

# **WIP: RESILIENT TARGET PURSUIT FOR MULTI-UAV SYSTEMS**

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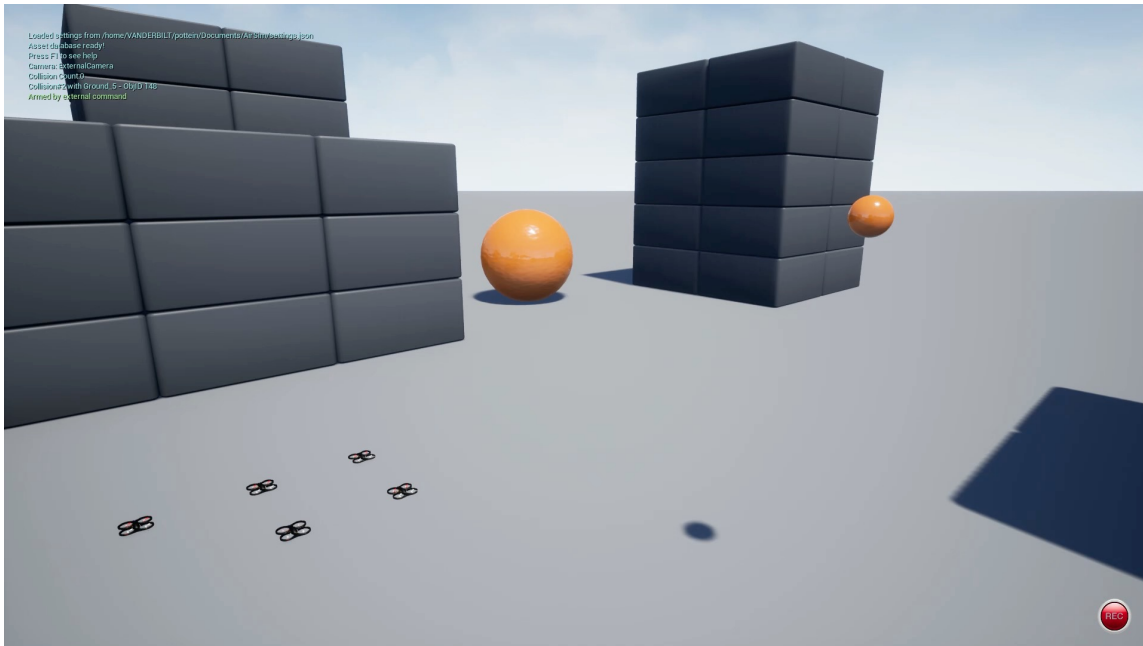
# MOTIVATION

- **Distributed multi-UAVs systems**
  - **Pursuit of target for aid/delivery of packages**
- **Vulnerable to Network Attacks**
  - **Denial of Service (DoS) Attack**
  - **Integrity Attack**

