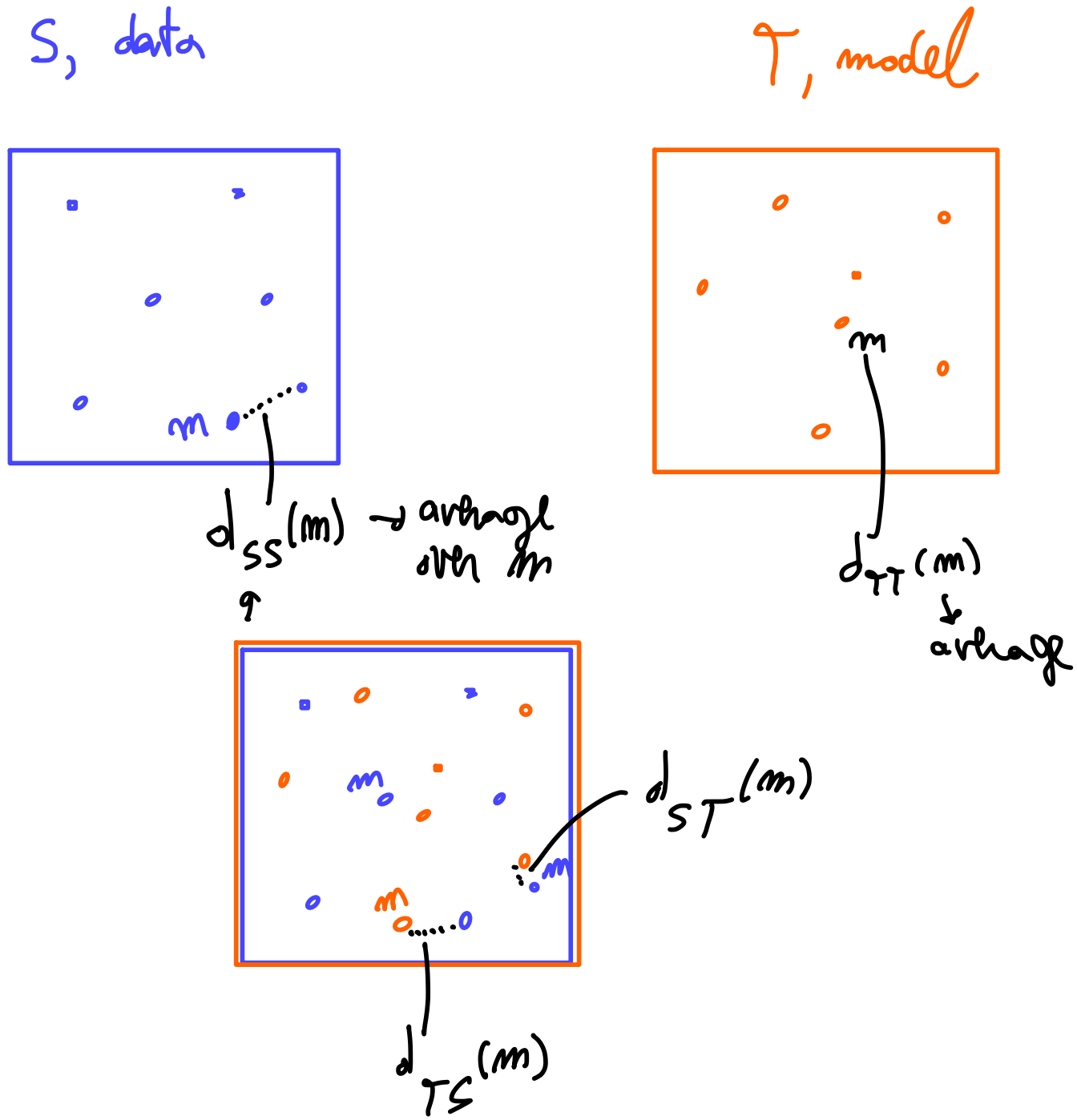
Adversarial Accuracy Indicator



$$A_S = \frac{1}{N_S} \sum_m \mathbb{1}\left(d_{SS}(m) < d_{ST}(m)\right)$$

$\frac{1}{2}$ ideally

$$A_T = \frac{1}{N_T} \sum_m \mathbb{1}\left(d_{TT}(m) < d_{TS}(m)\right)$$

$\frac{1}{2}$ ideally

$$\mathcal{E}^{AAI} = \left(A_S - \frac{1}{2}\right)^2 + \left(A_T - \frac{1}{2}\right)^2$$

