

CS 6290

Privacy-enhancing Technologies

Department of Computer Science

Slides credit in part from Zhengyu Zhao, Zico Kolter

Tutorial 11 – Adversarial Examples and Defenses

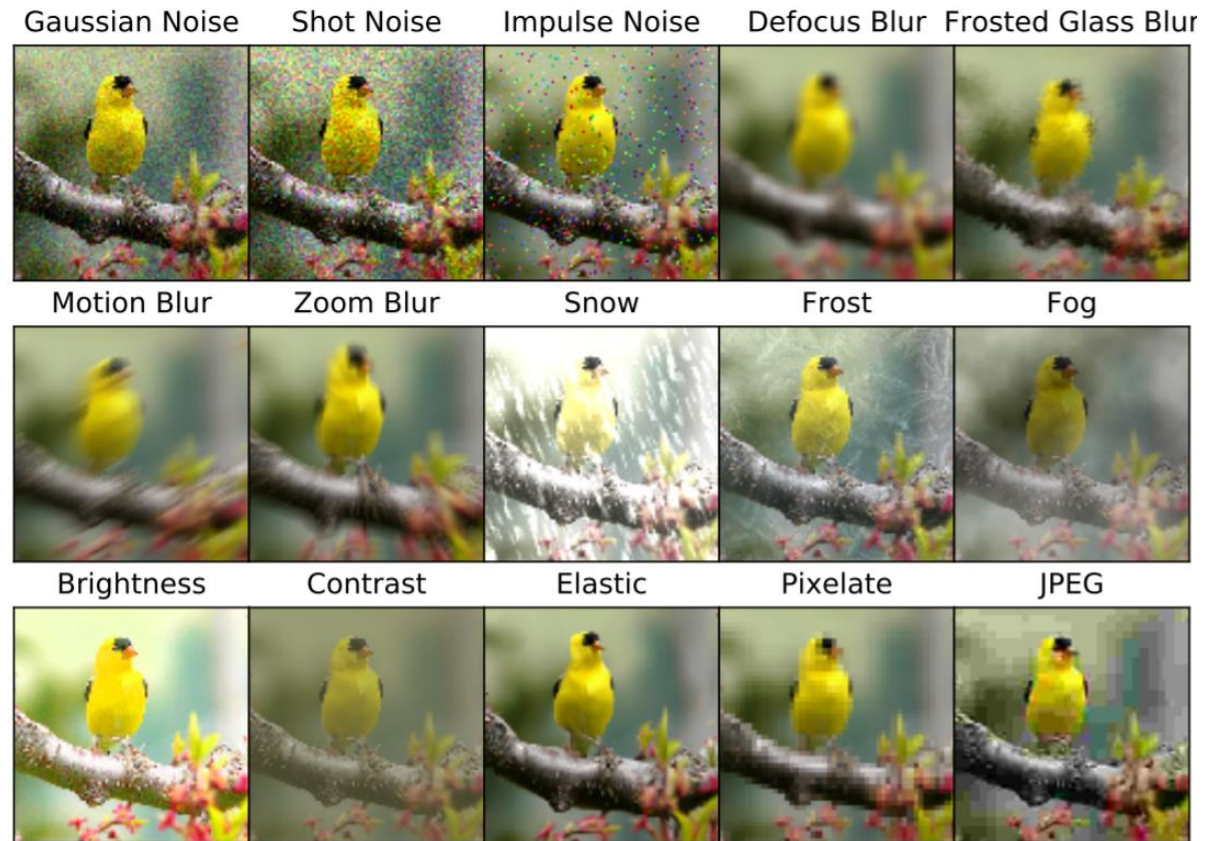
Yufei CHEN

CS Department

City University of Hong Kong

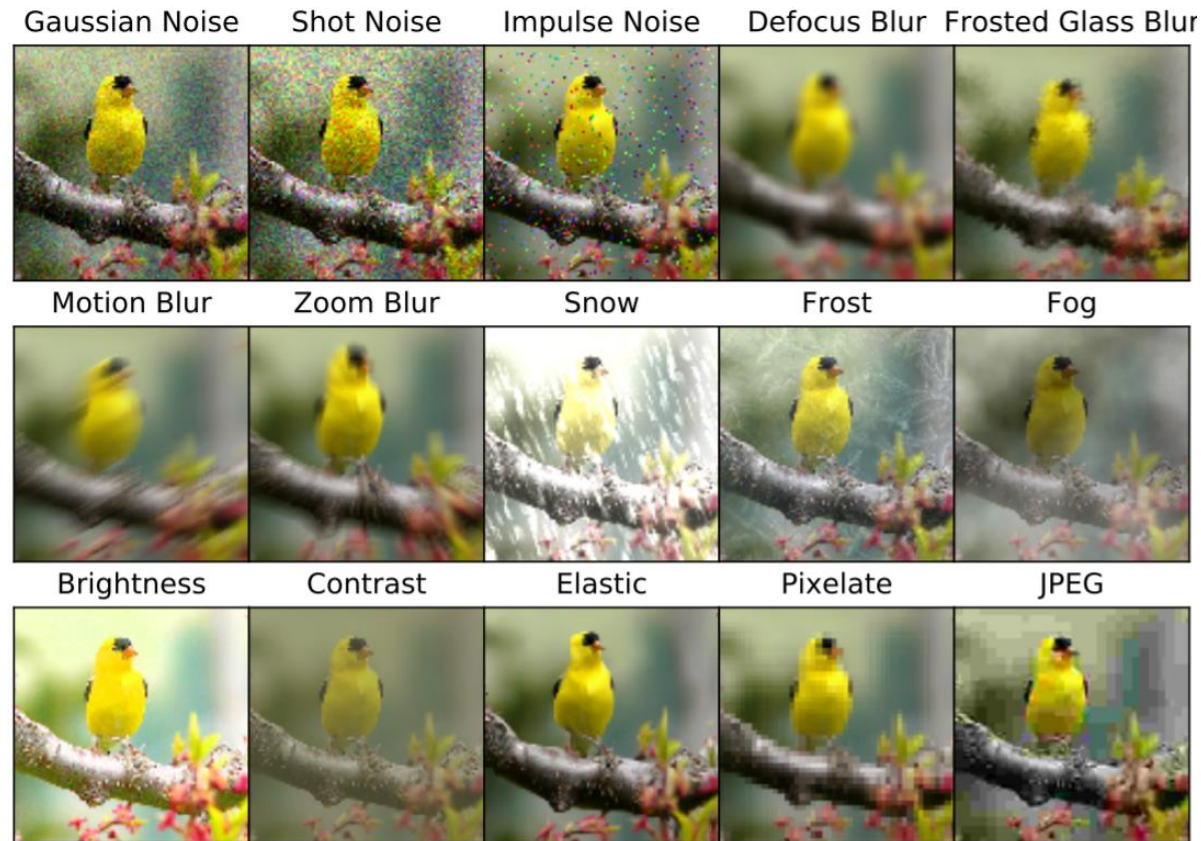


Noisy Examples



Average-case

Noisy Examples → Adversarial Examples

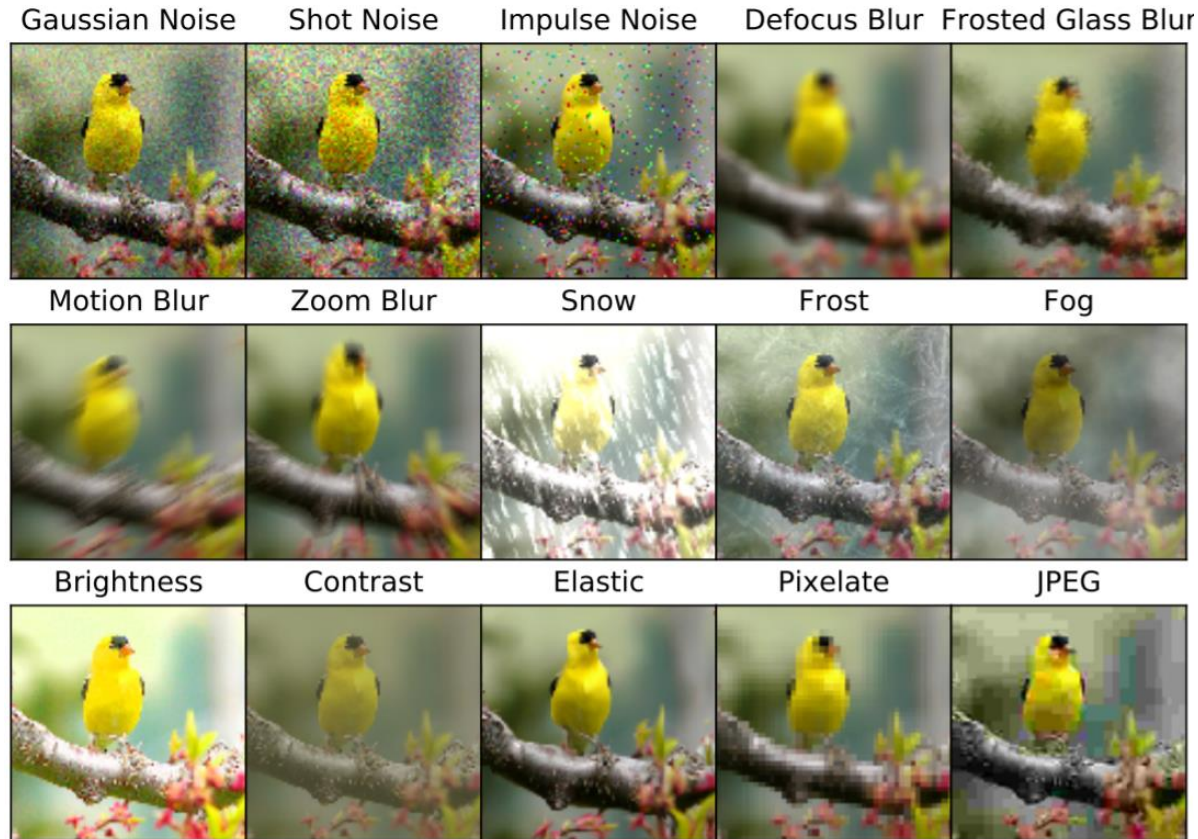


Average-case



Worst-case
(optimized)

Noisy Examples → Adversarial Examples



Average-case

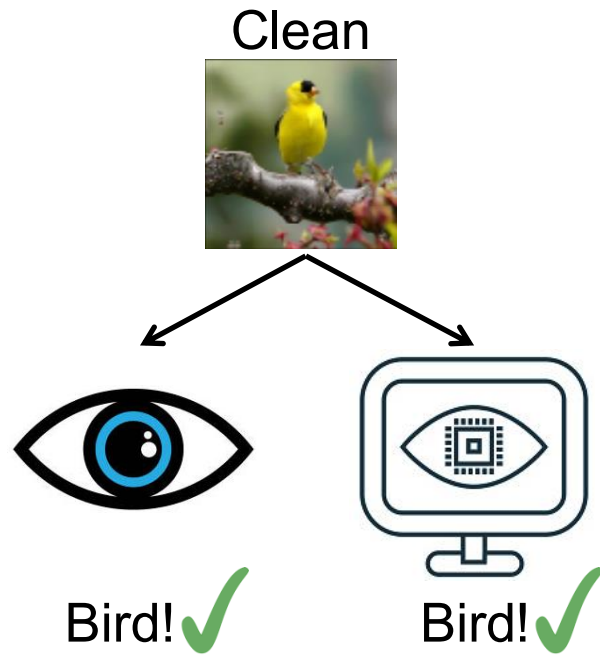
2013
Christian Szegedy,
Ian Goodfellow
Intriguing properties of
neural networks

