

Table 1: Attack performance using the random patterns. The attack performance is evaluated according to AO/SR on GOT-Val.

| Perturbations used to<br>perform attack | Untargeted Attack |       | Targeted Attack |       |
|---|-------------------|-------|-----------------|-------|
|   | AO                | SR    | AO              | SR    |
| Trained Perturbations                   | 0.153             | 0.123 | 0.840           | 0.890 |
| Similar Pattern                         | 0.736             | 0.871 | 0.153           | 0.118 |
| Gaussian Noise                          | 0.740             | 0.875 | 0.144           | 0.101 |

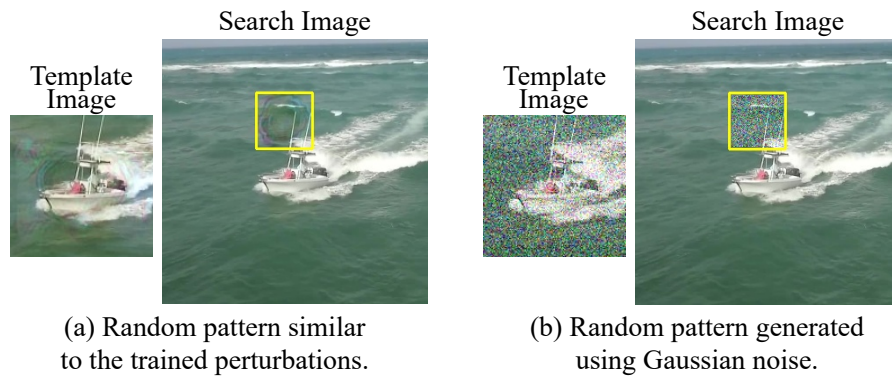


Figure 1: Visualization of random patterns.