## Federated Meta Learning for UAV Visual Navigation in Urban Airspace in the Presence of GPS-Spoofing Attacks

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## **Visual Navigation for Autonomous Vehicles**





**Engineering and Physical Sciences Research Council** 



## **Adaptive and Robust Federated Meta Learning**



### **Operations in Urban Airspace**

- Require high level of safety
- GNSS is one of the most vulnerable system against cyber-attacks such as jamming and spoofing
- Spoofing attacks are more harmful and difficult to detect
- Measurement errors such as multi-path error should be compensated lacksquarefor high positioning accuracy
- GNSS system should be supported by utilising multi-sensor pose estimation algorithms not only to detect the attacks but also to provide

### A P2P federated learning + meta-learning for navigation

- An adaptive meta-learning architecture is proposed to adapt to new environments and enable vehicles to have the lifelong learning capability. • Inner loop:
  - Train a task-specific model based on local data
  - Outer loop:
    - Extract common features from similar tasks
    - Optimize meta-model adaptability of similar tasks
- A robust-by-design federated meta-learning architecture is developed
  - to adaptively defend against a range of adversarial attacks.
  - A composite rule-based and learning-based detection method to effectively identify adversarial vehicles via ranking domain and lowdimensional embeddings.
  - An adaptive model aggregation method aggregate the global model by 0 considering the degree of similarity between the meta-model and calculated mean model to resilience attacks.

## **Design Goals**

#### **GNSS-spoofing attack detection**

#### Increasing pose estimation accuracy

#### Generalizability and adaptation for new environments

#### Lifelong learning ability



# Online VAE learning Static rules

#### **Detection Models** — **Outer loops**

## **Simulation Framework**

- Unreal Engine and AirSim
- Nonlinear dynamical model for aerial vehicles
- Realistic sensor models (IMU, GNSS, LIDAR)



- Photorealistic Camera Data Monocular and Stereo
  - Gray scale and RGB



**Urban Environments with** Different Conditions



## **Ongoing and Future Works**

- Implementation of the proposed algorithm will be completed.
- Adaptability and transferability will be evaluated in outdoor environments for different weather and light conditions.







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