



Threat of Adversarial Attacks on Deep Learning

Summary

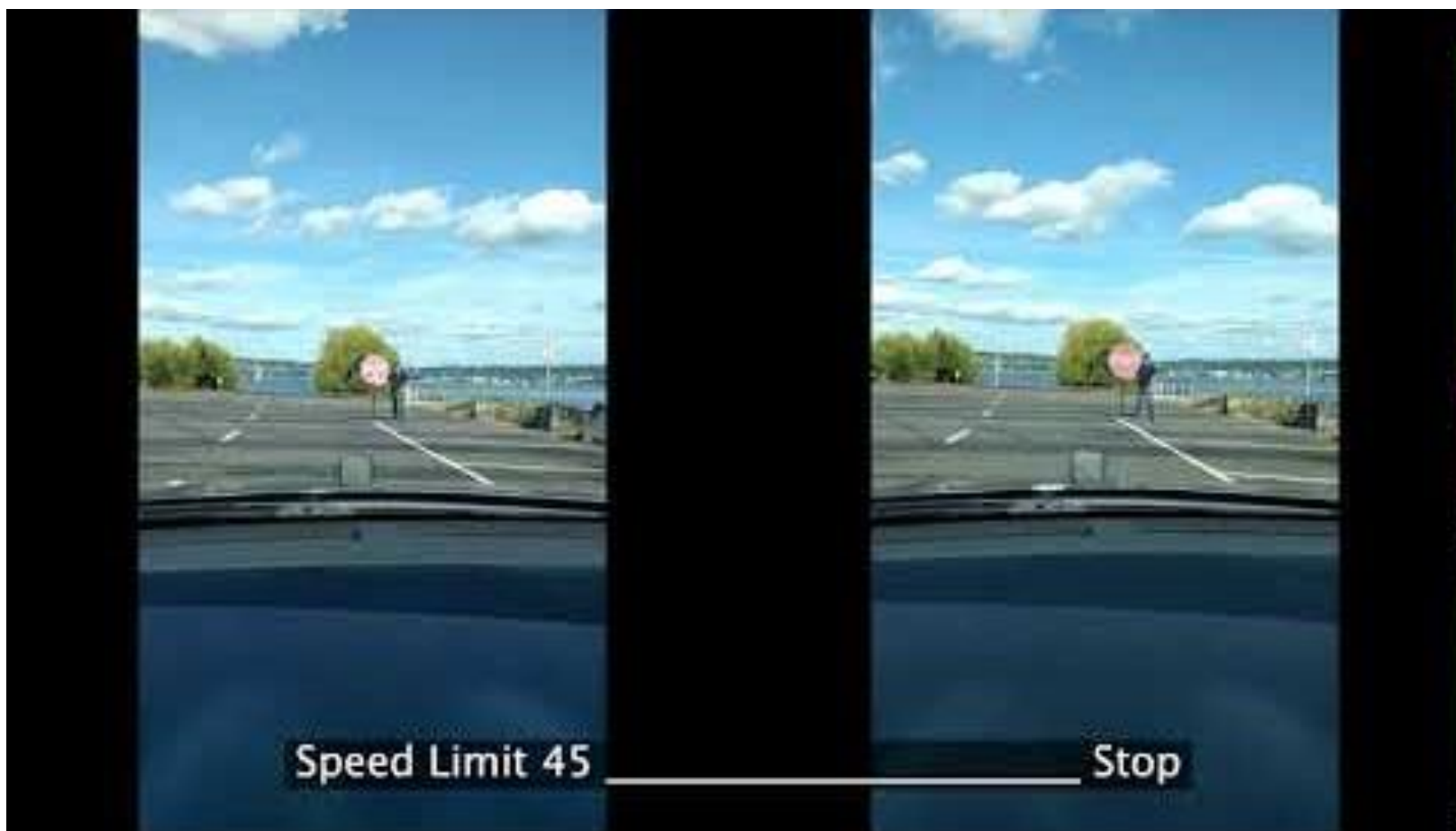
1. General Observations
2. Attacks
3. Defenses
4. What we can do?



Why Adversarial attacks?

Is The
Threat Real?