distance $d_{mm'} = \sum_{i=1}^{L} \Pi (m_i \neq m'_i)$

$L = A \cdot G$ (number of different bits)

$d_{SS}(m) \overset{?}{=} d_{SY}(m)$

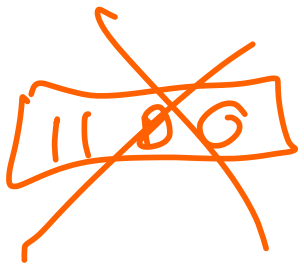
$\Pi(\dots) \Rightarrow \frac{1}{2}$

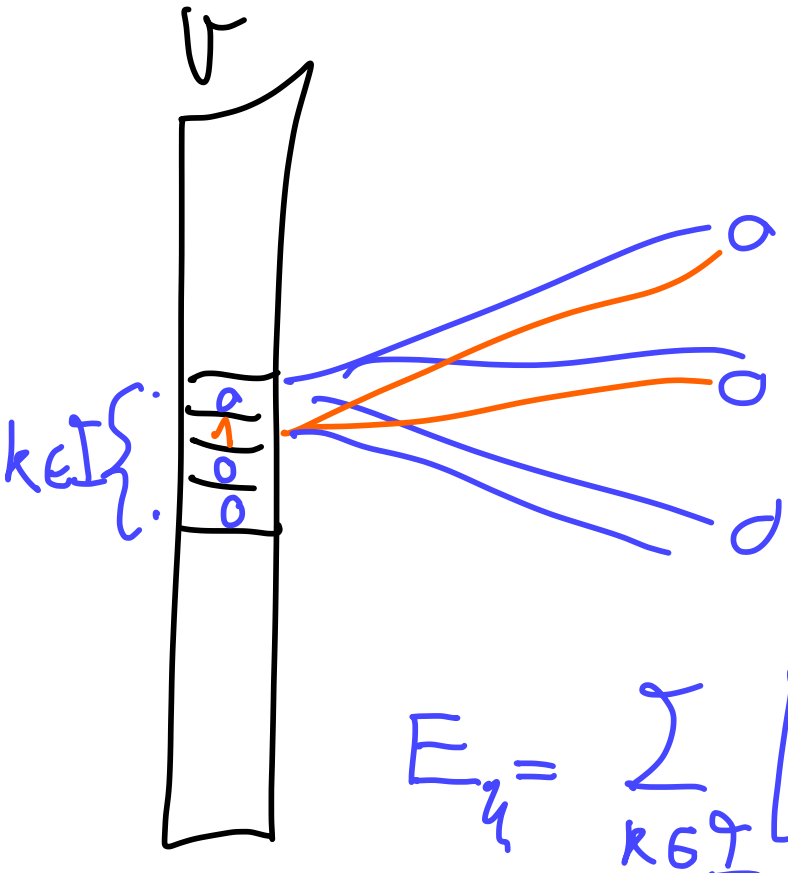
$A = 4$ $h_3 = 1$ 0001 | -1 -1 -1 1

$h_4 = 1$ 1

$= 1$ 1

$= h$ 1





$$E_\eta = \sum_{k \in \Gamma} \underbrace{\left[a_k + \sum_\mu W_{k\mu} h_\mu \right]}_{\text{local field}} \upsilon_k^3$$

E_1, E_2, E_3, E_4

$B_n = e^{-E_1}$, ...

$$p_i = \frac{B_i}{B_1 + B_2 + B_3 + B_4}$$

$$\sum_i p_i = 1$$

$$c_i = \sum_{j<i} p_i$$