



U.S. Army Research, Development and Engineering Command

Trust-based Task Assignment in Military Tactical Networks

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TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.

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- **Background**
- **Motivation**
- **Goal & Contributions**
- **Related Work**
- **System Model**
- **Proposed Task Assignment Protocol**
- **Numerical Results & Analysis**
- **Conclusions & Future Work**

What is Trust?

- Degree of a subjective belief about the behaviors of a particular entity
- Willingness to take a risk

What is Trust Management? (Blaze06)

- A separate component of security services in networks

Measure of Trust

- Measure of potential risks
- Context-dependency
- Subjectivity
- Cognitive learning process
- System reliability

Example Scenarios: rescuing personnel, constructing military facilities, conducting surveillance or monitoring, destroying certain targets, or managing disasters

Task Assignment

- An efficient and effective task assignment in tactical military networks is key to successful mission completion
- The best match between entities and tasks can maximize mission completion ratio

Use of Trust

- Trust-based soft security approaches can increase mission completion ratio in the presence of untrustworthy entities where traditional security services may not be practical

Goal

- Develop a trust-based task assignment protocol that maximizes mission completion ratio while meeting an acceptable risk level using composite trust metric

maximize $P_m^{\text{completion}}(t)$,

given $\sum_{j \in M} r_{m,j}(t) \leq P_m^{\text{risk}}$

Contributions

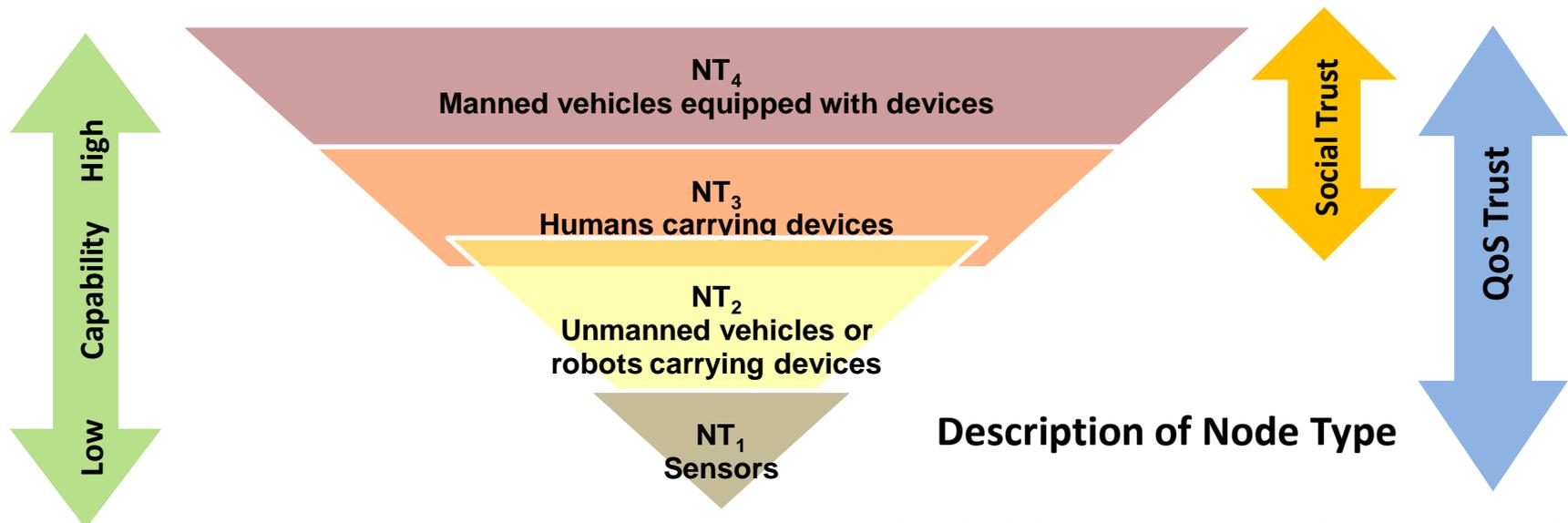
- Proposed a task assignment protocol based on the tradeoff analysis between trust and risk
- Reflected the context-dependent characteristic of trust
- Employed a composite trust metric
- Assigned multiple tasks to an entity and multiple entities to one task

