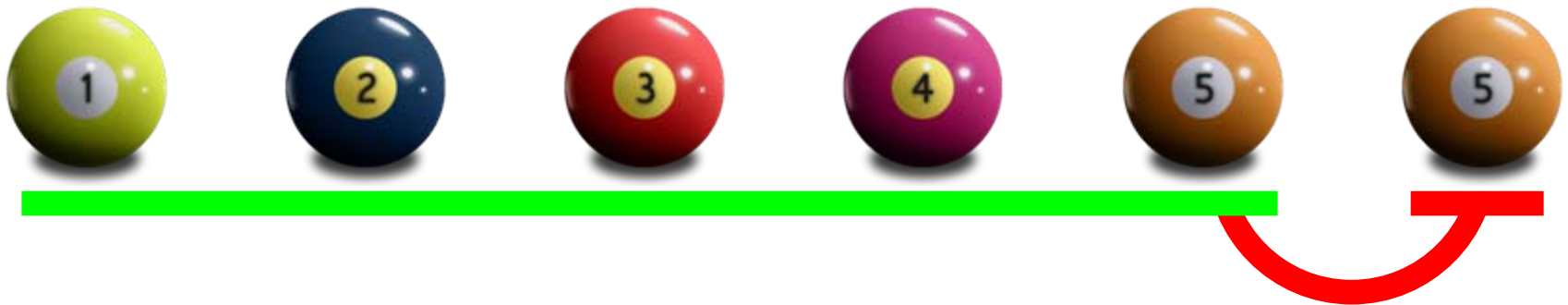
- Motivation
clone tags make
tag cardinality $>$ ID cardinality



$$N_{id} = 5$$

BASE

- Motivation
clone tags make
tag cardinality $>$ ID cardinality

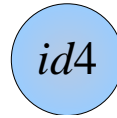
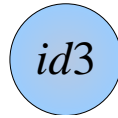
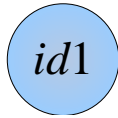