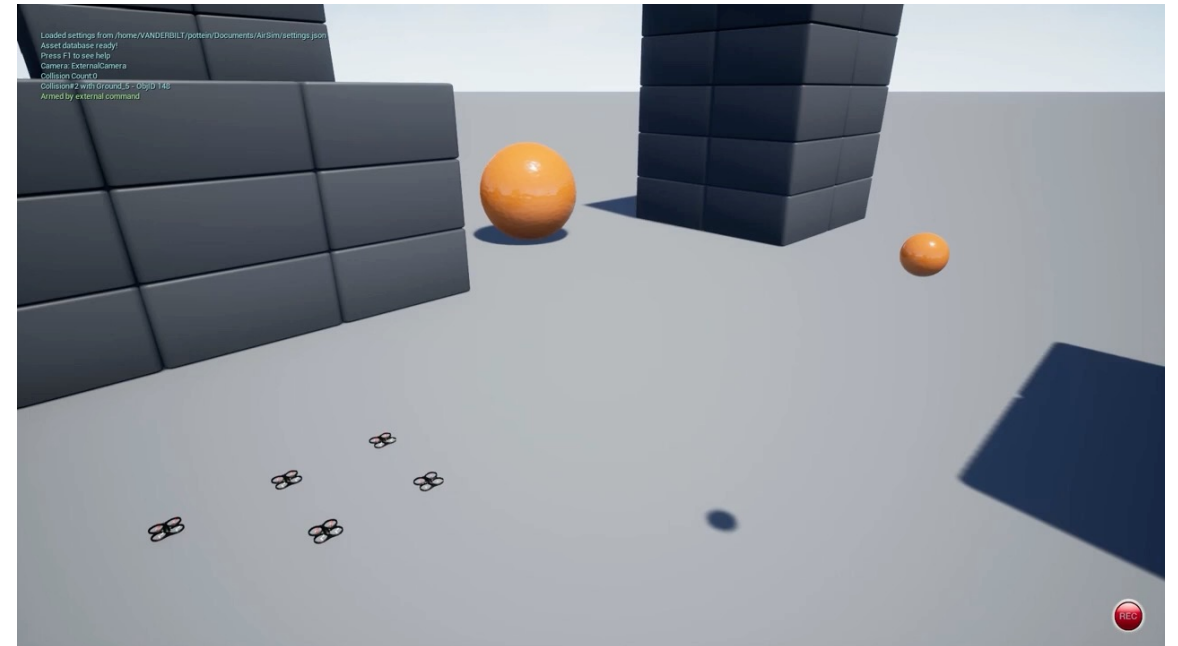


# RESILIENCE

- DoS Attack



- Integrity Attack

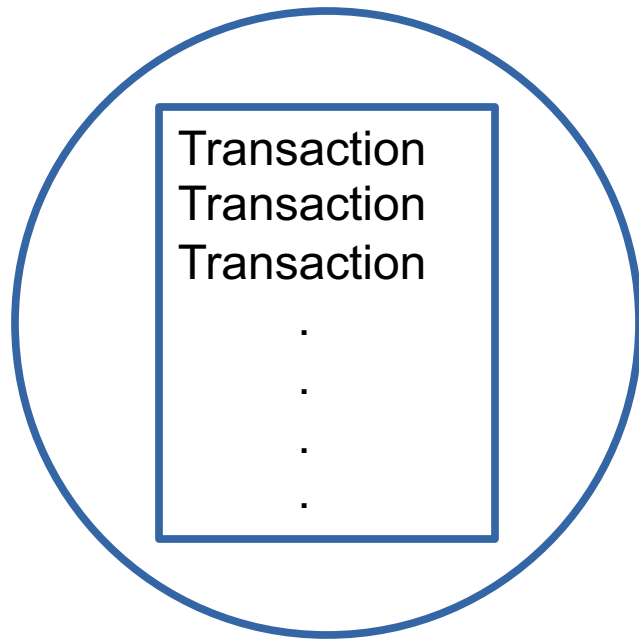


# OVERVIEW

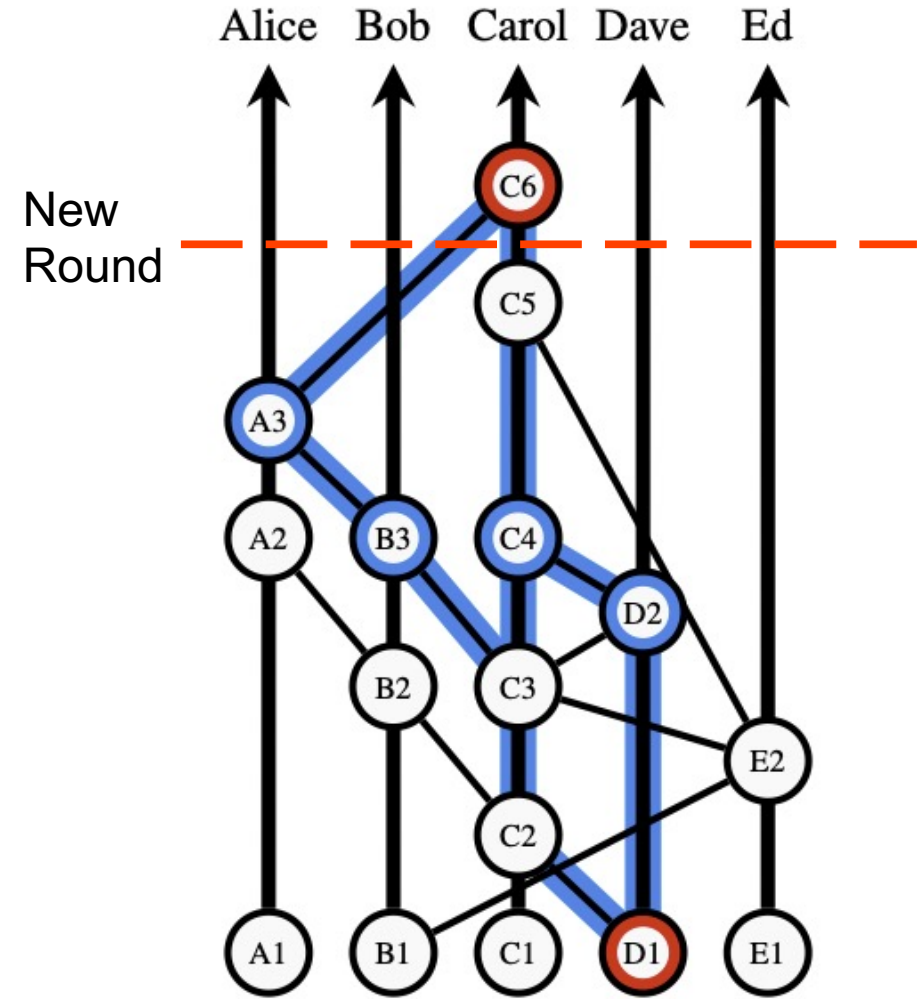
- **Contribution**
  - **Development of a distributed target pursuit algorithm where nodes interact with only the Hashgraph for exchange of information and still maintain a global view of the system**
- **Integration of resilient mechanisms**
  - **Communication**
    - **Hashgraph Messaging**
  - **Cooperative Target Pursuit Algorithm**
    - **SGD using centerpoint-based aggregation**