2014
Ian Goodfellow
Explaining and
harnessing adversarial
examples

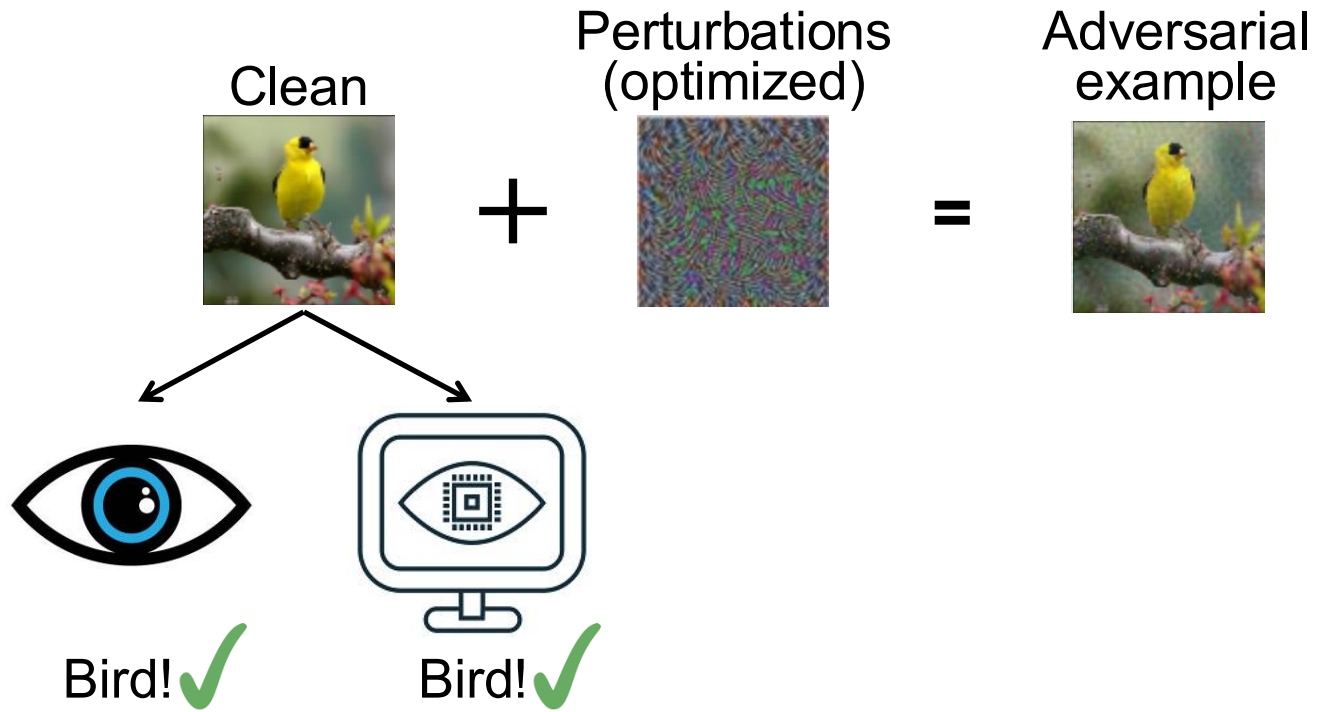


Worst-case
(optimized)