$$N_{\text{id}} = 5 \longrightarrow N_{\text{tag}} = 6$$

cardinality contradiction

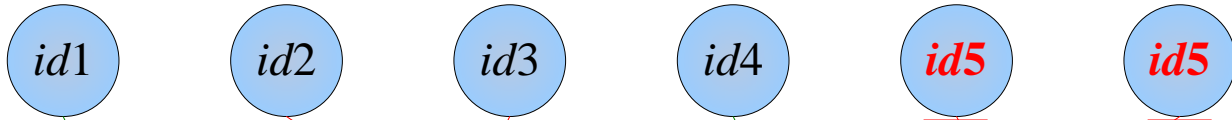
BASE

Tags
with ID Indices



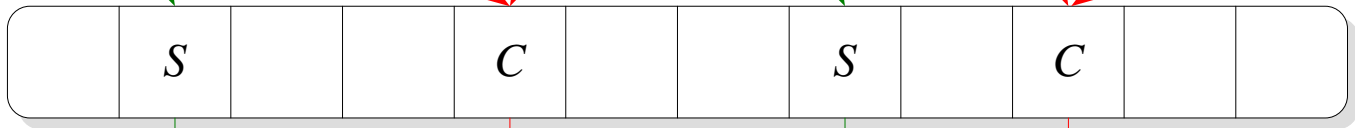
BASE

Tags
with ID Indices

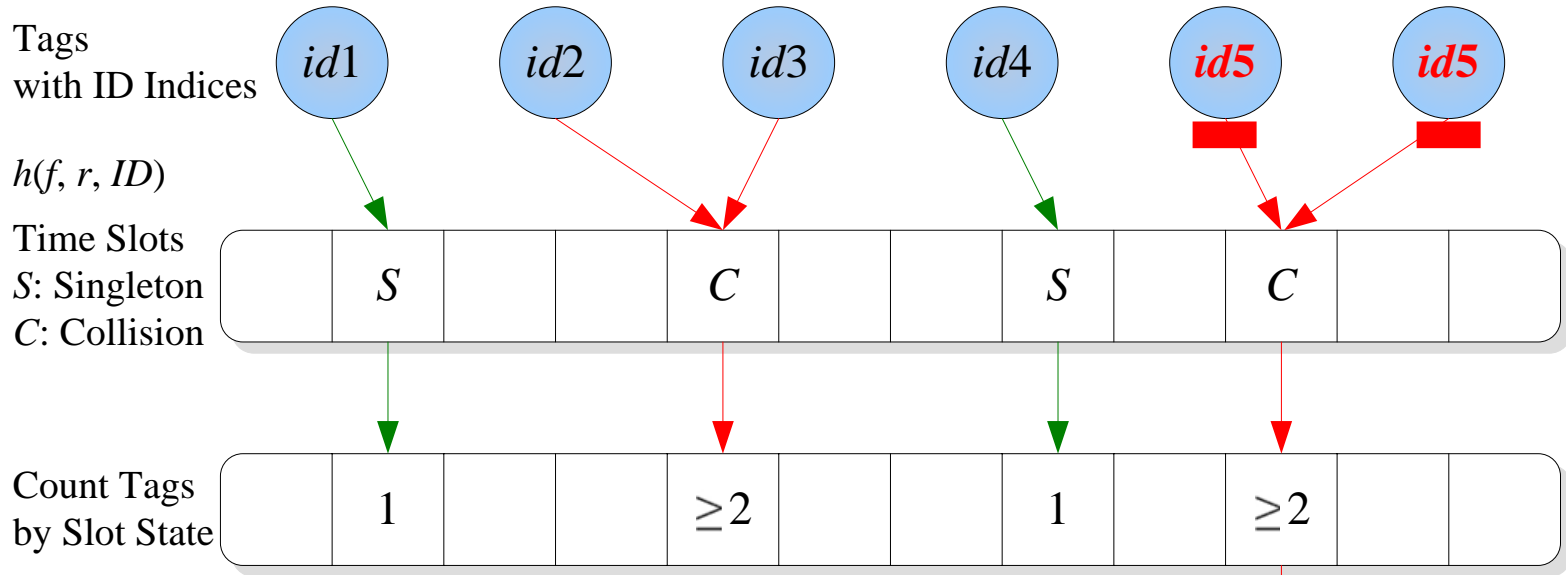