# HASHGRAPH

Event Contents



Event



Leeman Baard. 2016. The SWIRLDS Hashgraph Consensus Algorithm: Fair, Fast, Byzantine Fault Tolerance

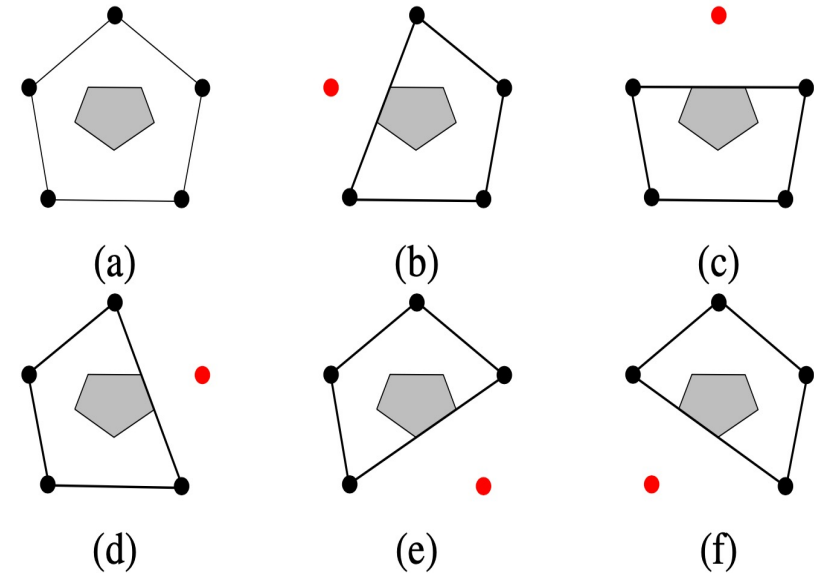
# HASHGRAPH

- **Blockchain-like data structure used for consensus on ordering of events**
- **Hashgraph exceeds blockchain in efficiency and throughput**
  - **Only limited by bandwidth to inform other nodes of transactions**
  - **Nodes exchange information via a low latency gossip protocol to maintain consistency throughout each nodes' hashgraph copy**
  - **Virtual voting – Consensus is reached on ordering without messaging with other nodes**
- **Resilient against DoS attacks with up to 1/3 of participants compromised**