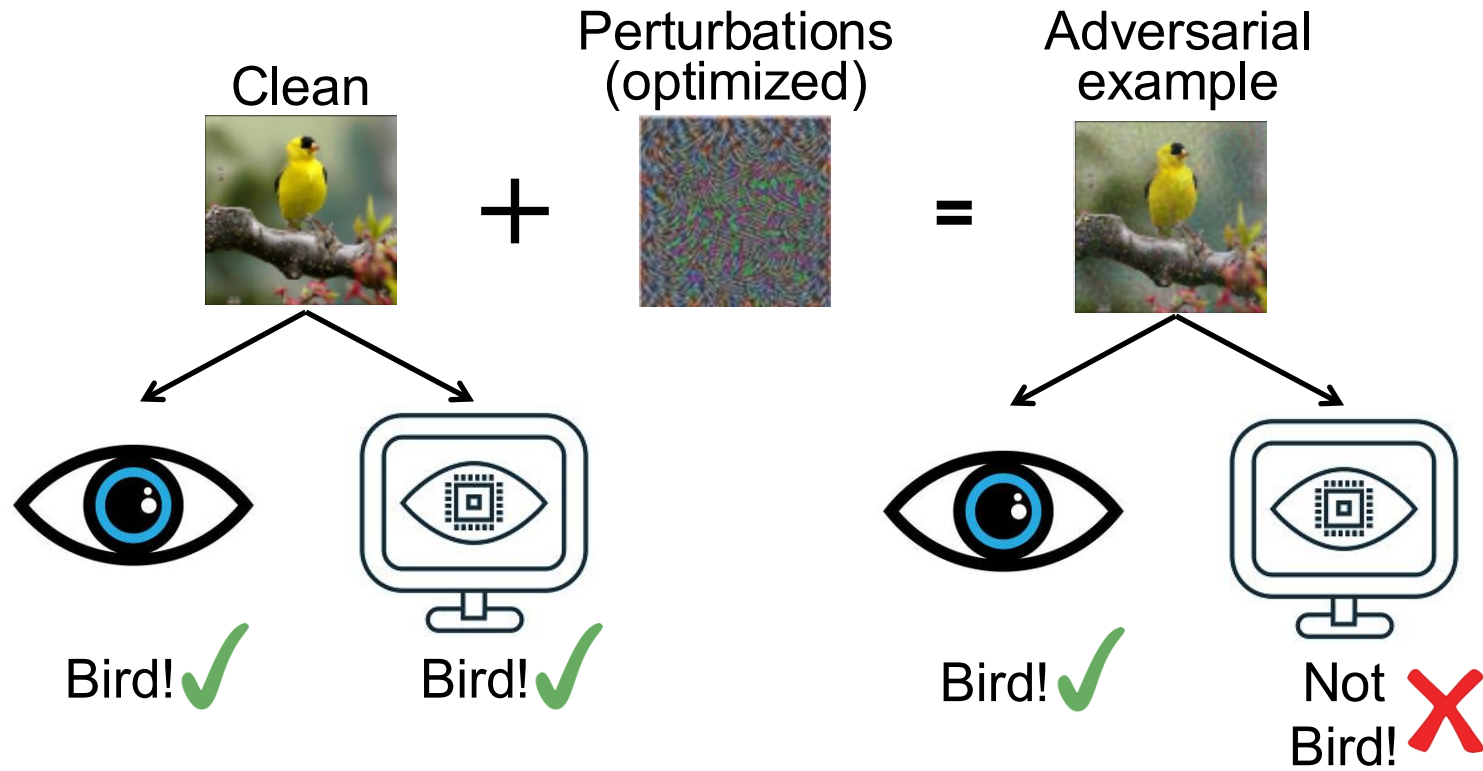
Definition



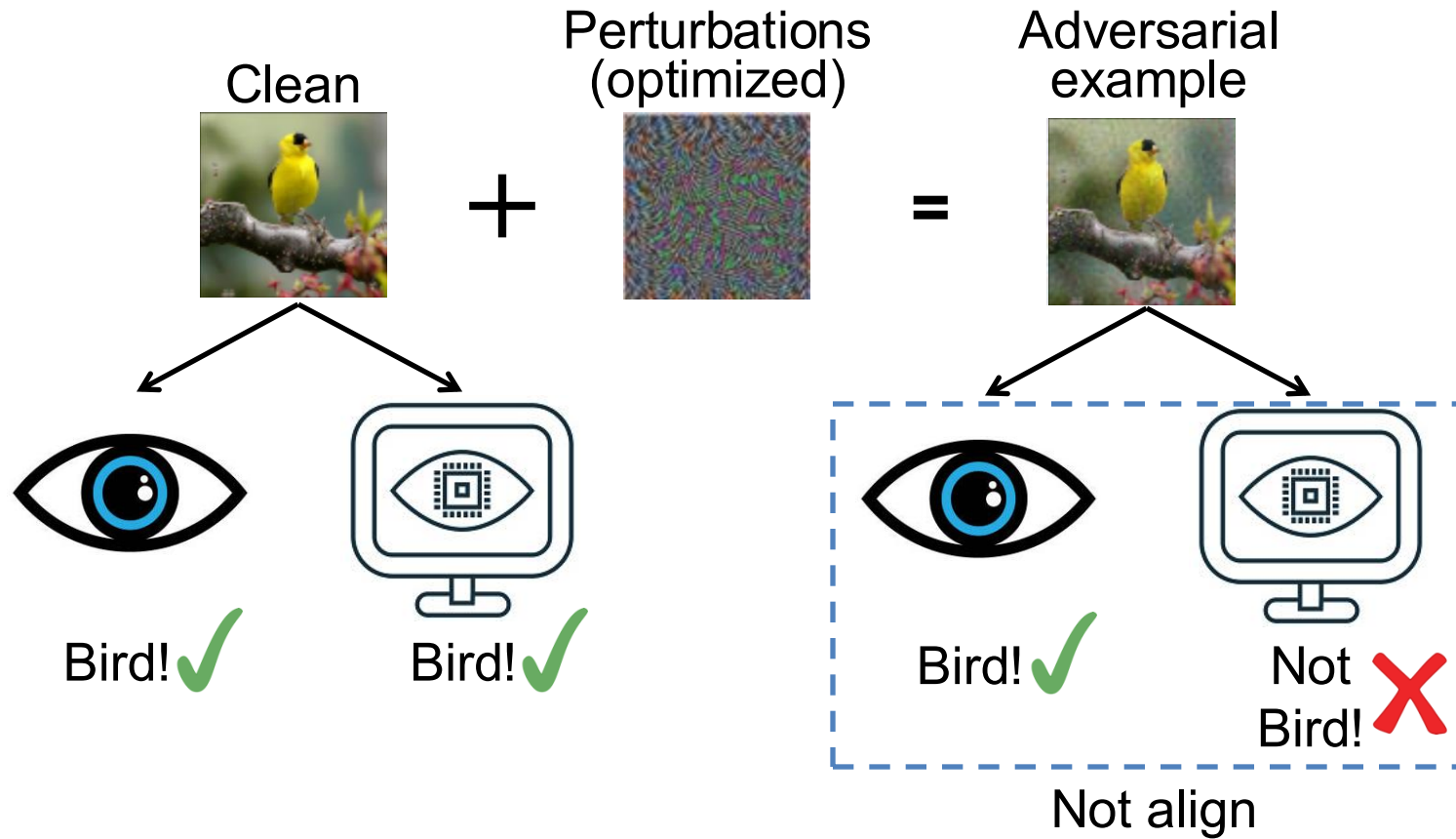
Definition



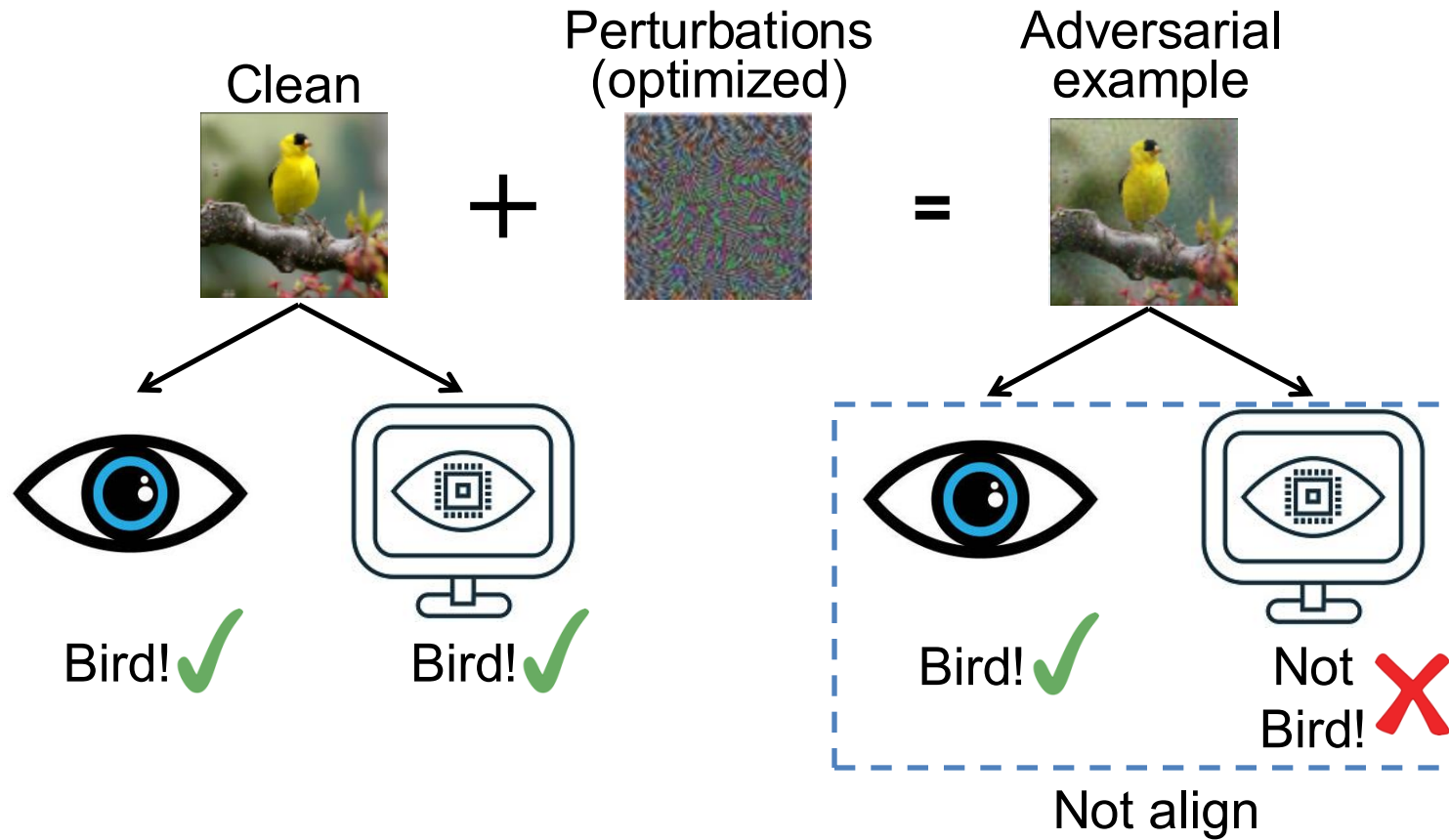
Definition



Definition



Definition



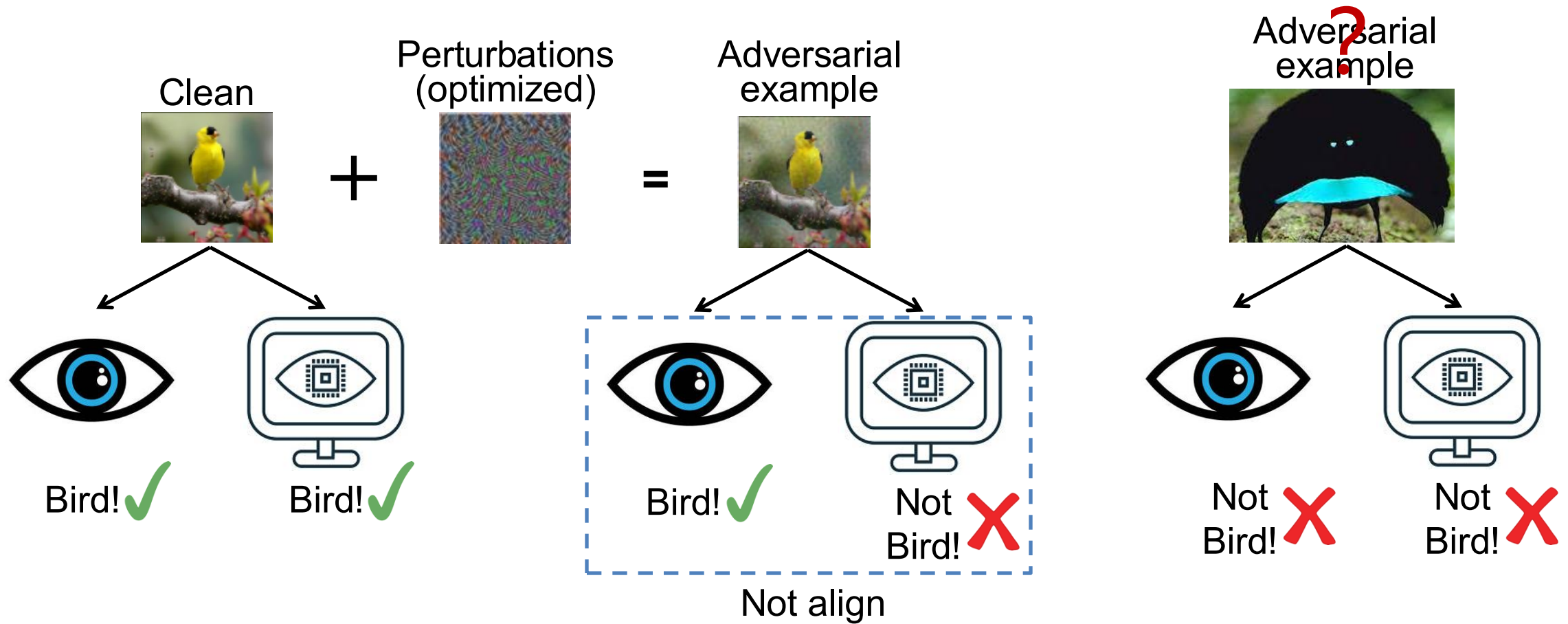
CAPTCHA (Completely Automated Public Turing test to tell Computers and Humans Apart)

Please click each image containing a planet

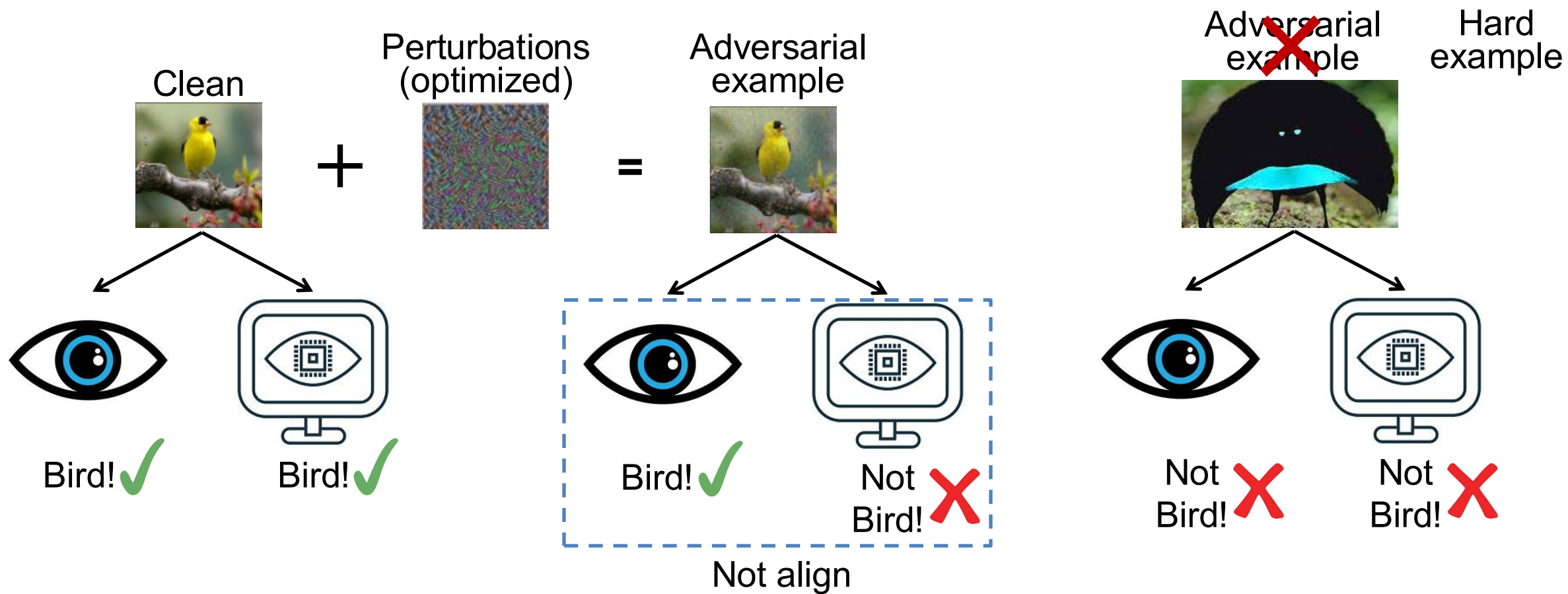
If there are None, click Skip



Definition



Definition



Why do Adversarial Examples Exist?

Train



Why do Adversarial Examples Exist?

Train



Test



Why do Adversarial Examples Exist?

Train



Test



Why do Adversarial Examples Exist?

Training data
“dog”



features

sunny

dog

moving

Training data
“cat”



features

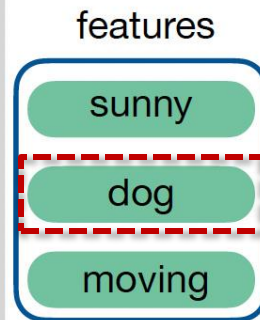
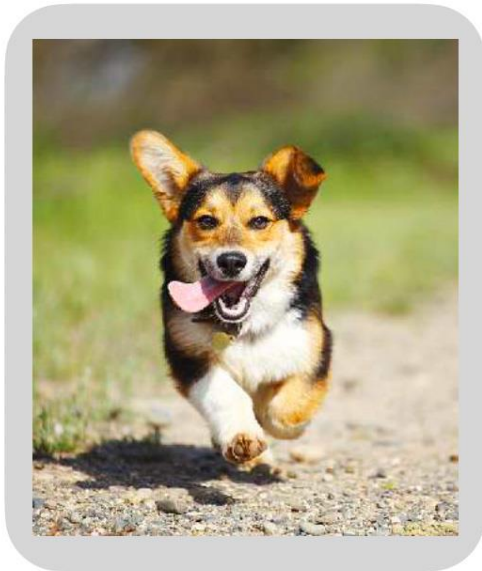
shady

cat

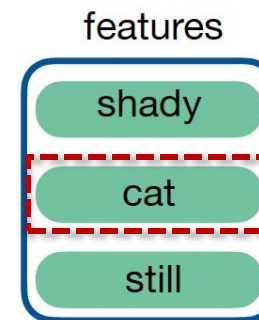
still

Why do Adversarial Examples Exist?

