



Traditional (single receiver) system setup:

- Choose exploit field (e.g. last byte of TCP Timestamp)
- Alice: probabilistically inject parts of coded message into field
- Bob: extract symbols from field, decode to correct errors
- Warden: assume full knowledge of system and keys
- **Can we create undetectable system?**

Previous detection work:

- Signatures published exploits thwart easily
- Anomaly qualitative arguments until statistical methods in [1]

Thwarting Brute-Force Detection:

- Propose multiple colluding receiver design
- Verify possibility of brute-force in single receiver system
- Show our design's resilience to threat

Thwarting Anomaly Detection:

- Propose better quantification technique
- Provide fast approximation

Multiple receiver system setup:

- Split coded message, inject parts to each receiver
- Decoding depends on all receivers
- Receivers extract symbols, share them to decode