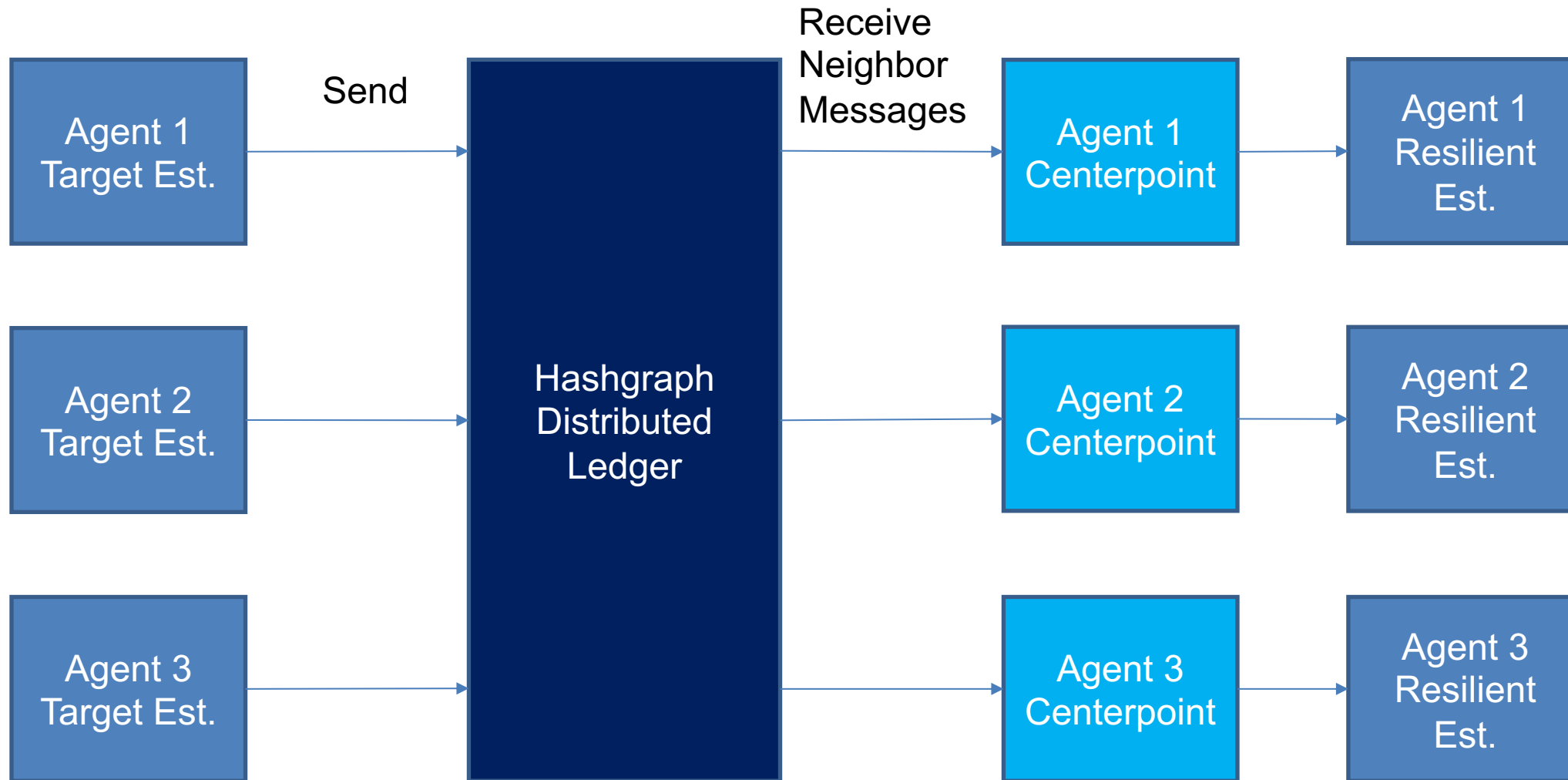
# CENTERPOINT

- Resilient against adversarial/out-of-distribution points
- Computes a point in a “safe” region of normal points
  - “safe” region – region inside of convex hull of a set of points
- Limit of  $f$  adversarial points