Training data
“dog”

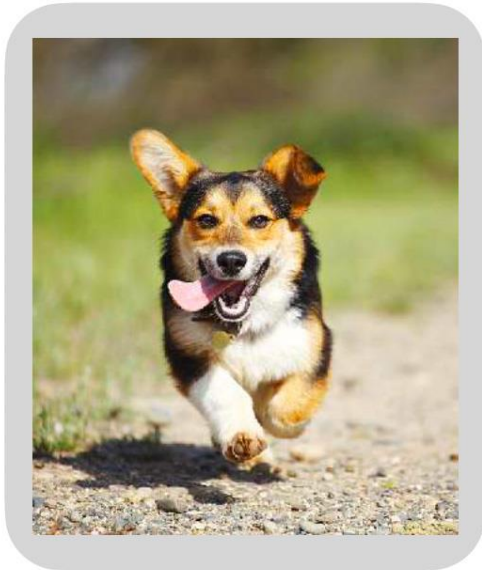


Training data
“cat”

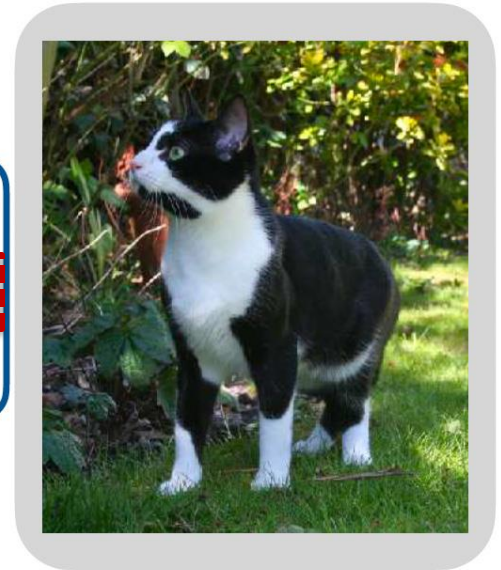


Why do Adversarial Examples Exist?

Training data
“dog”



Training data
“cat”



Why do Adversarial Examples Exist?

Train



Test



Why do Adversarial Examples Exist?

Train



Test

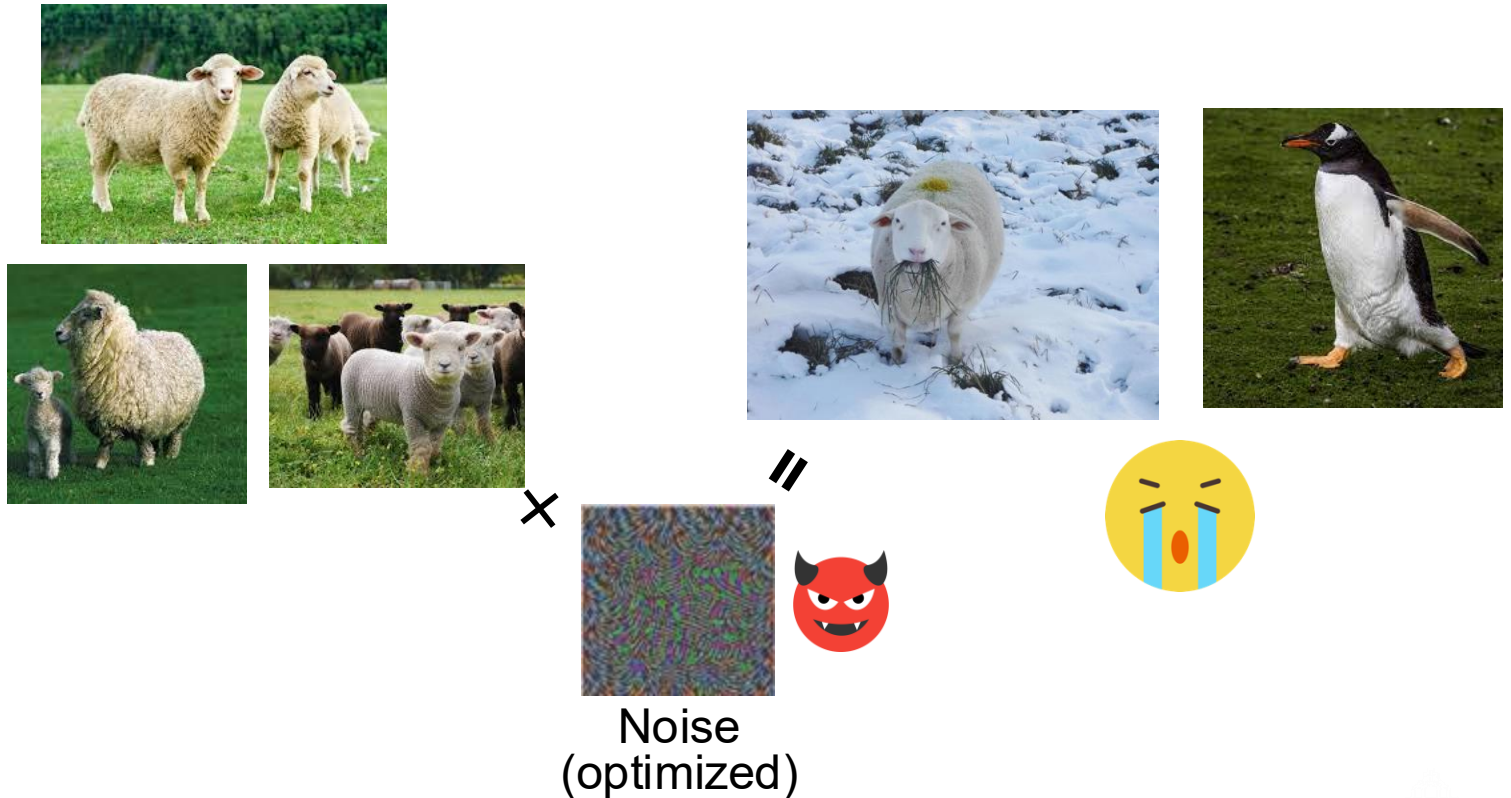


Why do Adversarial Examples Exist?

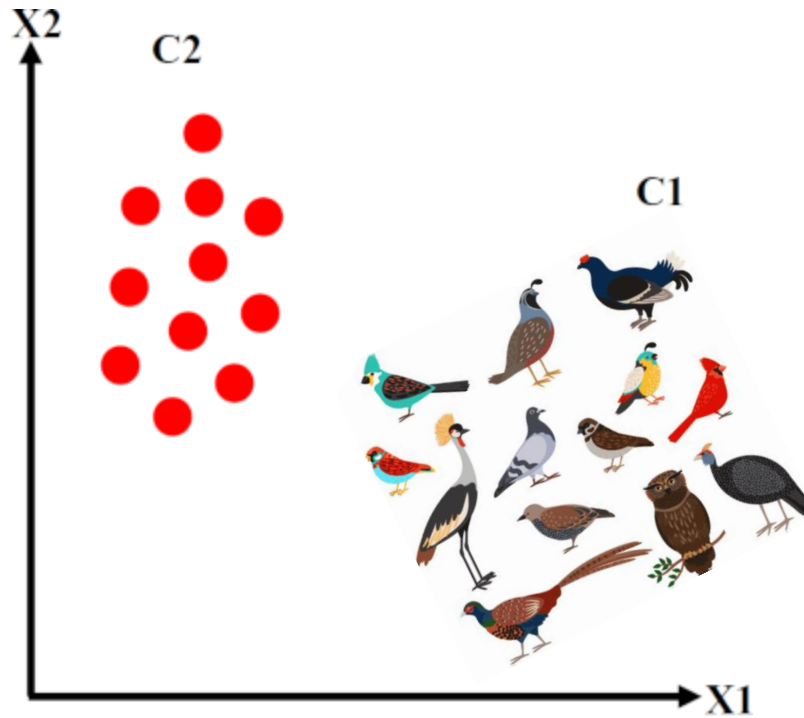
Train



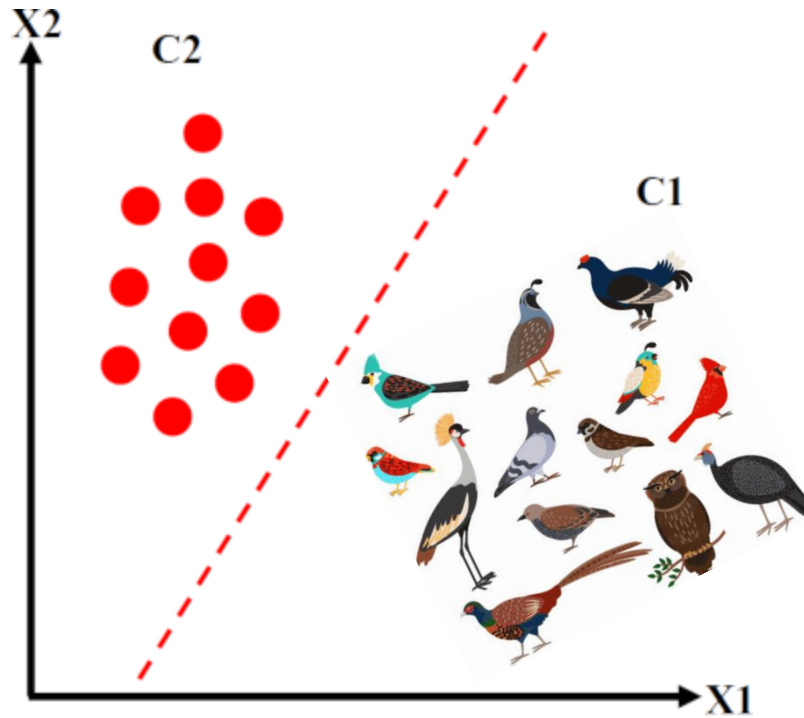
Test



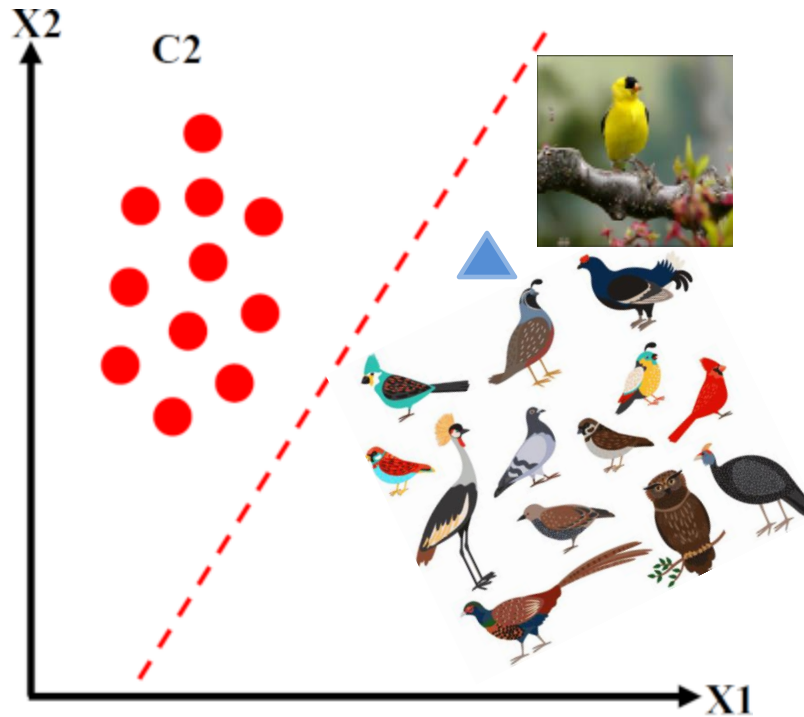
How Can We Generate Adversarial Examples?