$h(f, r, ID)$

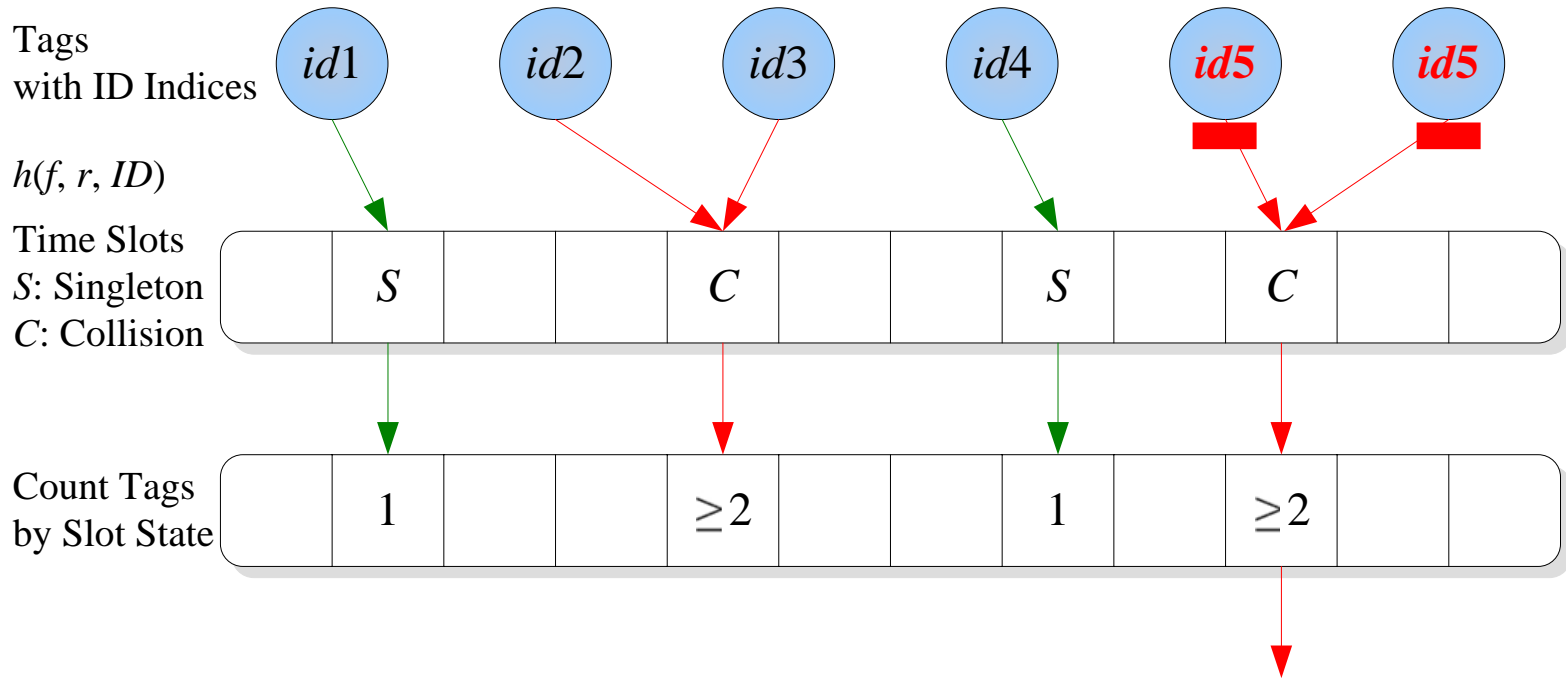
Time Slots
S: Singleton
C: Collision



BASE



BASE

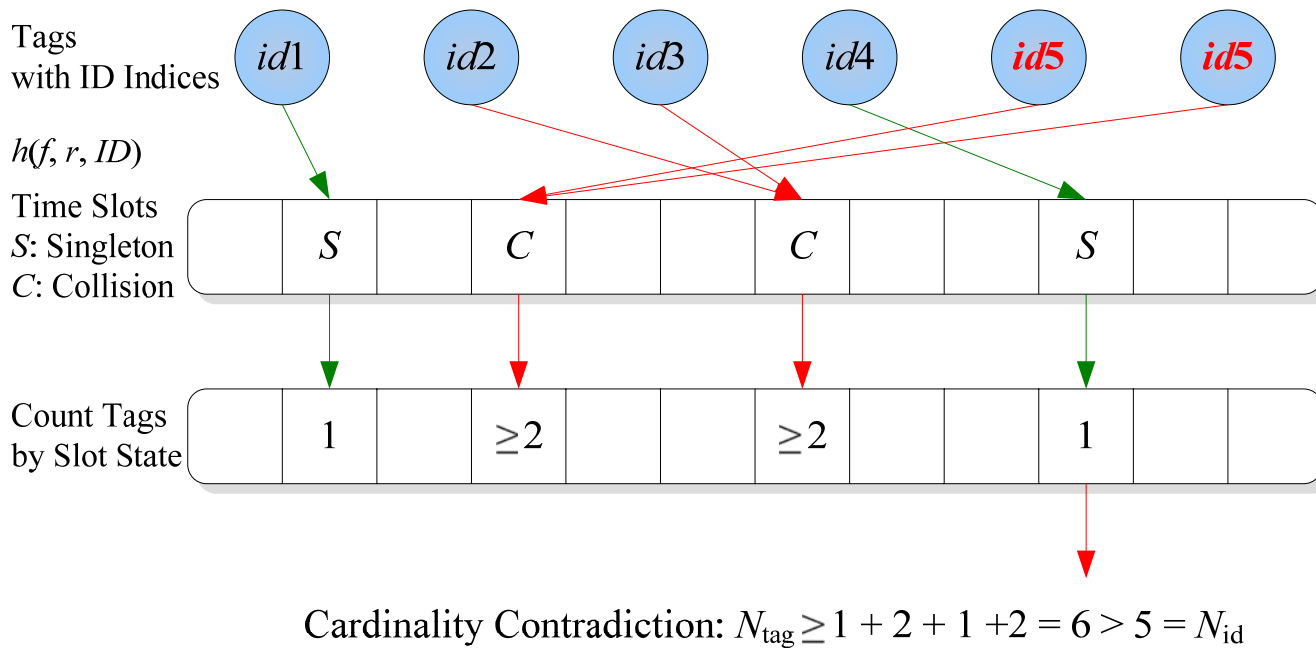


Cardinality Contradiction: $N_{\text{tag}} \geq 1 + 2 + 1 + 2 = 6 > 5 = N_{\text{id}}$