Road Sign Attack



Adversarial 3-D Object



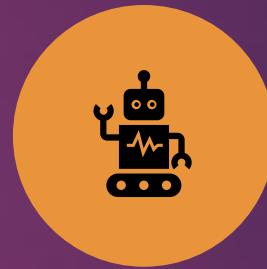
...But also



CELL-PHONE
CAMERA



CYBERSPACE
ATTACK



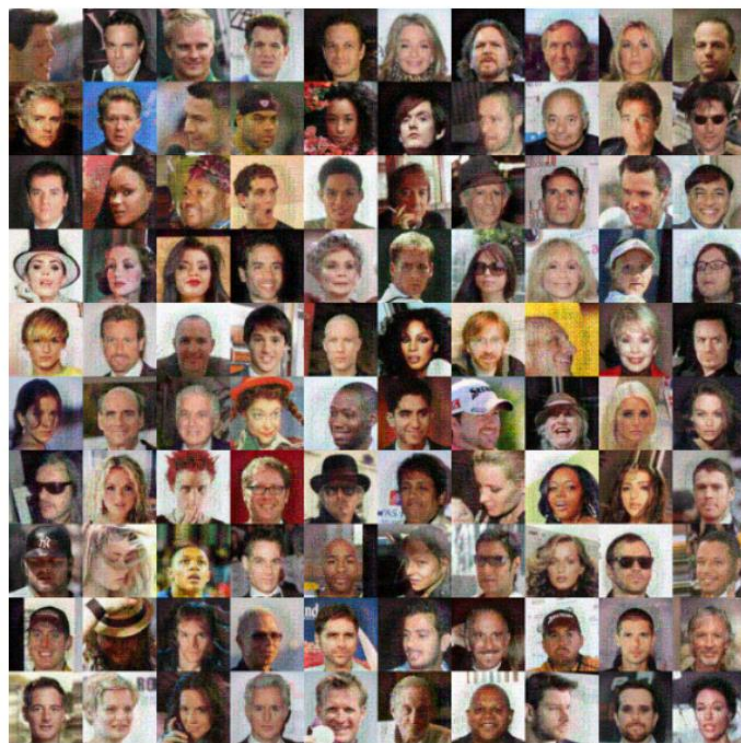
ROBOTIC
VISION



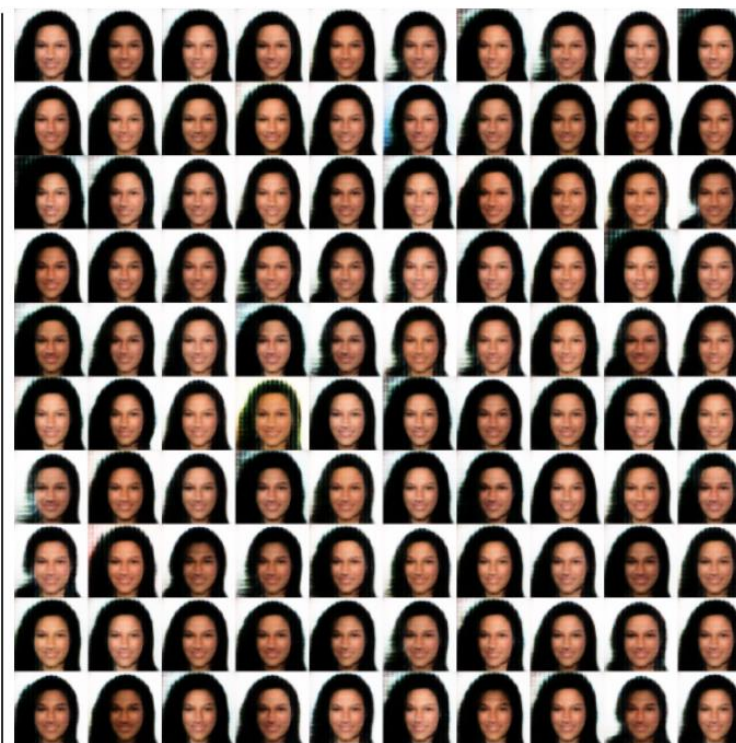
VISUAL Q&A

Only Concerns
Object
Recognition?

Attacks on Generative Models



AutoEncoder Input
(Adversarial)



AutoEncoder Output

Attacks on RNN – LSTM (Houdini)