$$f \leq \left\lceil \frac{n_k}{d+1} \right\rceil - 1$$

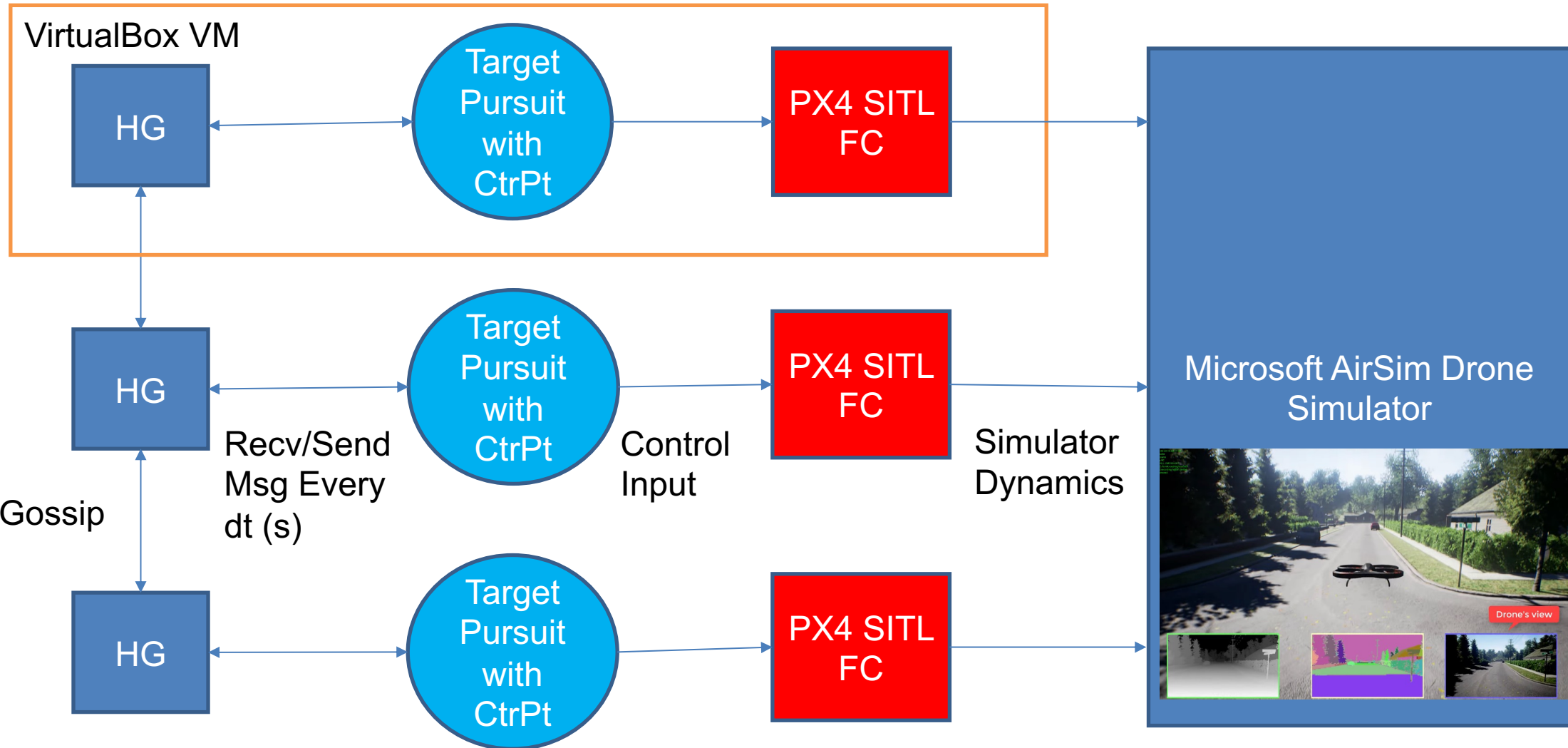


# COOPERATIVE TARGET PURSUIT (AT TIME T)



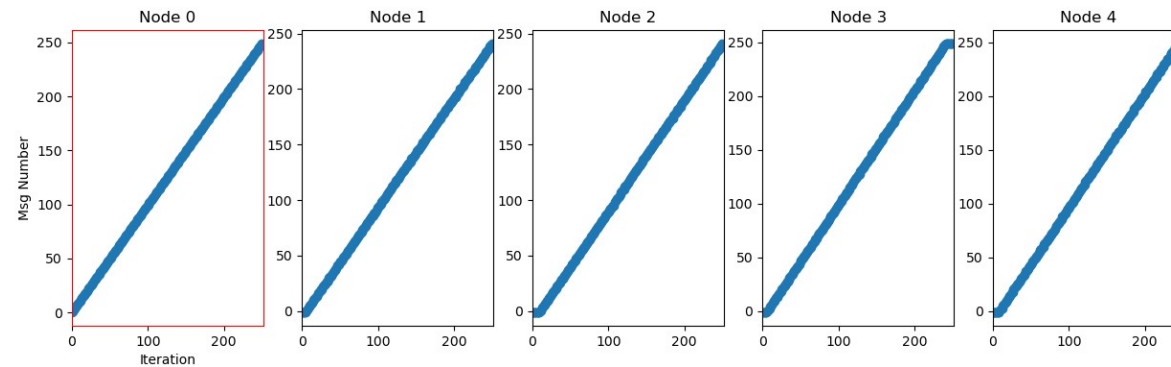


# SOFTWARE ARCHITECTURE

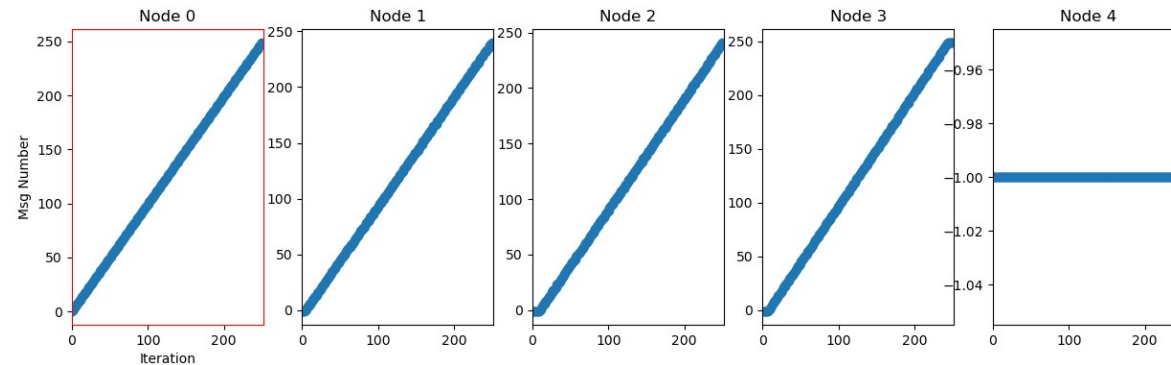


# ORDERING OF RECEIVED MESSAGES (DT=0.5)

## Normal Operation

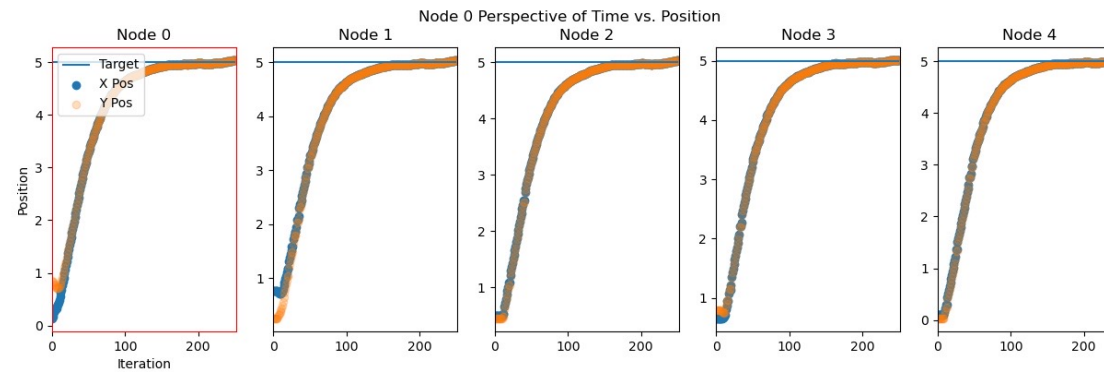