clone detected

BASE

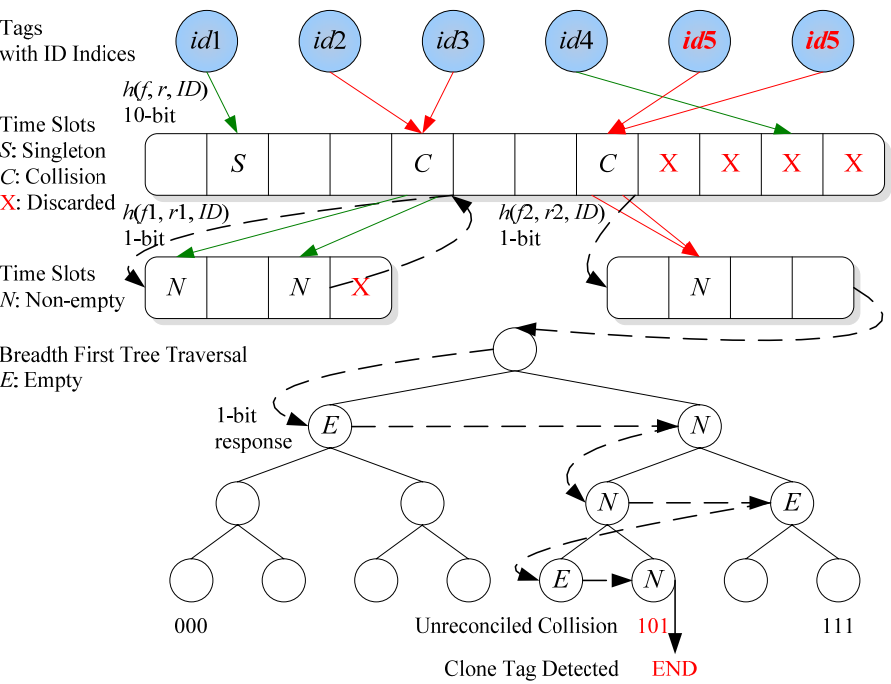
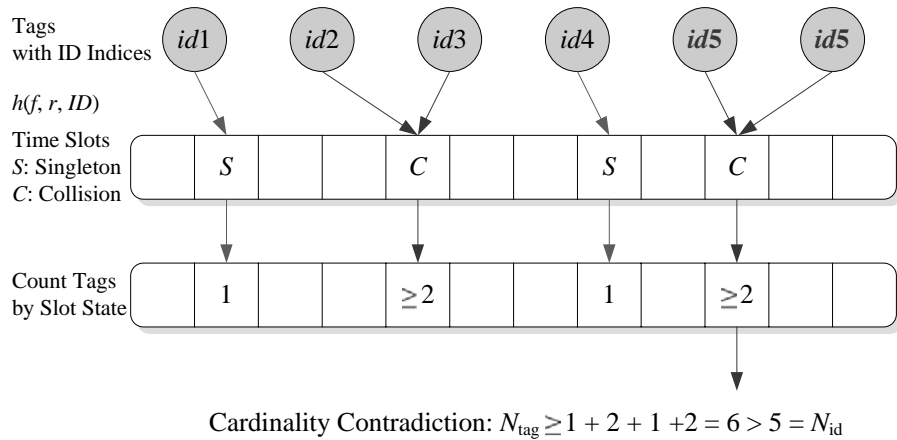
- Limitation
not that fast for large systems



detect clones when almost all tags are counted;
but clone tags may respond earlier.