Groundtruth

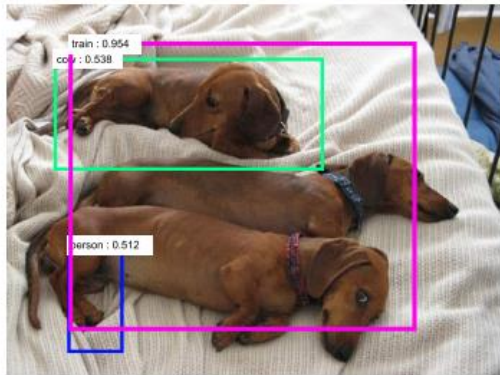
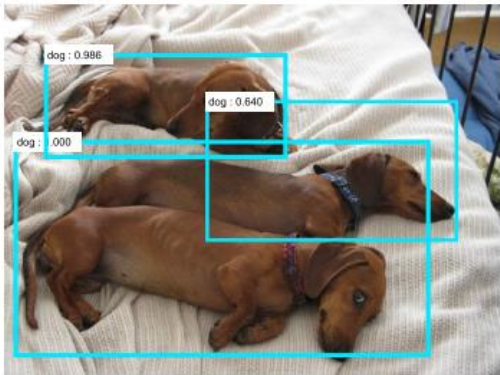
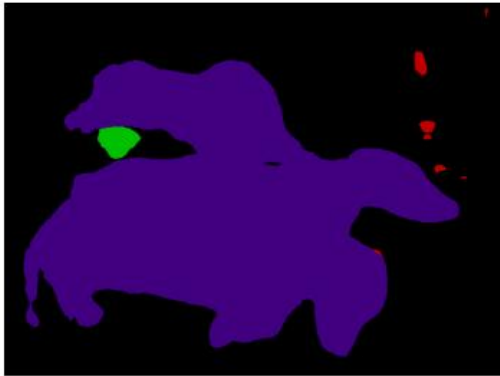
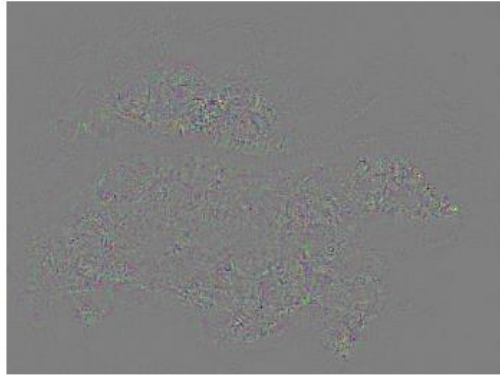
- “The fact that a man can recite a poem does not show he remembers any previous occasion on which he has recited it or read it”.

G-Voice – original example:

- “The fact that a man can **decide** a poem does not show he remembers any previous occasion on which he has **work cited** or read it.”

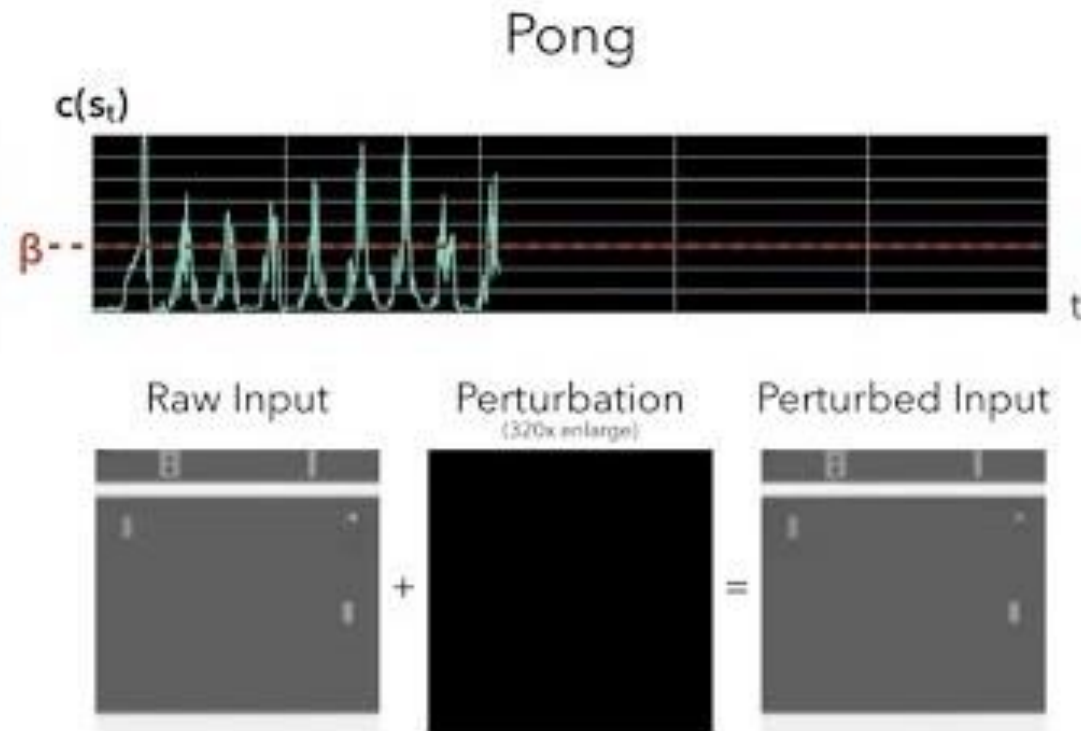
G-Voice – adversarial example:

- “The fact that **I can rest I’m just not sure that you heard there is** any previous occasion **I am at he has your side it** or read it.”