- Distributed computing systems (Jiang09)
- Wireless sensor networks (Johnson10)
- Multi-hop wireless networks (Jin12)
- Autonomous underwater vehicle networks (Kulkarni10)
- Mobile ad hoc networks (Cho11)

Limitations

- Mostly one node is assigned to one task;
- Analysis between trust and risk is not employed in task assignment;
- Required trust level of each task is not considered;
- Missions are not specifically modeled in terms of their characteristics

- Heterogeneous networks with multi-hop communications (sensors, mobile entities)
- Hierarchical structure: commander - task leaders - members
- Dynamic multiple tasks where a task arrives and ends at different times
- Heterogeneity of entities with various speed, detection error, group join/leave, and trust behaviors



	Trust property	Meaning
Social Trust	Social Connectedness	Number of social connections in social circle
	Reciprocity	Degree of mutual giving and receiving
QoS Trust	Competence	An entity's capability to serve the received request
	Integrity	Honesty of an entity in attack behaviors

Unique Task Properties

- Minimum required node type
- Minimum trust threshold for each trust property

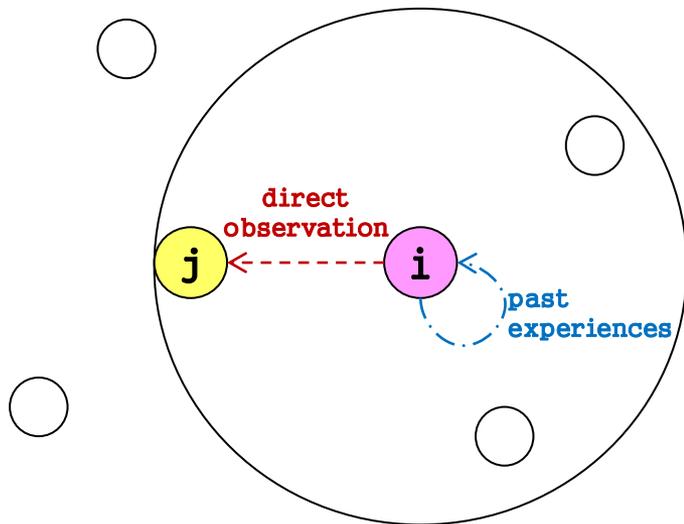
Common Task Properties

- **Importance (I_m):** How much impact is expected upon mission completion after the given task failure
- **Urgency (U_m):** How urgently the given task should be completed
- **Difficulty (D_m):** How much workload is required to execute the given task

(1- 5 levels from low to high)

$$T_{i,j}^X(t) = \alpha T_{i,j}^{D-X}(t) + (1 - \alpha) T_{i,j}^{ID-X}(t), 0 < \alpha < 1$$

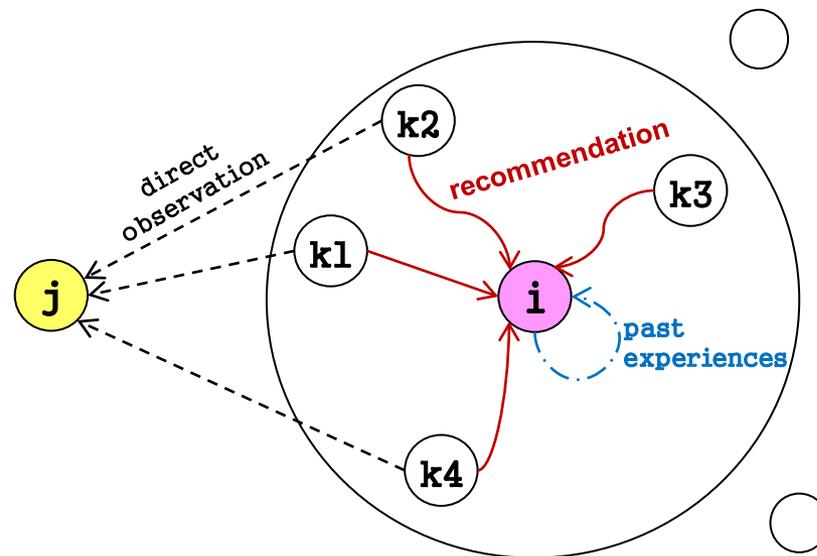
Direct Trust ($T_{i,j}^{D-X}$)



$$T_{i,j}^{D-X}(t) = \begin{cases} T_{i,j}^{D-X}(t), & \text{if HD}(i,j) == 1 \\ \gamma T_{i,j}^X(t - \Delta t), & \text{otherwise} \end{cases}$$