Fast & Deterministic Protocols

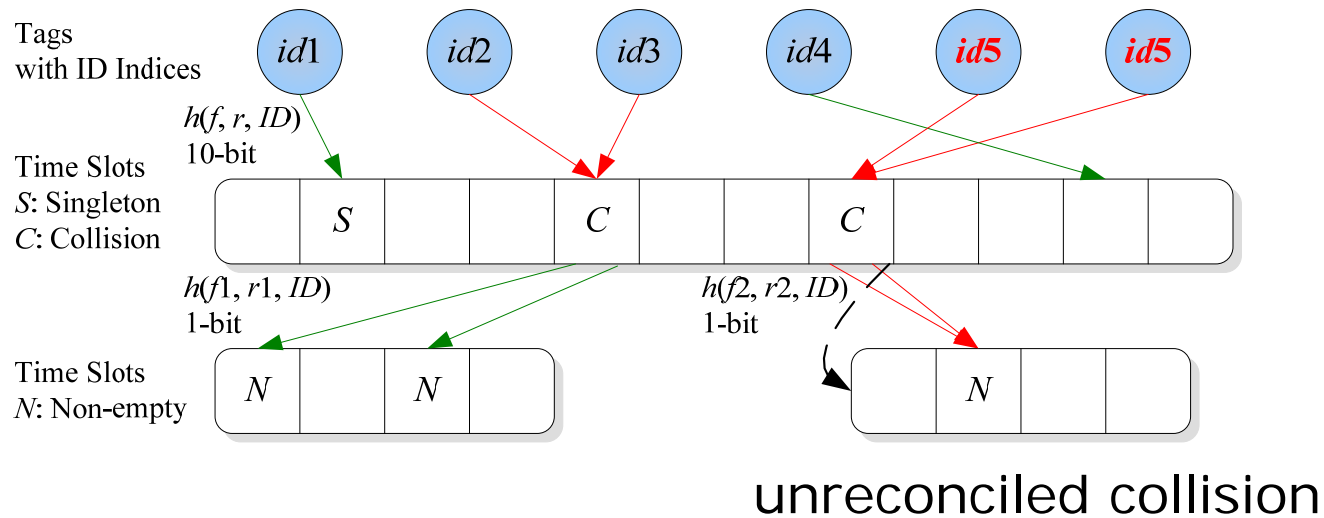
BASE using cardinality contradiction



DeClone using unreconciled collision

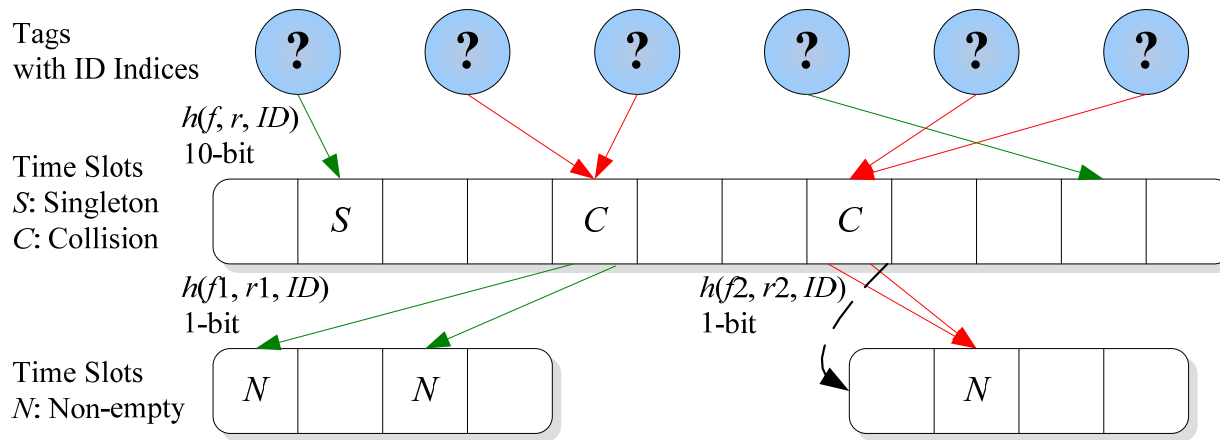
DeClone

- Motivation
clone tags induce collisions that cannot be reconciled via re-arbitration



DeClone

- Challenge
verify unreconciled collision
without tag IDs known a priori?