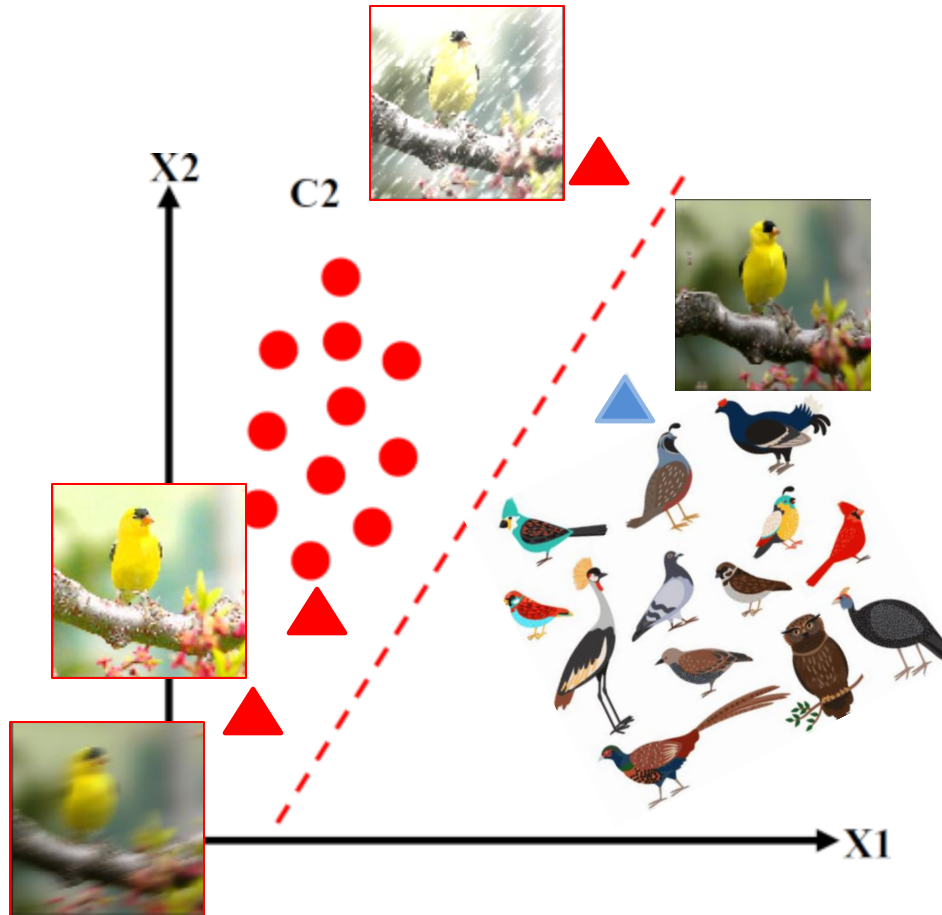
How Can We Generate Adversarial Examples?



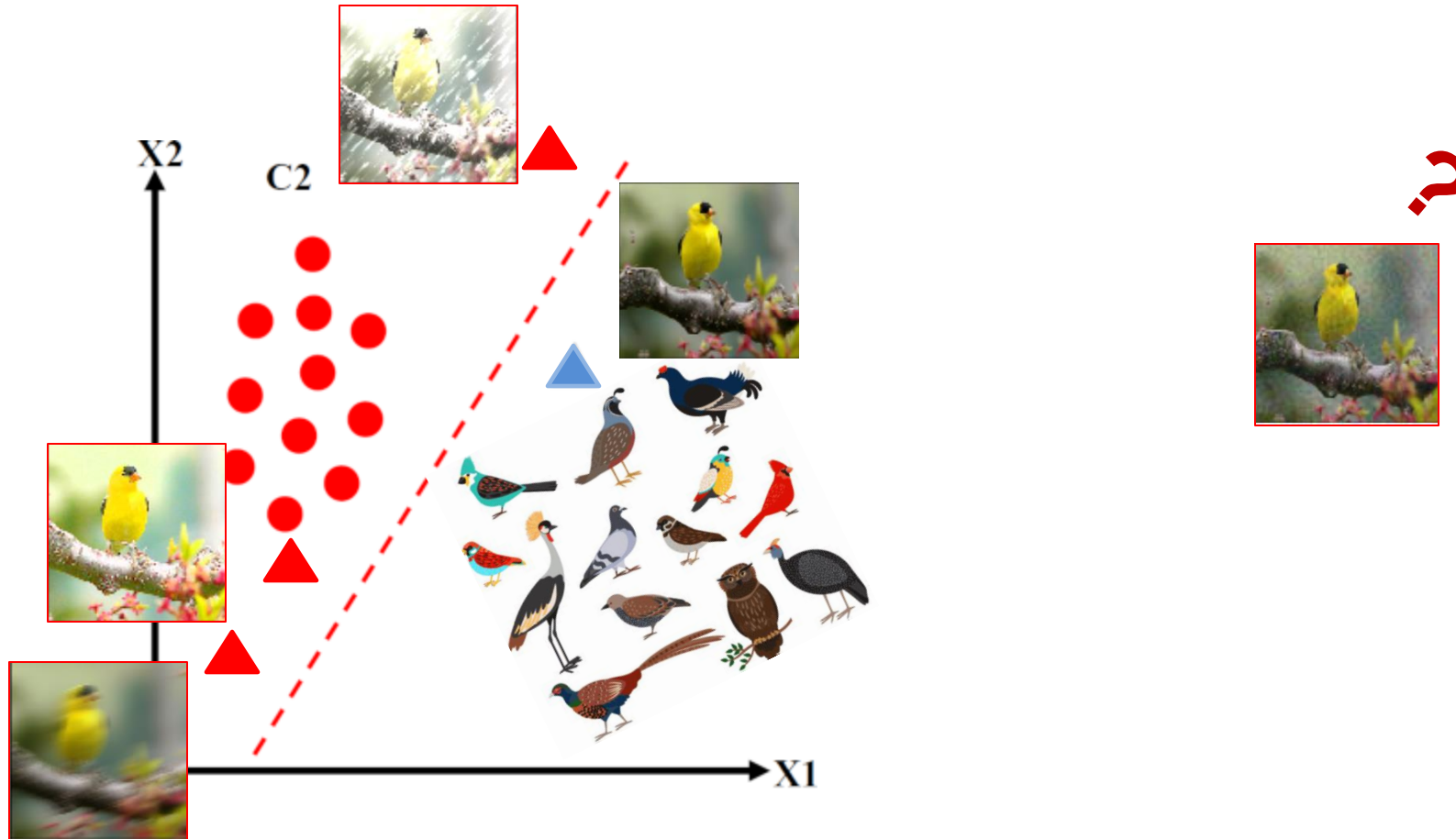
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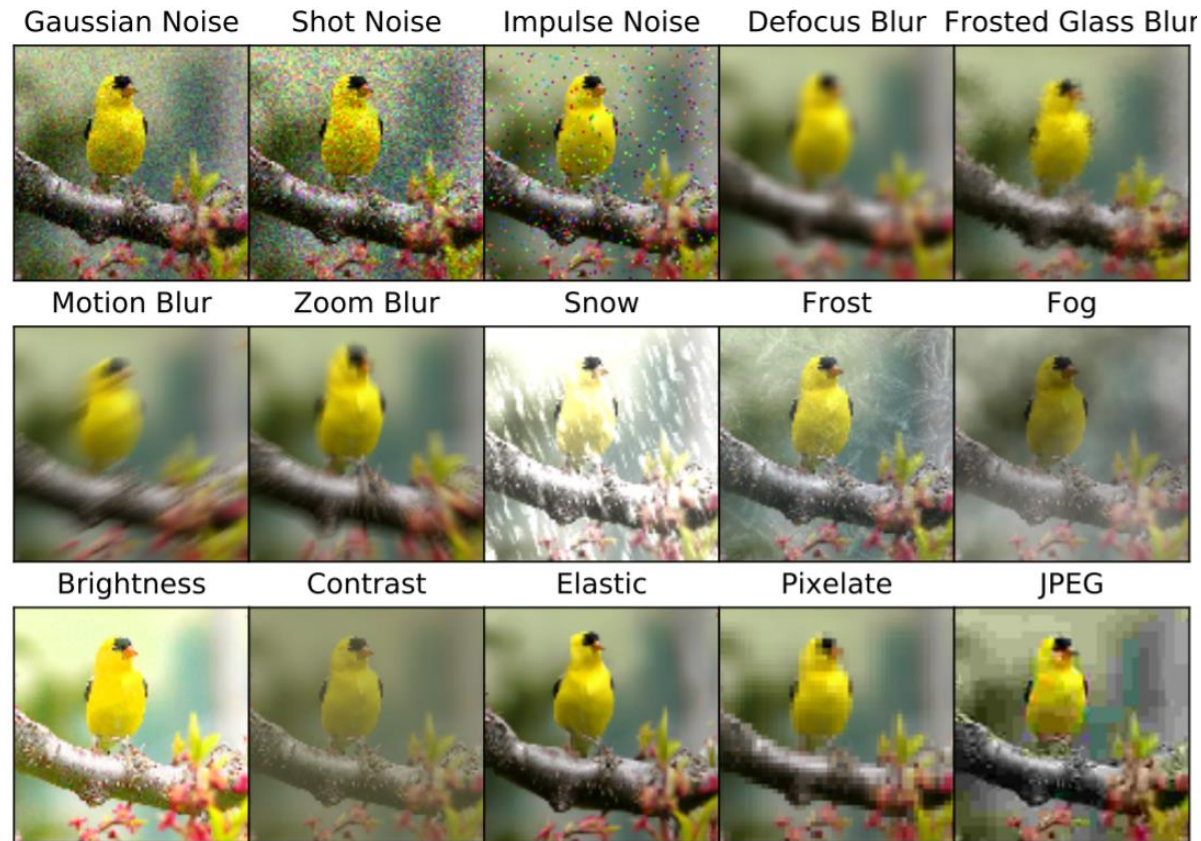
How Can We Generate Adversarial Examples?



How Can We Generate Adversarial Examples?