## DoS Attack

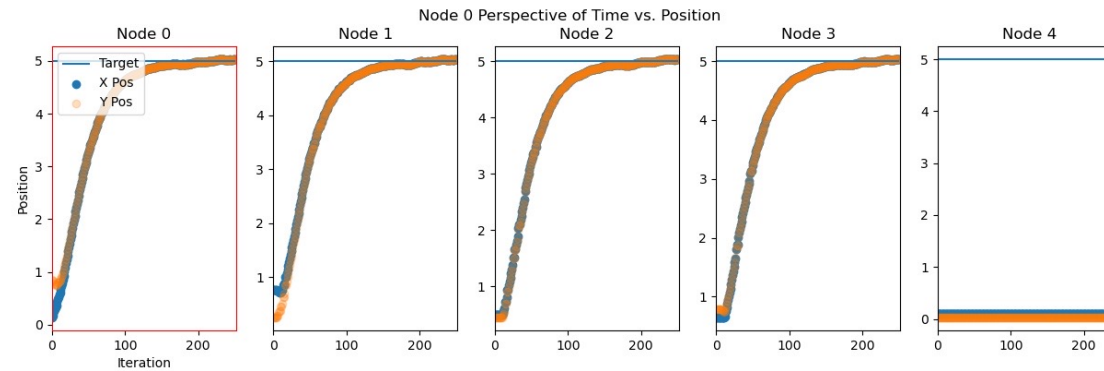


# POSITIONS RECEIVED FROM NODES (DT=0.5)

## Normal Operation

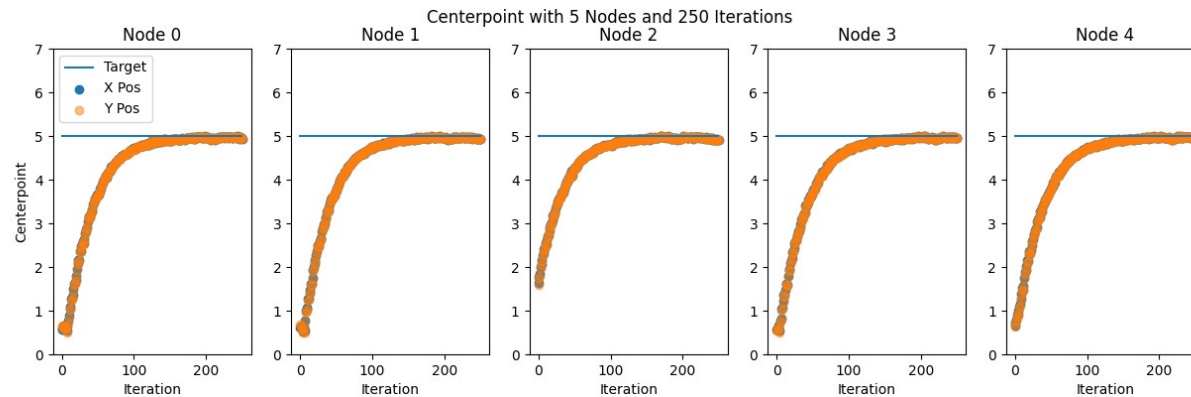


## DoS Attack

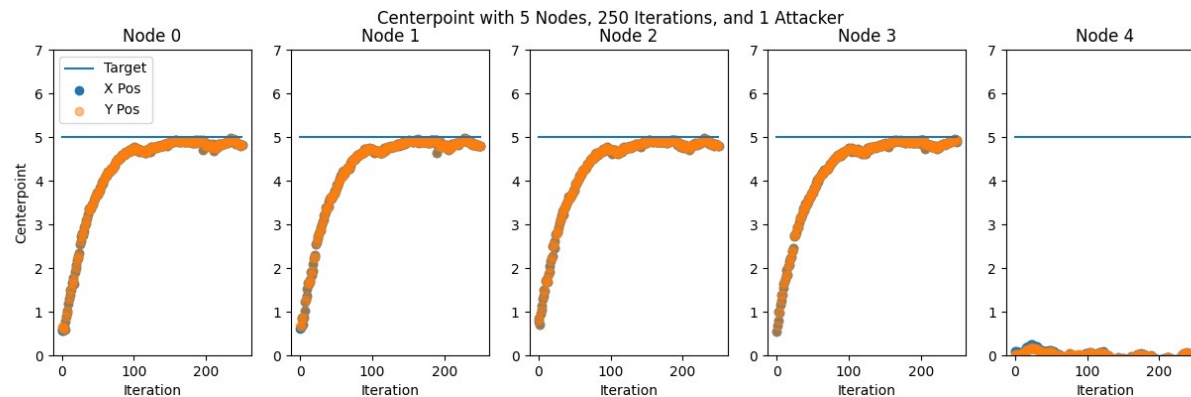


# CENTERPOINT OF TARGET ESTIMATES (DT=0.5)

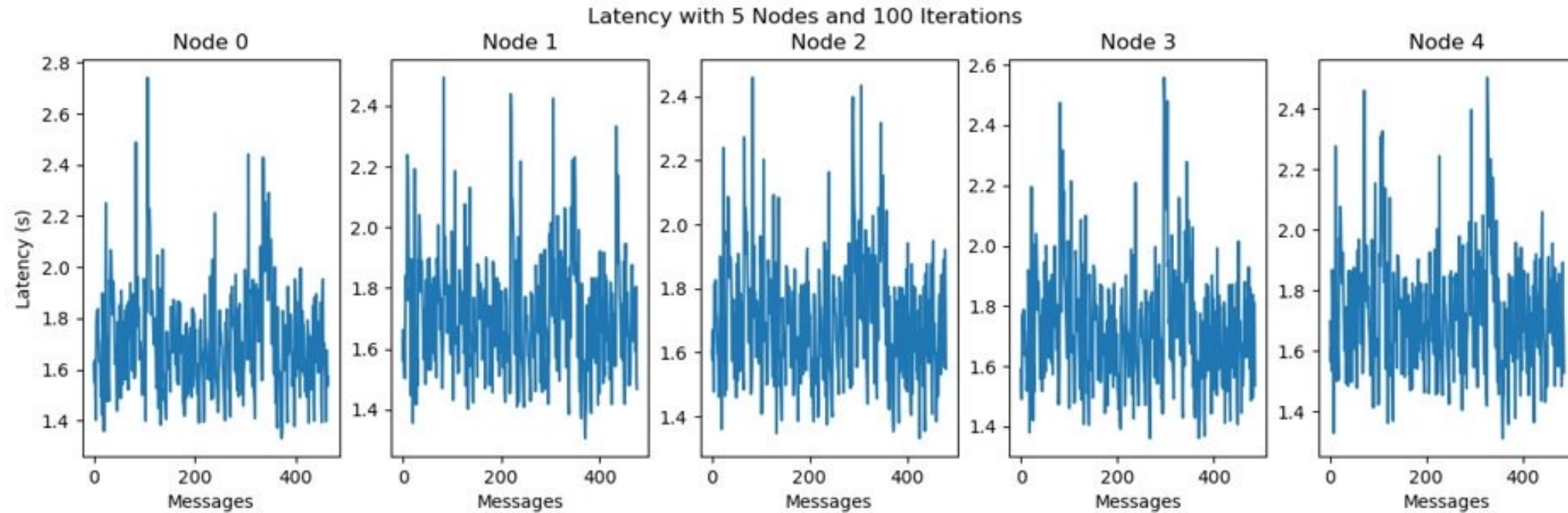