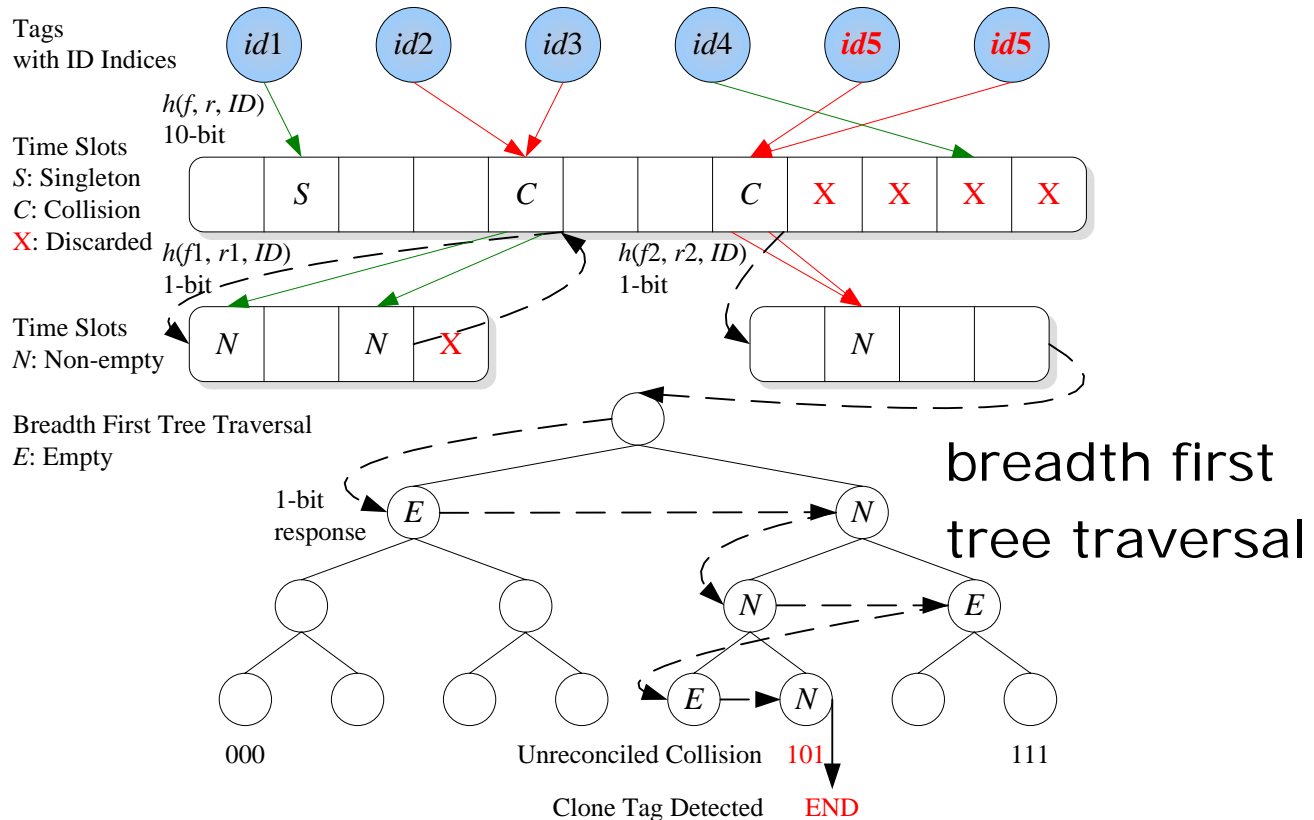


unreconciled collision
due to two same-ID tags?

DeClone

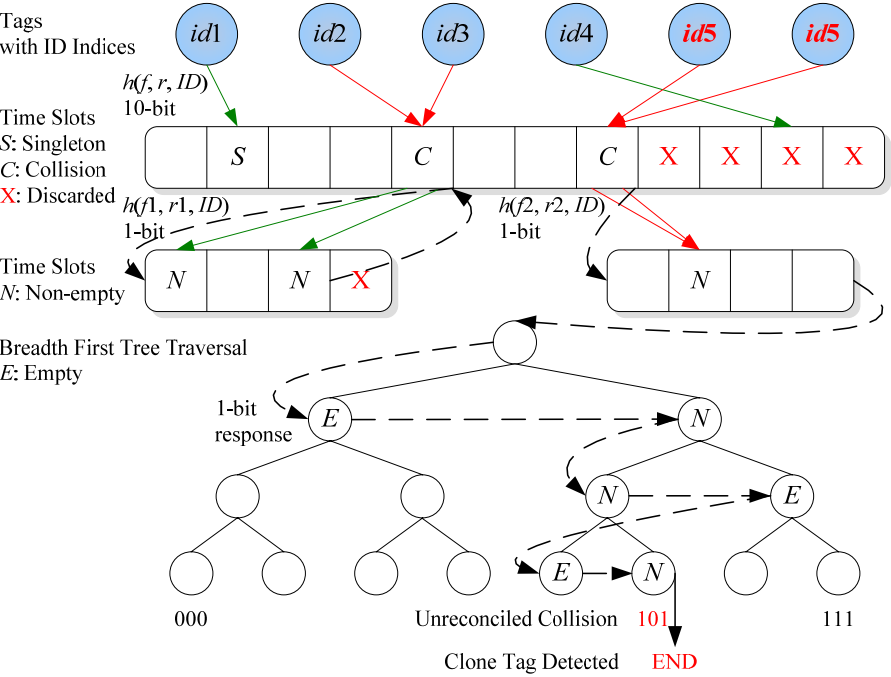
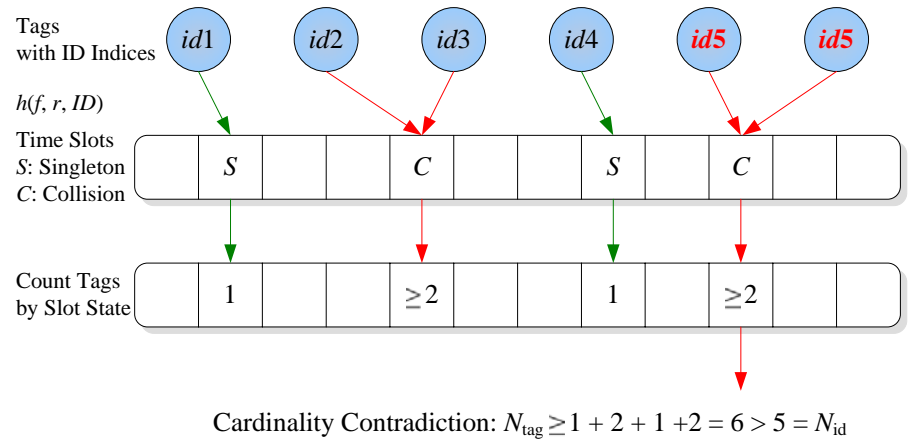
- Design