Noisy Examples → Adversarial Examples

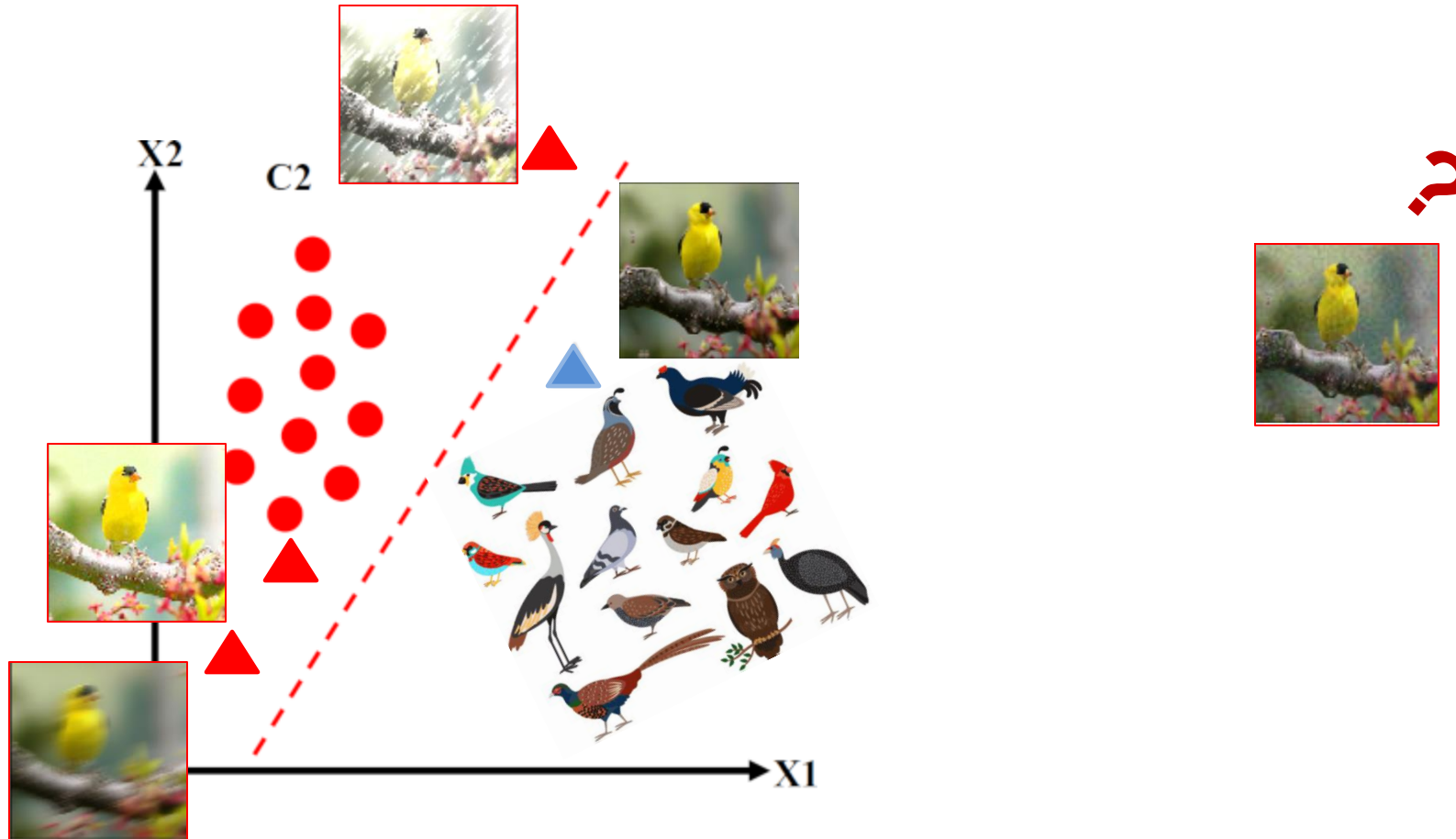


Average-case

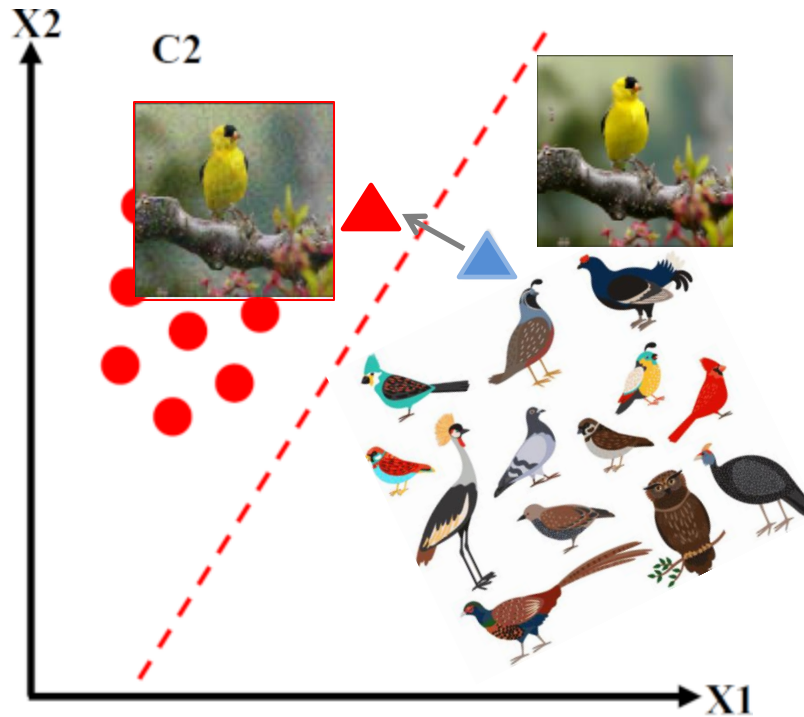


Worst-case
(optimized)

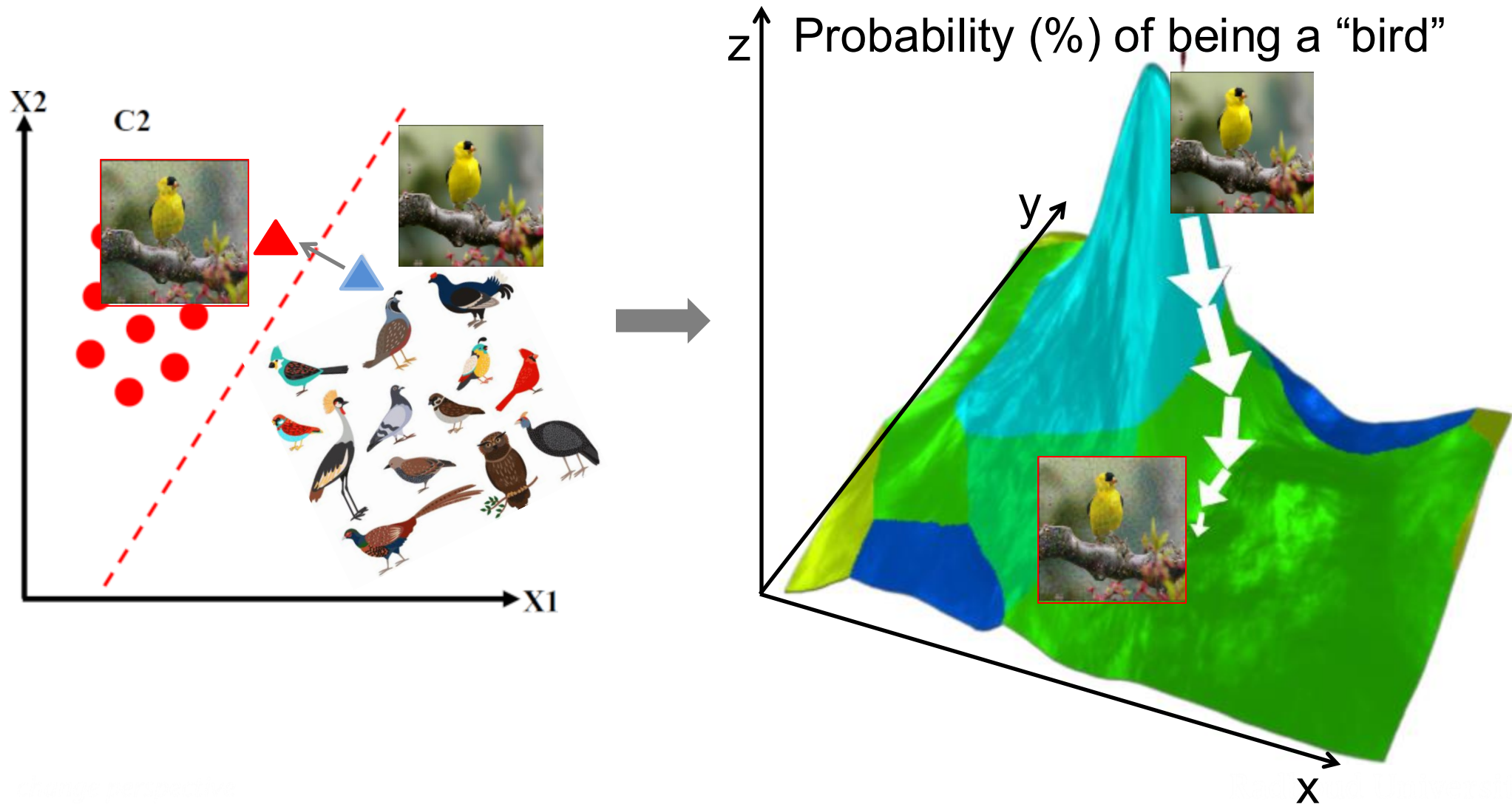
How Can We Generate Adversarial Examples?



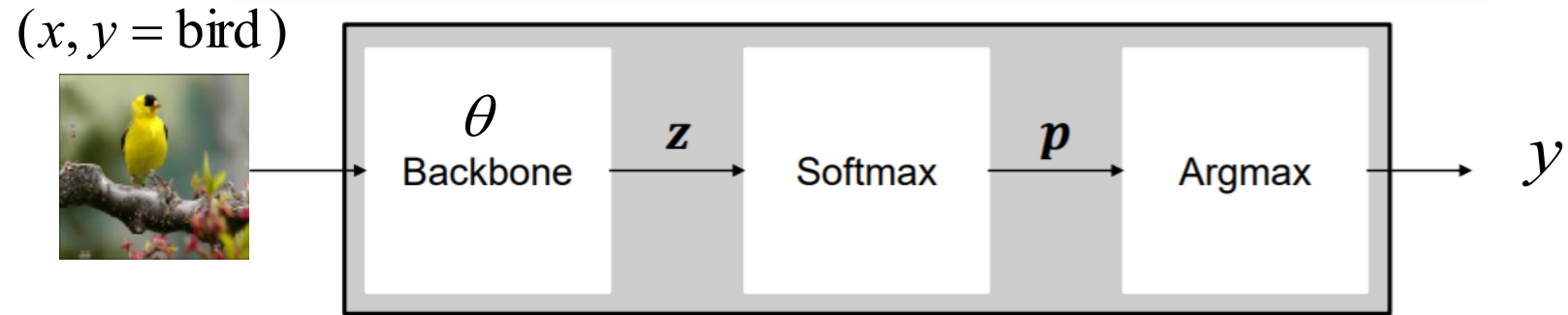
How Can We Generate Adversarial Examples?



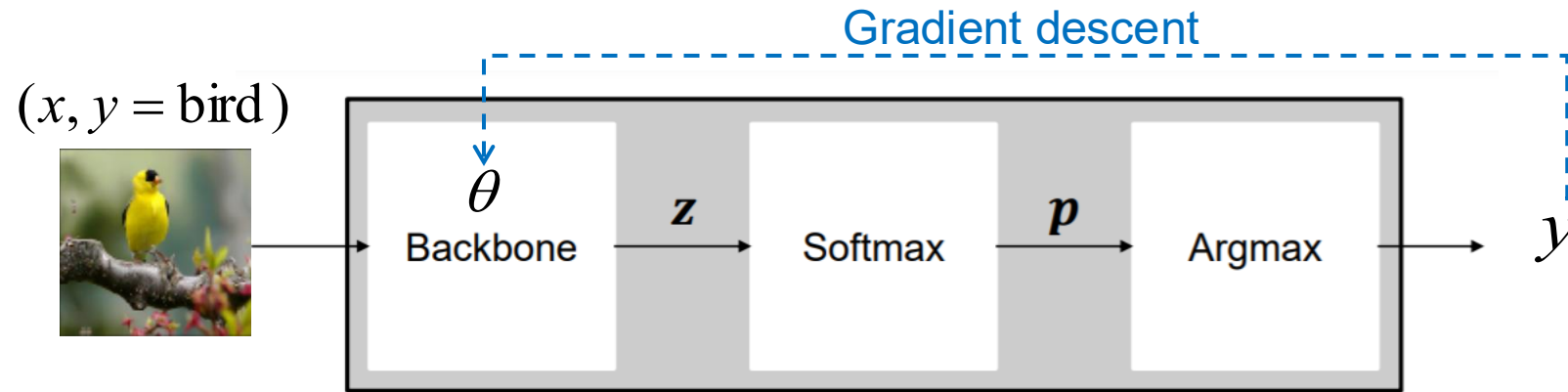
How Can We Generate Adversarial Examples?



