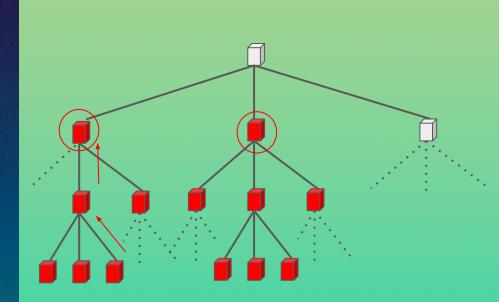


Scoring

- 1. Best ancestor score on different paths to the root
- 2. Filter nodes based on a threshold
- 3. If zero nodes are filtered out use the average score of nodes as the threshold
- Use a querying strategy to query the filtered nodes - highest score first, average score first, random, all
- 5. Default score of every node is 1.0 (optimistic)

Why?

- 1. Add defence against sybil nodes flooding the local keyspace
- 2. Optimization on the number of requests sent out for samples
- 3. Per slot matches the tempo of sampling, ideally
- 4. Removes "dead sub-trees"

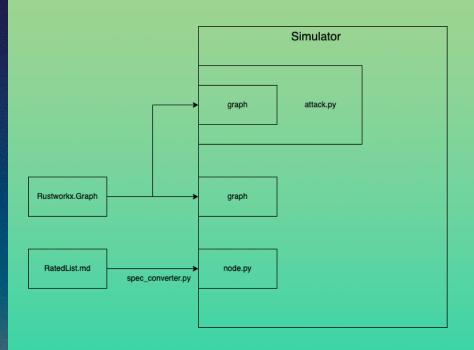


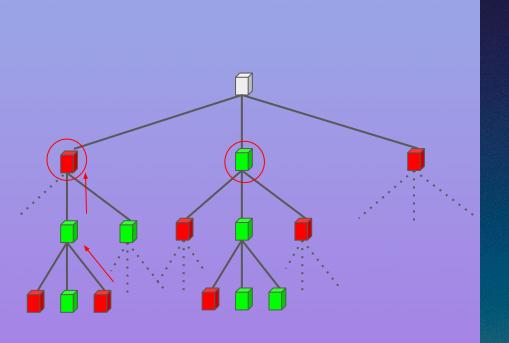


Configuration

- Random graph with num_nodes = 10000 and degree = 50
- Max Depth of rated list = 3
- rustworkx one of the fastest libraries for graphs
 - Has a python binding
- Querying Strategy: Use refiltering if needed but try to finish sampling using any strategy. Number of requests measured



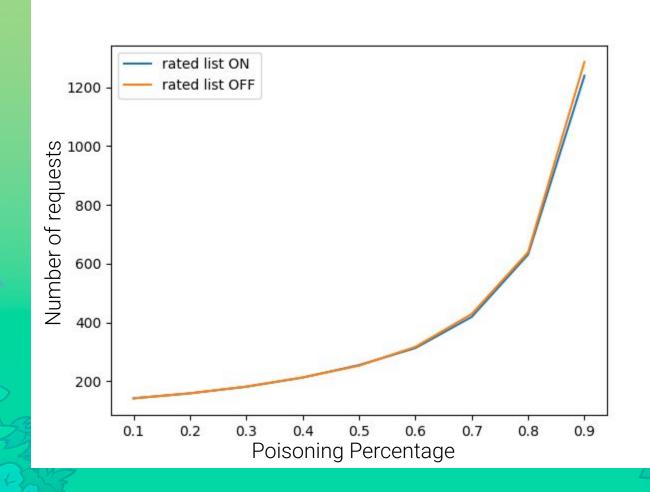


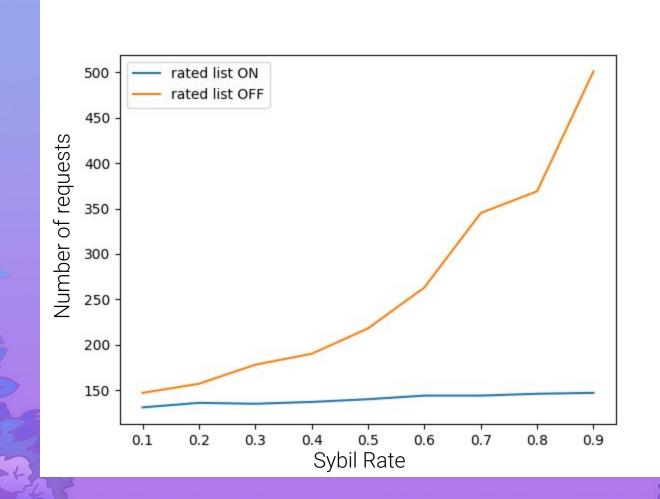


Attacks

- 1. Random poisoning from 10% to 90% of the network
- 2. Flooding the local keyspace using sybil nodes at sybil rates from 0.1 to 0.9
- 3. Corrupting scores of other nodes to balance malicious scores
- 4. Corrupting own node for avoiding bandwidth usage







Future Work

- 1. Optimize the base implementation for greater experimentation surface area
- 2. Modularize the querying strategy extend the simulator for other constructions like the rated list
- 3. Simulate and measure global safety metrics and other robustness properties
- 4. Probabilistic scoring as oppose to a deterministic scoring that is currently employed in the rated list