Attacks on Semantic Segmentation


Attacks on Deep Reinforcement Learning



Network
Specific?

Good generalization capabilities

Adversarial examples
often transfer well
between different NNs



```
graph LR; A[Adversarial examples often transfer well between different NNs] --> B[Allow many 'Black Box' attacks]
```

Allow many
'Black Box' attacks

Why Adversarial
Examples exist?

Supposed Reasons

Structural reason: 'Linearity Hypothesis' (Goodfellow)

- Flatness of decision boundaries
- Low flexibility of the networks

Algorithmic reason: 'Evolutionary Stalling'

- Positive samples stop contributing to the network update once correctly classified

There exists any
effective
defense?

Existing defense methods issues

Defenses are
attack-specific

Counter-counter
methods are possible

Attacks

Types of attacks

Knowledge on the network:

- Black Box attack
- White Box attack

Specificity of the attack:

- Image specific
- Universal attack

Types of attacks

Iterations:

- Single-step attack
- Iterative attack

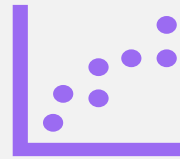
Class targeted attack:

- Targeted
- Not-targeted

Attacks Score



Fooling Rate



Perturbation amount



(Time to attack)

Historical Evolution

White-Box Image Specific Single-Step Attacks

```
graph TD; A[White-Box Image Specific Single-Step Attacks] --> B[White-Box Image Specific Iterative Attacks]; B --> C[White-Box Universal Iterative Attacks]; C --> D[Black-Box attacks];
```

White-Box Image Specific Iterative Attacks

White-Box Universal Iterative Attacks

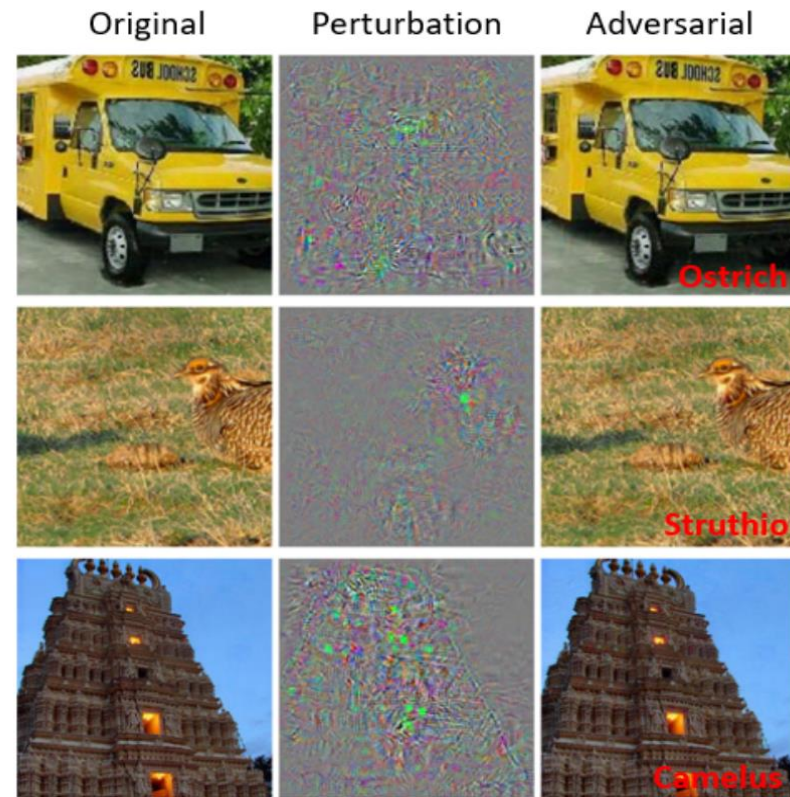
Black-Box attacks

Historical Evolution

White-Box Image Specific Single-Step Attacks

1) BOX-CONSTRAINED L-BFGS ATTACK

- ▶ First adversarial attack
 - ▶ “Intriguing properties of neural networks” (Szegedy 2014)
- ▶ Optimization problem:
 - ▶ $\min \|\rho\|_2 : \mathcal{C}(I_c + \rho) = l_{target}$
 - ▶ $\min \{ \|\rho\|_2 + \mathcal{L}(I_c + \rho, l_{target}) \}$



2) FGSM (Goodfellow)