R_i^{trw} : set of 1-hop neighbors of node i providing trustworthy recommendations

Indirect Trust ($T_{i,j}^{ID-X}$)



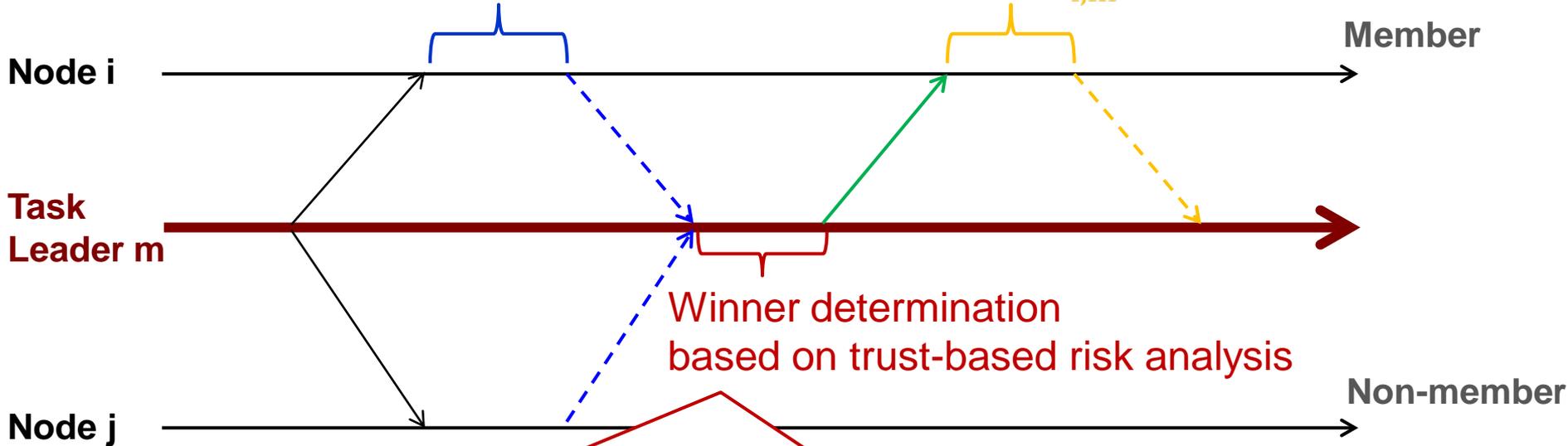
$$T_{i,j}^{ID-X}(t) = \begin{cases} \frac{\sum_{k \in R_i^{trw}} T_{k,j}^X(t)}{|R_i^{trw}|}, & \text{if } |R_i^{trw}| > 0 \\ \gamma T_{i,j}^X(t - \Delta t), & \text{otherwise} \end{cases}$$

$$s_{i,m} = v_m - p_{i,m} \text{ where } v_m = \frac{DT_m}{DT_{max}} \ \& \ p_{i,m} = \frac{W_m}{w_i}$$