Optimization: Formulation



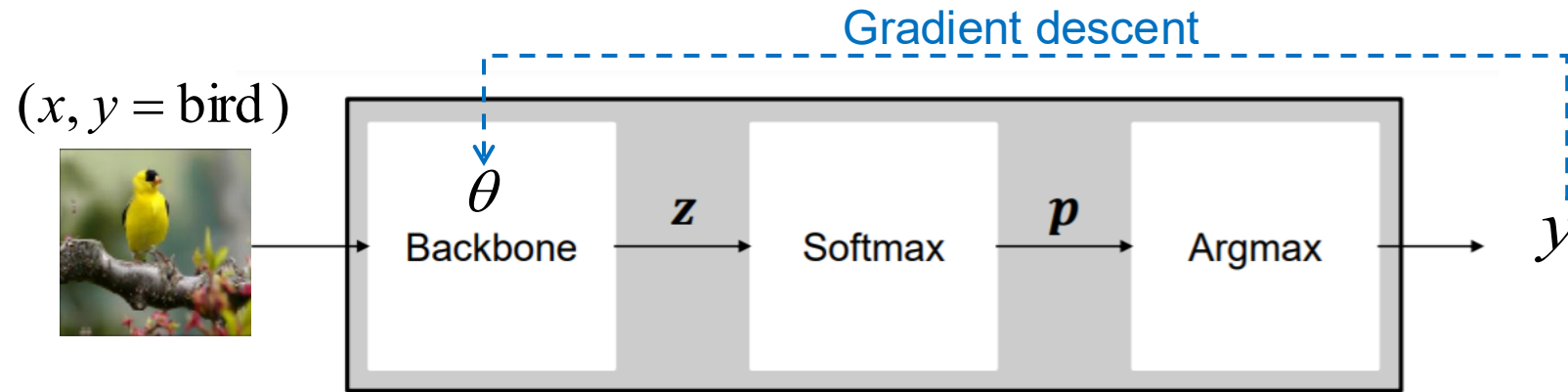
Optimization: Formulation



Model training

$$\theta' = \arg \min_{\theta} d(y, y_{\text{bird}})$$

Optimization: Formulation

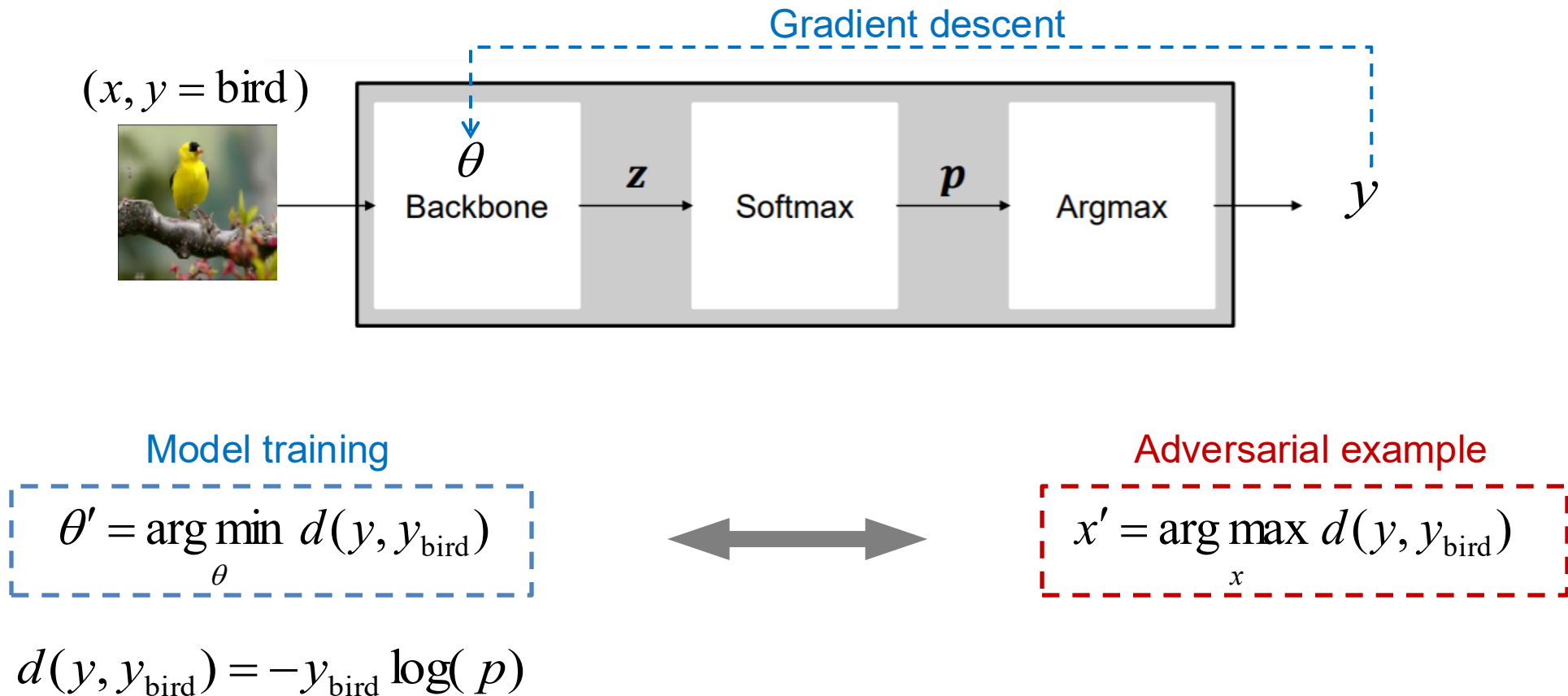


Model training

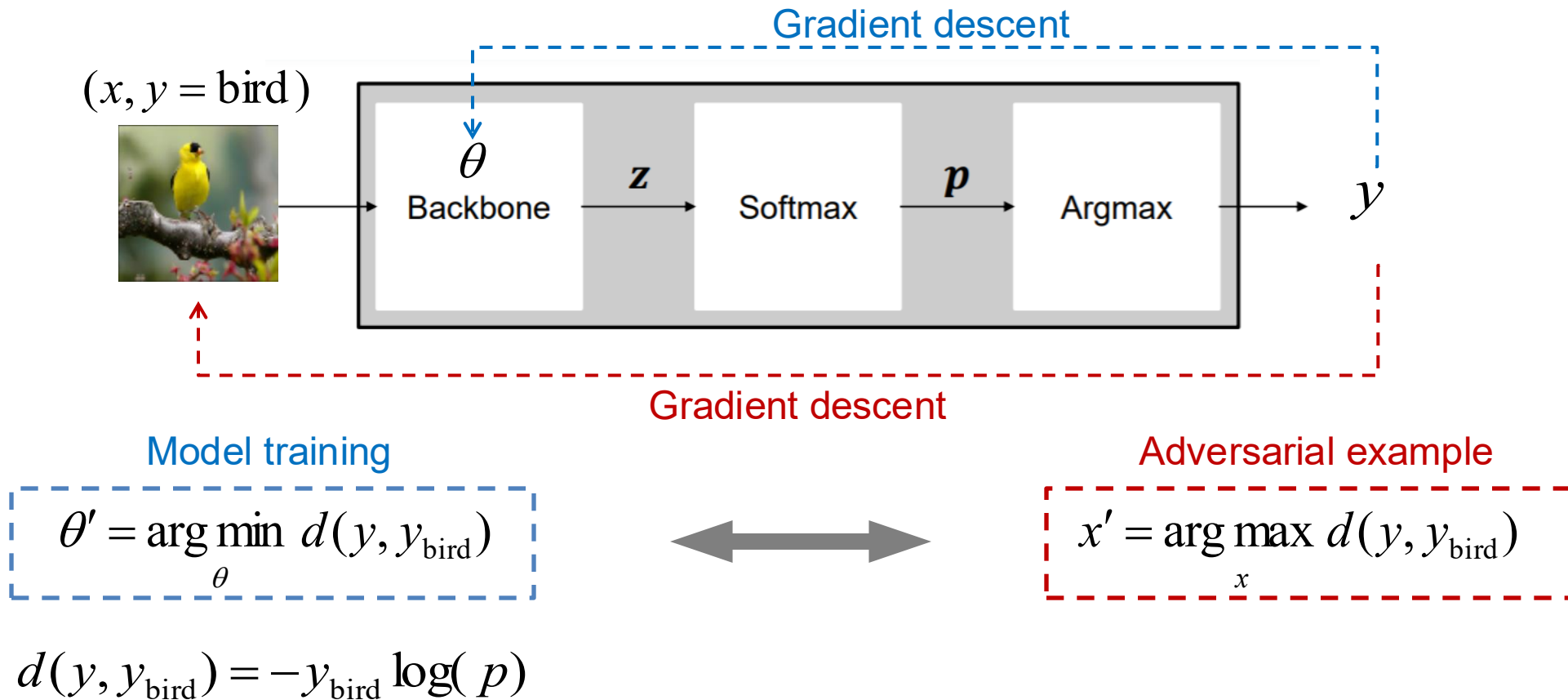
$$\theta' = \arg \min_{\theta} d(y, y_{\text{bird}})$$