- ▶ Optimization problem:
 - ▶ $\rho = \epsilon * \text{sign}(\nabla J(\theta, I_C, l))$
- ▶ It allows fast computation
- ▶ Exploits the linearity of the model
- ▶ Introduced the adversarial training idea



x
“panda”
57.7% confidence

+ .007 ×



$\text{sign}(\nabla_x J(\theta, x, y))$
“nematode”
8.2% confidence

=



$x + \epsilon \text{sign}(\nabla_x J(\theta, x, y))$
“gibbon”
99.3 % confidence

Historical Evolution

White-Box Image Specific Single-Step Attacks



White-Box Image Specific **Iterative** Attacks

3) BIM & ILCM

- ▶ Optimization problem:
 - ▶ $I_{\rho}^{i+1} = \text{Clip}_{\epsilon}\{I_{\rho}^i + \alpha * \text{sign}(\nabla J(\theta, I_{\rho}^i, l))\}$
- ▶ BIM: l – untargeted attack
- ▶ ILCM: l_{target} - targeted attack to the least likely class
- ▶ More computationally expensive



4) JSMA

- ▶ Algorithm based on the saliency map
- ▶ Objective: minimize the number of pixels modified
- ▶ Nice algorithm to determine strength of defense algorithm

CIFAR10



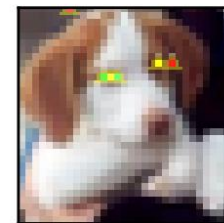
y: dog



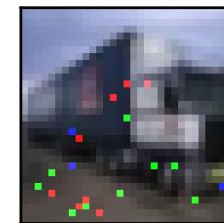
y: truck



y: deer



\hat{y} : cat



\hat{y} : airplane



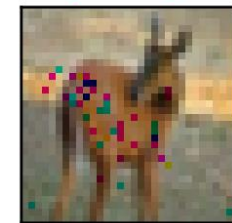
\hat{y} : frog



\hat{y} : horse



\hat{y} : horse



\hat{y} : dog

Other Attacks

5) Deep Fool

- ▶ Iteratively push an image to the nearest decision boundary
- ▶ Untargeted attack
- ▶ Produce the Minimal Norm perturbation

6) C&W Attacks (Carlini & Wagner)

- ▶ 3 different attacks
- ▶ Current SOA of white box attacks
- ▶ Most defense algorithms fail against C&W

Historical Evolution

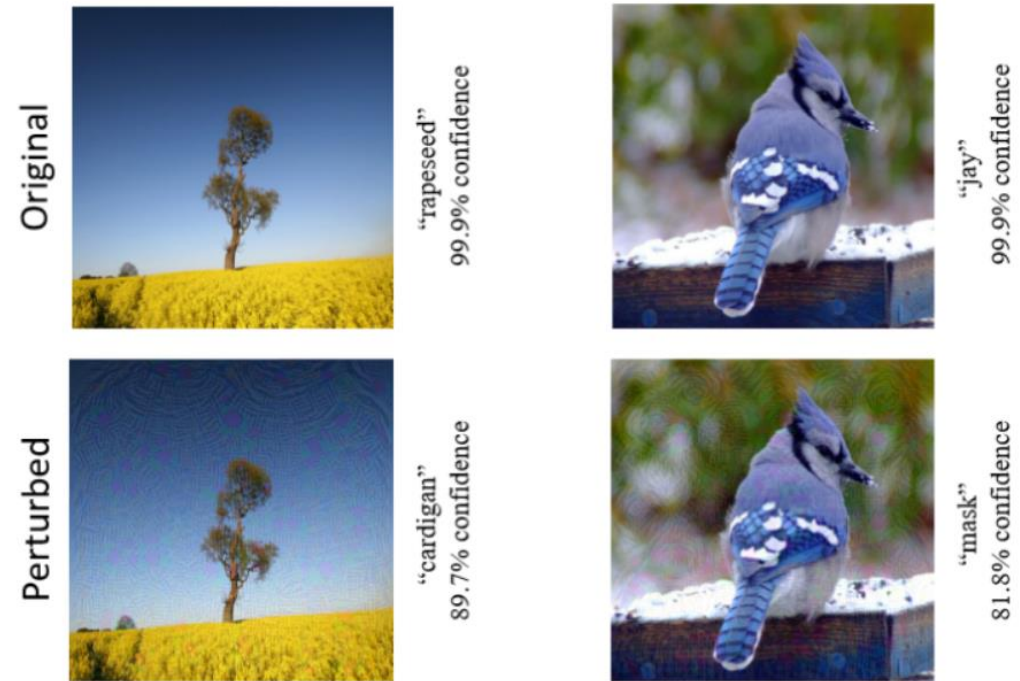
White-Box Image Specific Single-Step Attacks