marry up slotted Aloha and tree traversal



Fast & Deterministic Protocols

BASE using cardinality contradiction

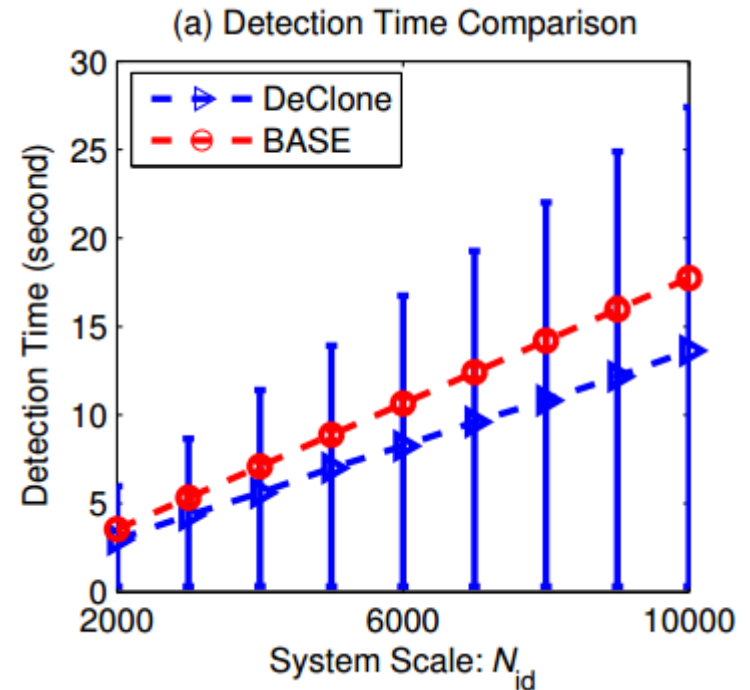
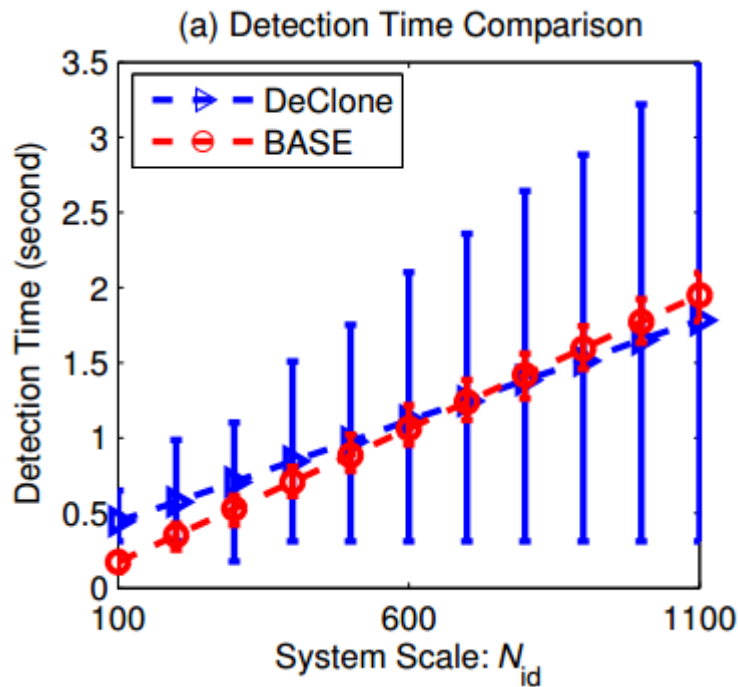