## Normal Operation



## Integrity Attack (Rightmost Node)



# LATENCY OF RASPBERRY PI CONFIGURATION

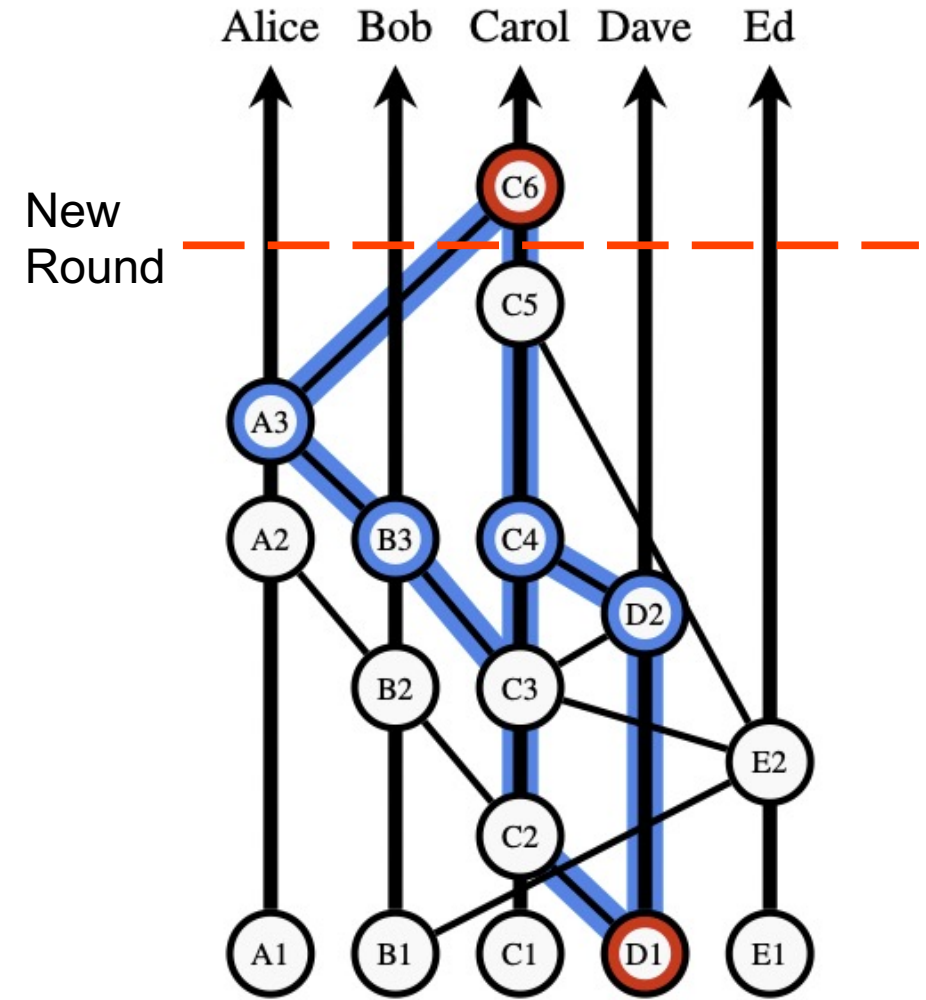
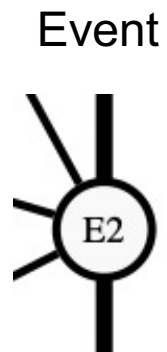
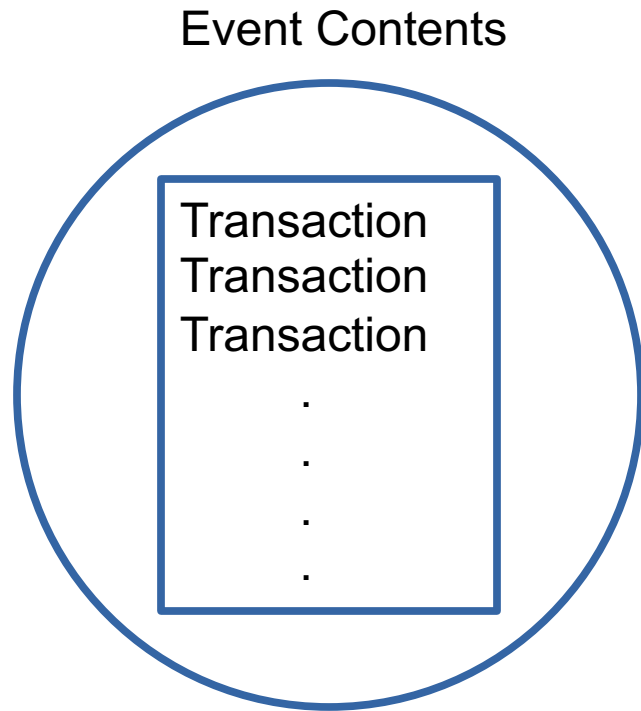


# FUTURE WORK

- **Scalability**
  - **Analysis of consensus with greater number of nodes**
- **Latency/Throughput**
  - **Nodes have recent information from other nodes**
- **Security**
  - **Analysis of hashgraph/centerpoint integration in additional multi-agent scenarios**

**THANK YOU**

# HASHGRAPH



Leeman Baard. 2016. The SWIRLDS Hashgraph Consensus Algorithm: Fair, Fast, Byzantine Fault Tolerance