Compute tasks' scores

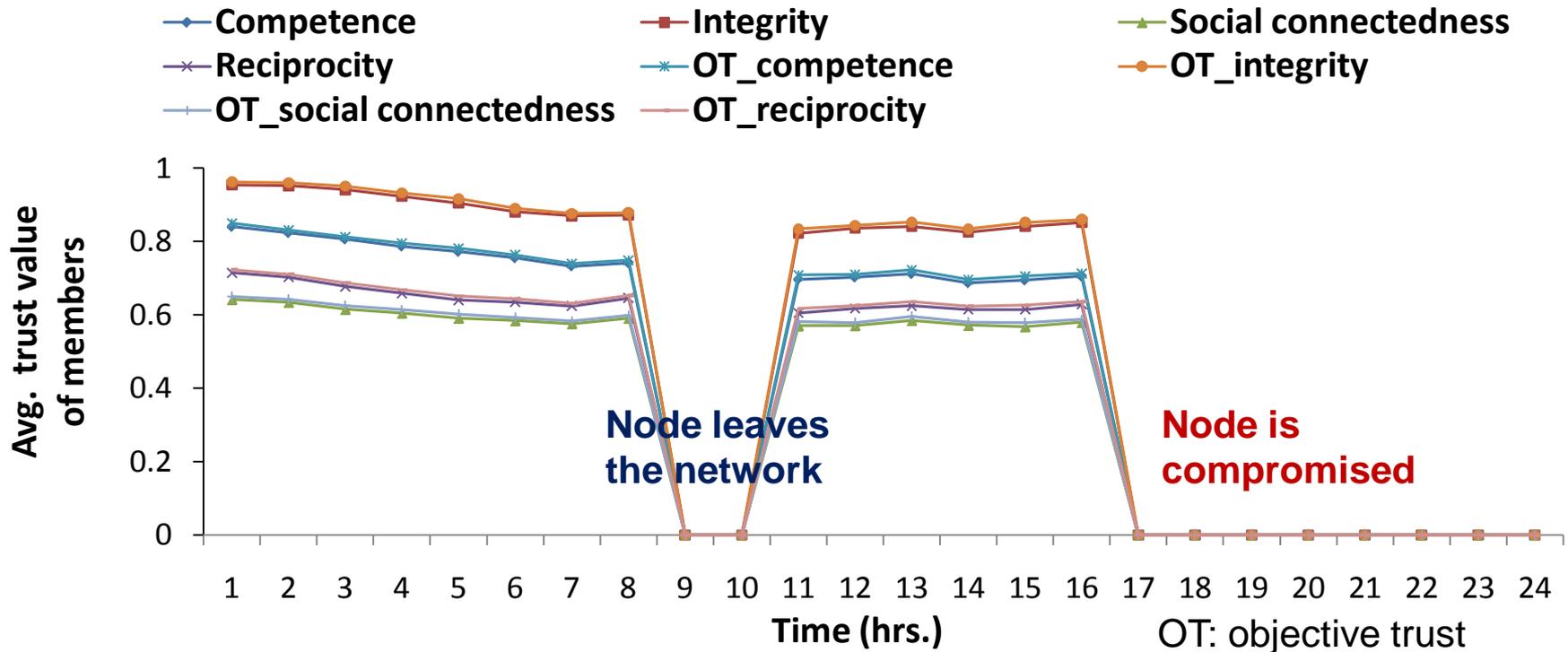
Select a task with MAX $s_{i,m}$



$$r_{m,j}^X(t) = e^{-\rho_1 \frac{T_{i(m),j}^X(t)}{T_m^{X-th}}} \frac{U_m}{U_m^{max}} \frac{D_m}{D_m^{max}} \quad r_{m,j}(t) = \frac{\sum_{X \in T} r_{m,j}^X(t)}{|T|} \quad \sum_{j \in M} r_{m,j}(t) \leq P_m^{risk}$$