DeClone using unreconciled collision

Evaluation

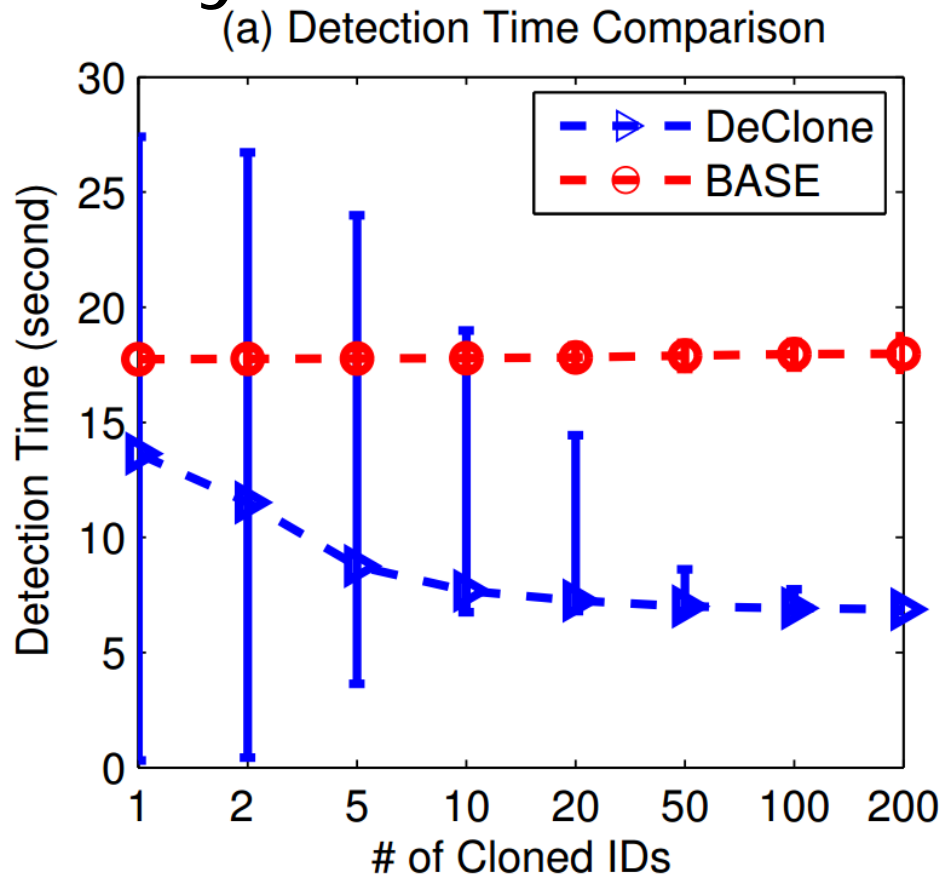
BASE is faster for small systems

DeClone is faster for large ones



Evaluation

DeClone is faster as clone ratio increases
BASE is nearly constant

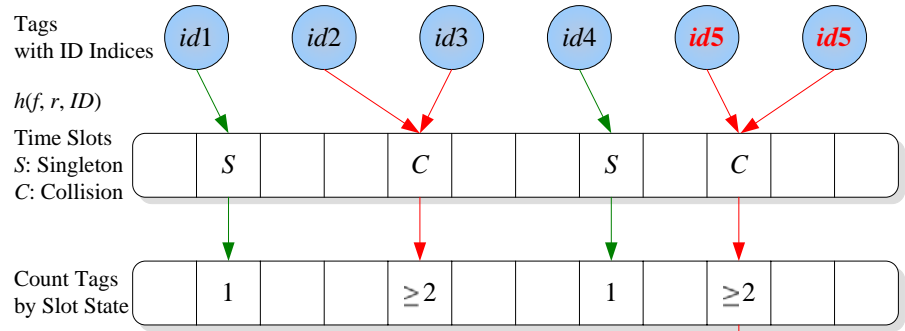


CONCLUSION

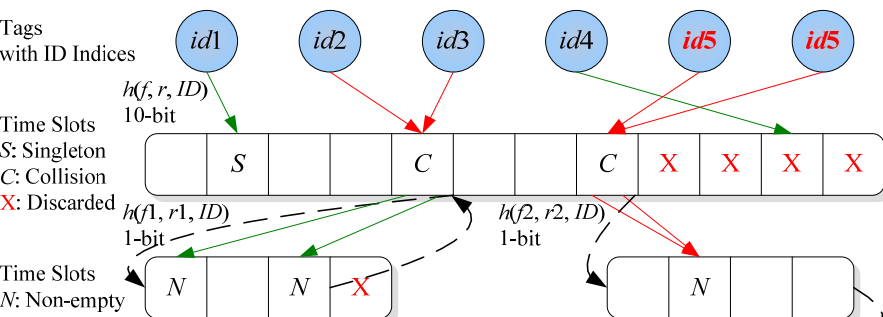
Two Fast & Deterministic Protocols

BASE

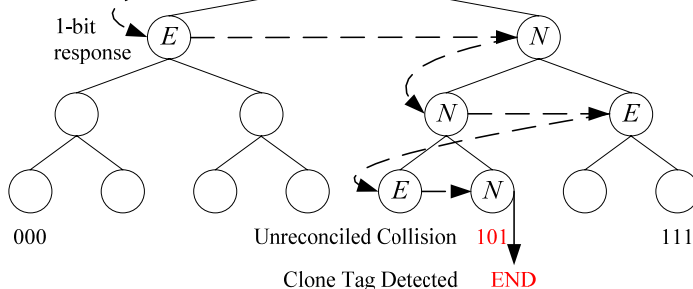
using cardinality contradiction
faster for small systems



Cardinality Contradiction: $N_{tag} \geq 1 + 2 + 1 + 2 = 6 > 5 = N_{id}$



Breadth First Tree Traversal
E: Empty



DeClone

using unreconciled collision
faster for large systems
esp when clone ratio \uparrow

Thank You

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