White-Box Image Specific Iterative Attacks

White-Box **Universal** Iterative Attacks

7) Universal Adversarial Perturbation

- ▶ Fool a network on “any” image with the same perturbation
- ▶ $P(C(I_c) \neq C(I_c + \rho)) \geq \delta : \|\rho\| \leq \xi$
- ▶ Strategy similar to Deep Fool



Historical Evolution

White-Box Image Specific Single-Step Attacks

White-Box Image Specific Iterative Attacks

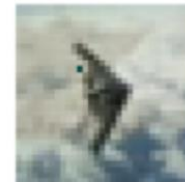
White-Box Universal Iterative Attacks

Black-Box attacks



8) One-Pixel Attack

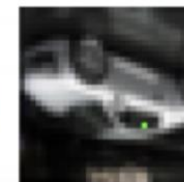
- ▶ Only one pixel of the image is perturbed
- ▶ Evolutionary algorithm
- ▶ No need to access to internal parameters or loss of the net (BlackBox attack)



Airplane (Dog)



Automobile (Dog)



Automobile (Airplane)



Cat (Dog)



Dog (Ship)



Deer (Dog)



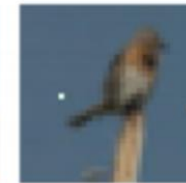
Frog (Dog)



Frog (Truck)



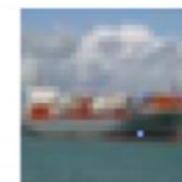
Dog (Cat)



Bird (Airplane)



Horse (Cat)



Ship (Truck)



Horse



Dog (Horse)



Ship (Truck)

9) UPSET, ANGRI

- ▶ Residual Generating Network $R()$:
 - ▶ $I_p = \max(\min(sR(t) + I_c, 1), -1) : C(I_p) = l_{target}$
 - ▶ Generate n perturbation $I_{p,i}$ one for each class i



▶ ANGRI

- ▶ Find an Image-Specific perturbation I_p

▶ UPSET

- ▶ Find a Universal Perturbation I_p

Adversarial Attack Framework?