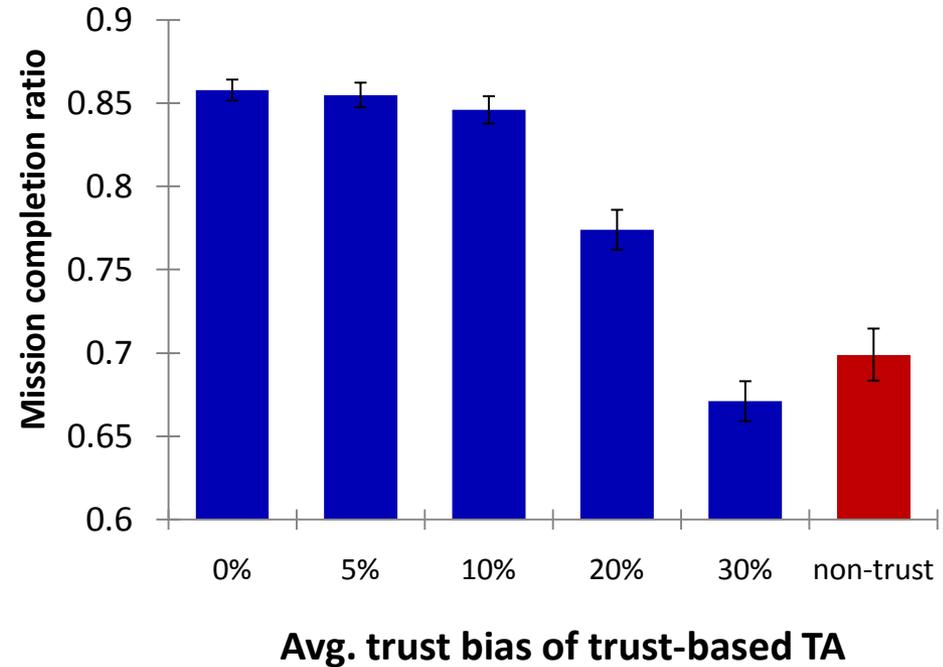
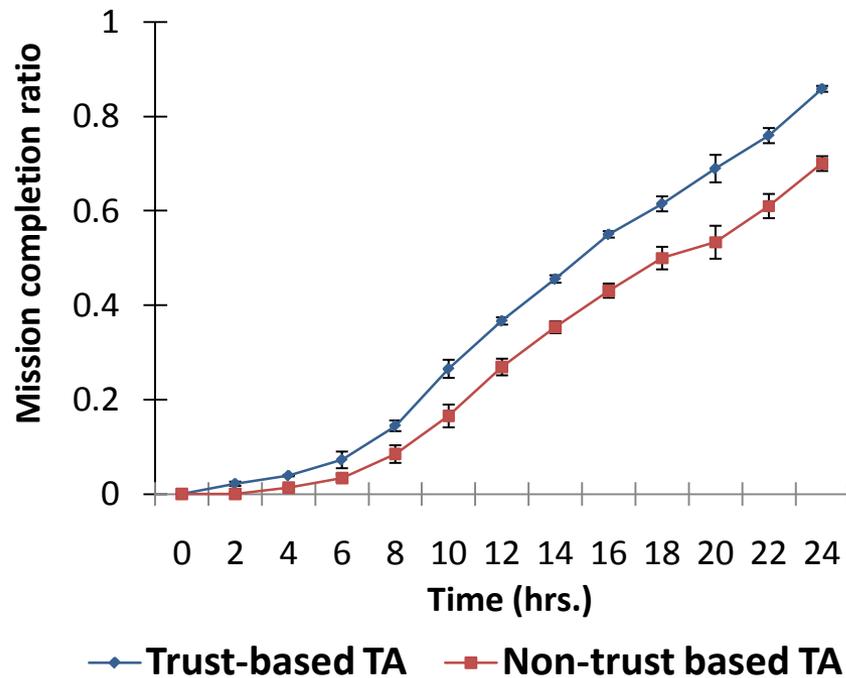
Dynamic Task Reassignment

- When a task leader could not recruit a sufficient number of members or finds a current member cannot continue task execution:
 - 1) Check if current members can execute the task with extended deadline of the task when the deadline is extensible;
 - 2) Look for qualified members from available members pool;
 - 3) Terminate the contract if either 1 or 2 does not work
 - 4) Label the task as incomplete (task failure)

