

```
1 H = set of honest nodes
2 S = set of Sybil nodes
3 A = Attacker node
4 d = minimal fraction of Sybil nodes needed for an attack
5
6 while True:
7     s = A.createNode()      # create a Sybil node
8     S.add(s)                # add it to the set S
9
10    h = random.choice(H)     # pick an arbitrary honest node
11    s.connectTo(h)           # connect the new sybil node to h
12
13    if len(S) / len(H) > d:  # enough sybil nodes for...
14        A.attack()           # ...an attack
```