FOOLBOX

Defenses

Types of Defense algorithms

Modified input data

- Defense

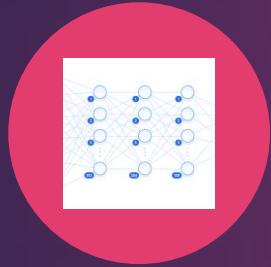
Modifying the network

- Defense
- Detection

Network add-ons

- Defense
- Detection

Requirements



LOW IMPACT ON
THE ARCHITECTURE



MAINTAIN SPEED OF
THE NETWORK



MAINTAIN
ACCURACY ON
CLEAN DATA

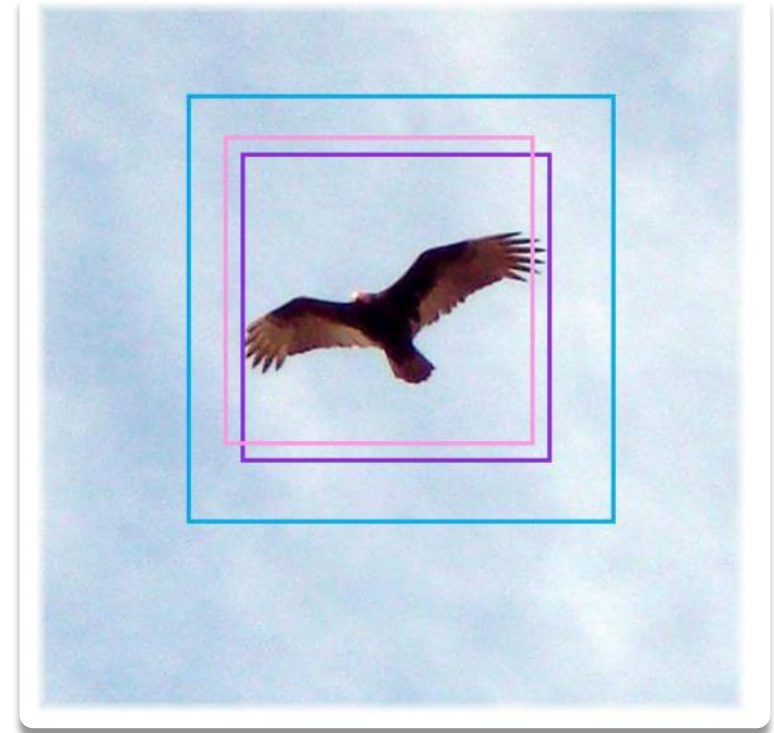


CORRECTLY
CLASSIFY ONLY
ADVERSARIAL
EXAMPLES CLOSE TO
THE REAL ONES

Modified input
data

Defense algorithms

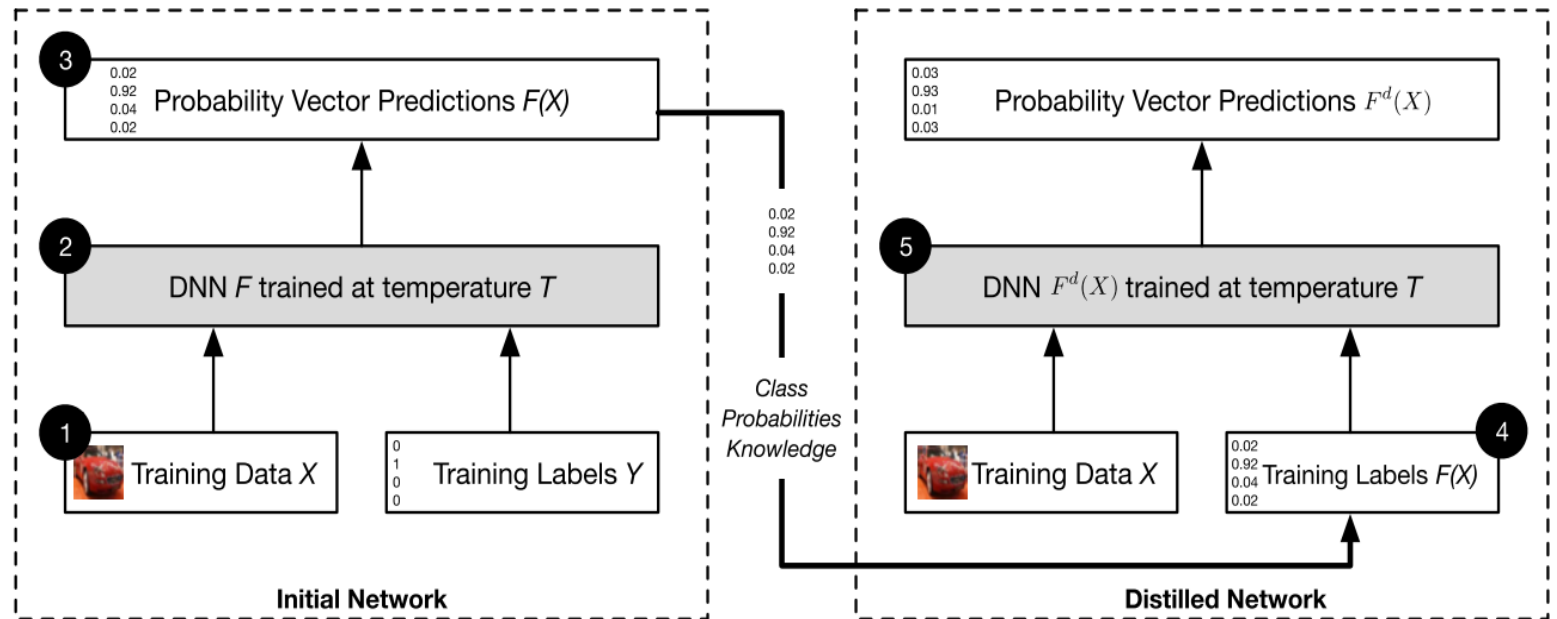
1. Brute Force Adversarial Training
2. Data Compression as a defense
 1. JPEG compression
 2. Also PCA/DCT
3. Foveation based defense
4. Also data augmentation (less effective)



Modifying the network

Defense Algorithms

1. Defense Distillation
2. Deep Contractive Network
3. Gradient Regularization
 1. Also Parseval Networks
4. Biologically Inspired Network