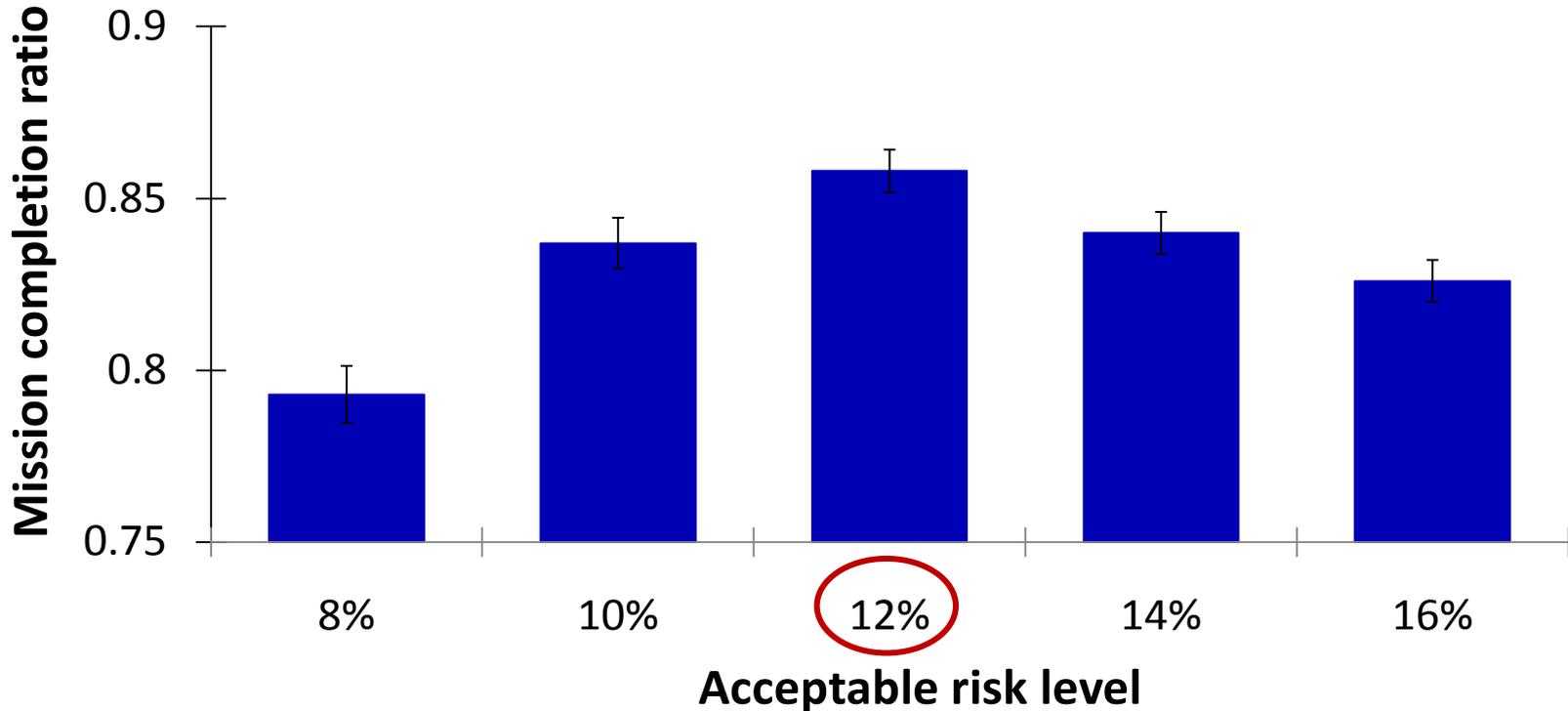


- Node Type 4 with four trust properties
- **Trust bias:** Time-averaged difference between measured trust and objective trust

$$B_{i,j} = \frac{\int_0^{MT} B_{i,j}(t)}{MT}, \text{ where } B_{i,j}(t) = |T_{i,j}(t) - OT_j(t)| / OT_j(t)$$
- Trust bias < 2% with trust decay factor $\gamma=0.95$, direct trust weight $\alpha=0.2$



- 20 tasks & 100 nodes, 24 hours mission time
- Trust-based TA outperforms non-trust based TA
- Trust bias adversely affects mission completion ratio where inaccurate trust evaluation can mislead decision making



- There exists an optimal acceptable risk level that maximizes mission completion ratio
- Composition of tasks with different importance levels may change an optimal acceptable risk level

Conclusions

- Trust bias adversely affects mission completion ratio
- The proposed trust-based task assignment outperformed non-trust based counterpart
- There exists an optimal acceptable risk level that maximizes mission completion ratio

Future work

- Examine task assignment scenarios for coalition networks
- Investigate multiple objective optimization techniques for coalition networks

Any Questions?

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