Detection-Only Approach

**Classify
adversarial
examples**

1. As an additional class
2. With a detector subnetwork

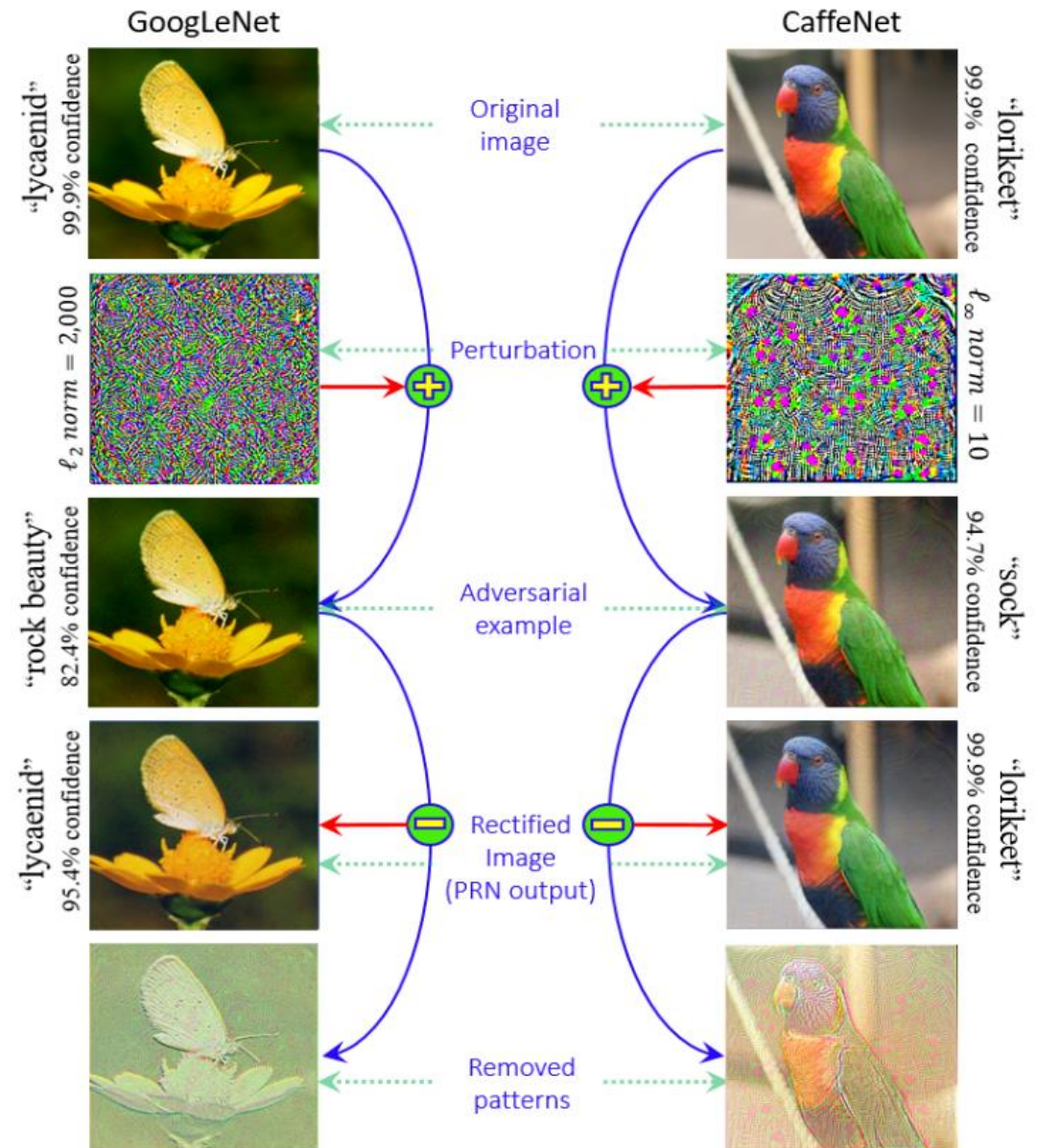
**Control
activations
statistics**

1. RELU activations (Safety Net)
2. Convolutional filter activation

Network add- ons

Defense Algorithms

1. Defense Against Universal Perturbation
Detector + PRN
2. GAN-based defense
Ad-hoc brute force learning



Detection-Only Approach

Feature squeezing

- Reduce pixel depth
- Perform spatial smoothing
- Classification Comparison of original and squeezed images

Magnet

- External model learn data manifold
- Reform near data and exclude far images



Is there anything we
could do?

LOC

Adversarial

Defense

Constraints in a hierarchical multilabel context



Constraint Based Defenses

- ▶ Attack Detector:
 - ▶ Constraint satisfaction
- ▶ Robust Defense:
 - ▶ Constrained Learning
 - ▶ Collective Classification



Dog (Horse)



Horse (Cat)



Automobile (Dog)

First Results

Conclusions

- ▶ Is The Threat Real? **YES**
- ▶ Does It Concern Only Computer Vision? **NO**
- ▶ Are Attacks Network Specific? **NO**
- ▶ Why Adversarial Examples Exists? **Unknown**
- ▶ There exists effective defense yet? **NO**
- ▶ Is there anything we could do?

Thank you for your
attention