$$d(y, y_{\text{bird}}) = -y_{\text{bird}} \log(p)$$

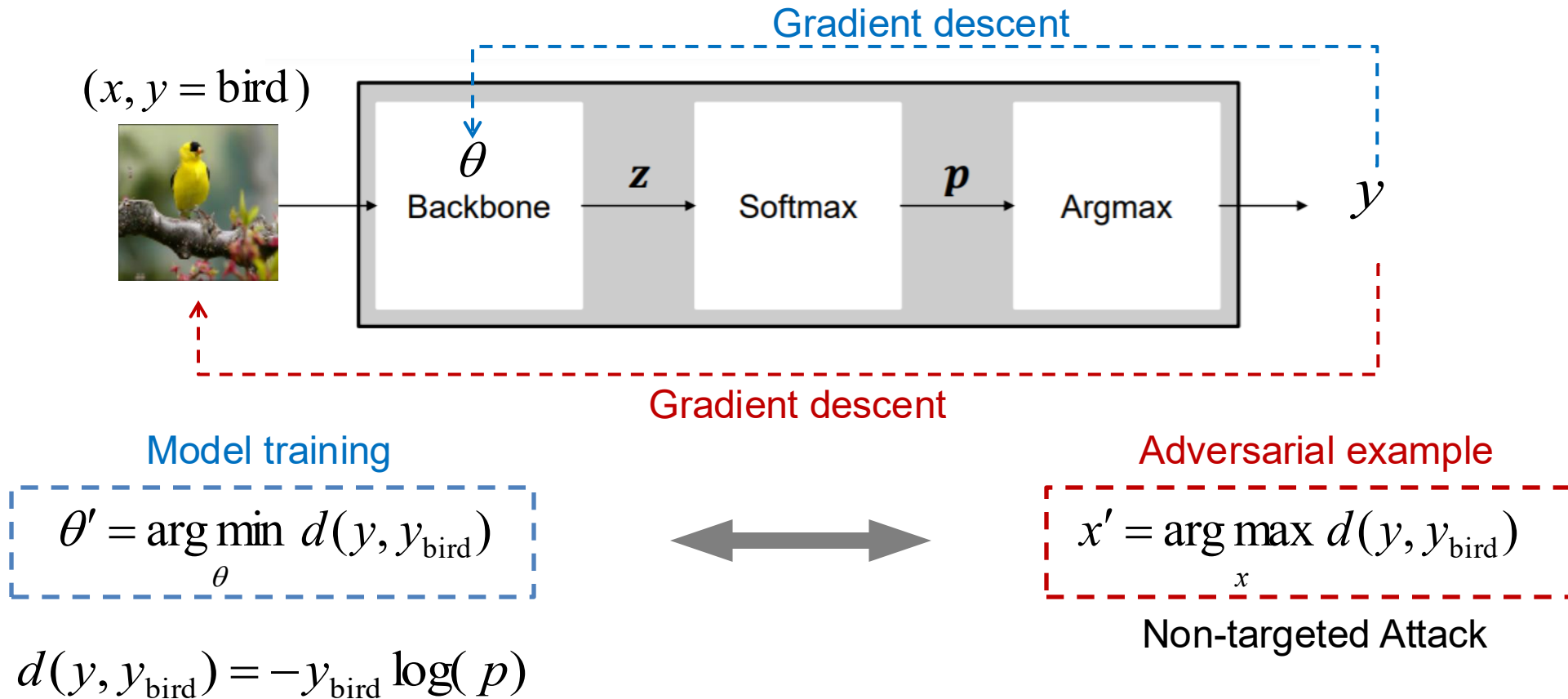
Optimization: Formulation



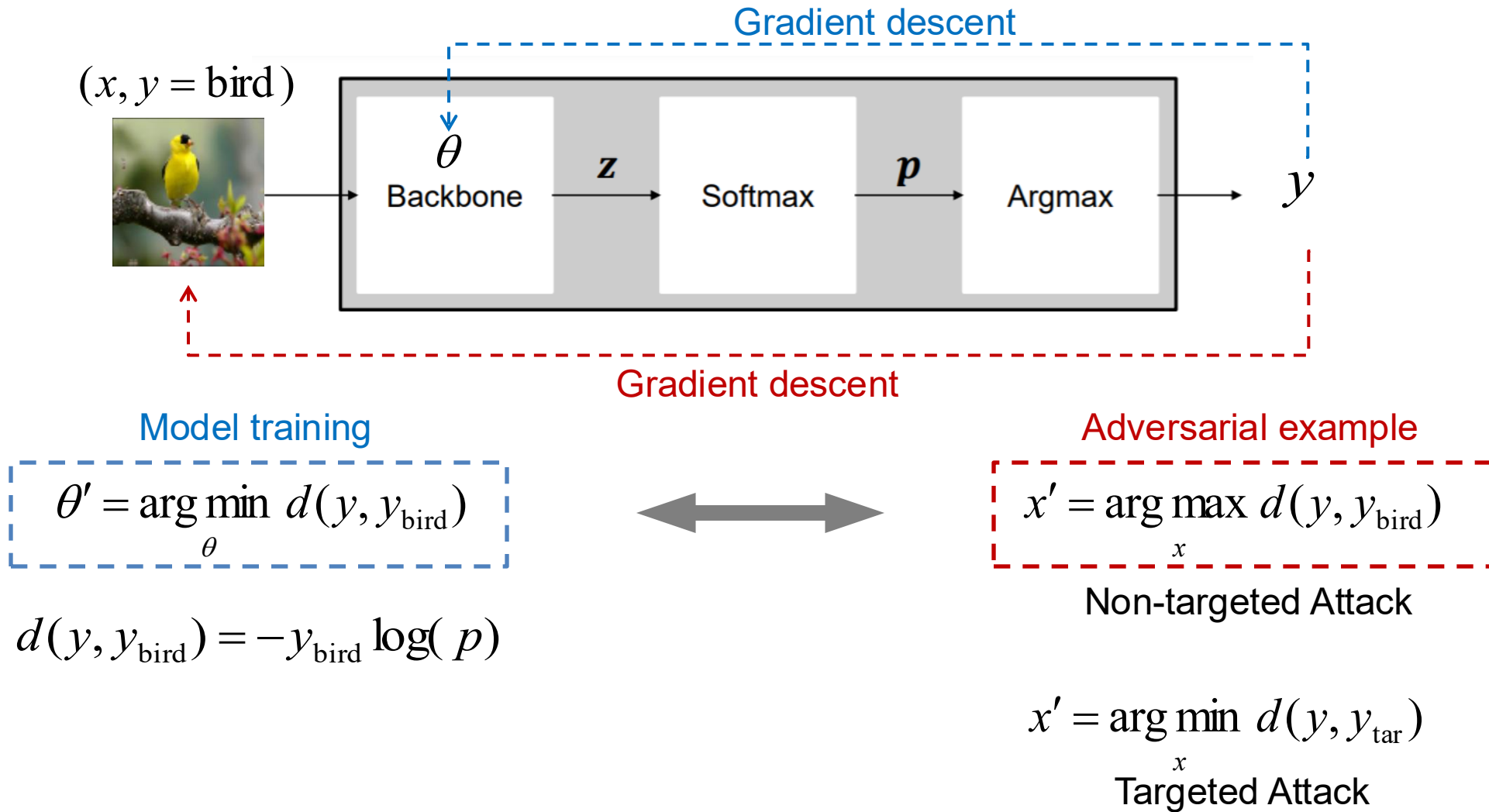
Optimization: Formulation



Optimization: Formulation



Optimization: Formulation



Optimization: Perturbation Constraint ε

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$

s.t. $\left\| \begin{array}{c} \text{img} \\ x' \end{array} - \begin{array}{c} \text{img} \\ x \end{array} \right\|_p \leq \varepsilon$



x'



x

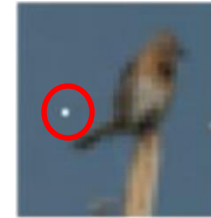
Optimization: Perturbation Constraint ε

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$

s.t. $\left\| \begin{array}{c} \text{Image } x' \\ \text{Image } x \end{array} - \begin{array}{c} \text{Image } x' \\ \text{Image } x \end{array} \right\|_p \leq \varepsilon$

L0-norm :

$d = \text{num}(\Delta x_n)$; **number**



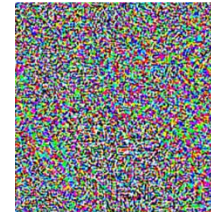
Bird (Airplane)

L1-norm :

$d = |\Delta x_1| + |\Delta x_2| + \dots$; total **value**

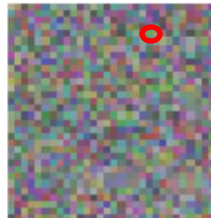
L2-norm :

$d = \Delta x_1^2 + \Delta x_2^2 + \dots$; total **value**



L^∞ -norm:

$d = \max(\Delta x_1, \Delta x_2, \dots)$; max **value**



Optimization: Three Methods

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$

s.t. $\left\| \begin{array}{c} \text{img} \\ x' \end{array} - \begin{array}{c} \text{img} \\ x \end{array} \right\|_p \leq \varepsilon$



Method 1: Fast Gradient Sign Method (FGSM)

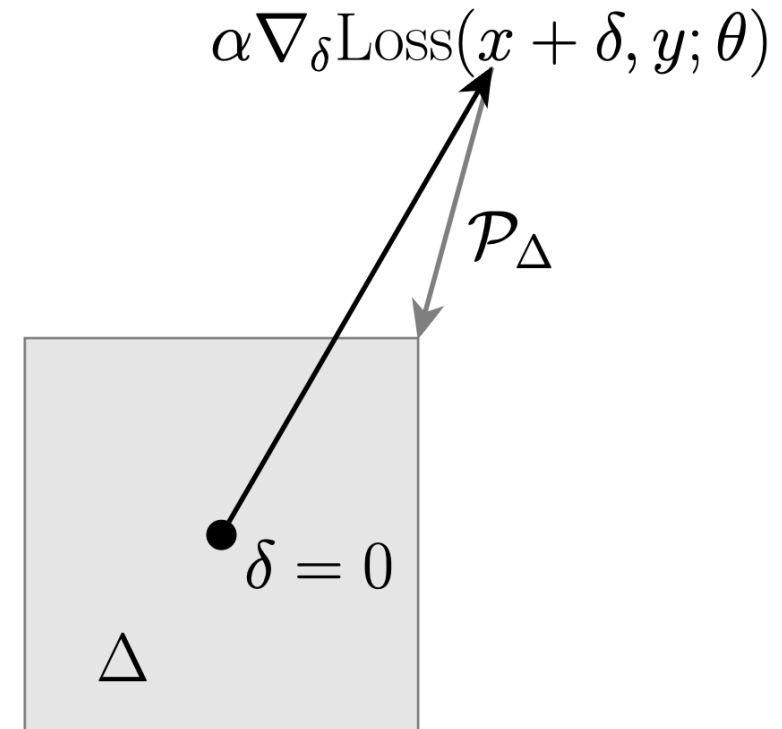
To be more concrete, take Δ to be the ℓ_∞ ball, $\Delta = \{\delta: \|\delta\|_\infty \leq \epsilon\}$, so projection takes the form

$$P_\Delta(\delta) = \text{Clip}(\delta, [-\epsilon, \epsilon])$$

As $\alpha \rightarrow \infty$, we always reach “corner” of the box, called fast gradient sign method (FGSM)

[Goodfellow et al., 2014]

$$\delta = \epsilon \cdot \text{sign}(\nabla_\delta \text{Loss}(x + \delta, y; \theta))$$



Method 2: Projected Gradient Descent (PGD)

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$

s.t. $\left\| \begin{array}{c} \text{img} \\ x' \end{array} - \begin{array}{c} \text{img} \\ x \end{array} \right\|_p \leq \varepsilon$

Method 2: Projected Gradient Descent (PGD)

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$



$$x'_0 = x,$$

$$x'_{i+1} = x'_i - \alpha(\nabla_x d(y, y_{\text{bird}}))$$

s.t. $\left\| \begin{array}{c} \text{img of } x' \\ x' \end{array} - \begin{array}{c} \text{img of } x \\ x \end{array} \right\|_p \leq \epsilon$



Method 2: Projected Gradient Descent (PGD)

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$



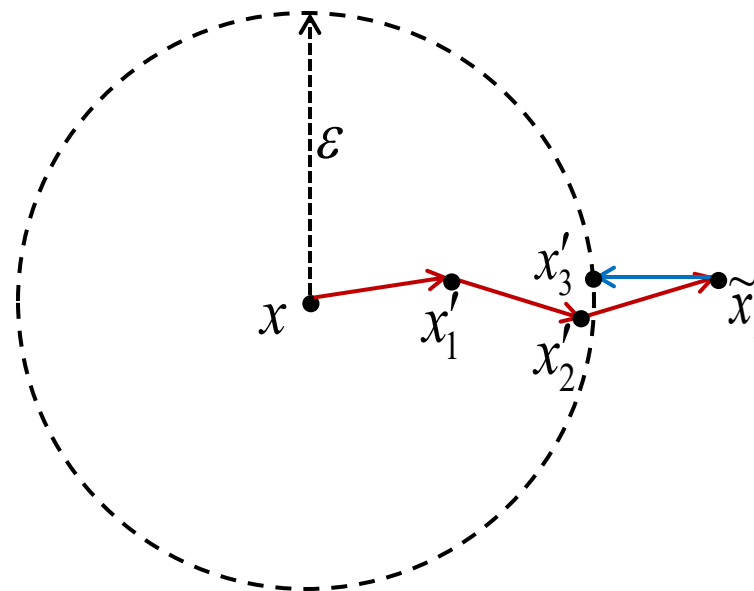
$$x'_0 = x,$$

$$x'_{i+1} = x'_i - \alpha(\nabla_x d(y, y_{\text{bird}}))$$

s.t. $\left\| \begin{array}{c} \text{Image of bird } x' \\ x' \end{array} - \begin{array}{c} \text{Image of bird } x \\ x \end{array} \right\|_p \leq \epsilon$



$$x' \leftarrow \text{project}(x' - x, -\epsilon, \epsilon)$$



Method 2: Projected Gradient Descent (PGD)

```
# PGD Attack
# MNIST init
def pgd_attack(model, images, labels, eps=0.3, alpha=2/255, iters=40) :
    images = images.to(device)
    labels = labels.to(device)
    loss = nn.CrossEntropyLoss()

    ori_images = images.data

    for i in range(iters) :
        images.requires_grad = True
        outputs = model(images)


        model.zero_grad()
        cost = loss(outputs, labels).to(device)
        cost.backward()

        adv_images = images + alpha*images.grad.sign()
        eta = torch.clamp(adv_images - ori_images, min=-eps, max=eps)
        images = torch.clamp(ori_images + eta, min=0, max=1).detach_()

    return images
```

Method 3: Joint Optimization


Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$ s.t. $\left\| \begin{array}{c} \text{img}_{x'} - \text{img}_x \end{array} \right\|_p \leq \varepsilon$



$$x' = \arg \max_x d(y, y_{\text{bird}}) - \lambda \cdot \|x' - x\|_p$$

Method 3: Joint Optimization

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$ s.t. $\left\| \begin{array}{c} \text{img}_{x'} - \text{img}_x \end{array} \right\|_p \leq \varepsilon$



$$x' = \arg \max_x d(y, y_{\text{bird}}) - \lambda \cdot \|x' - x\|_p \quad \|x' - x\|_{p=2} = \sqrt{\sum_{k=1}^n (x'_k - x_k)^2}$$

Method 3: Joint Optimization

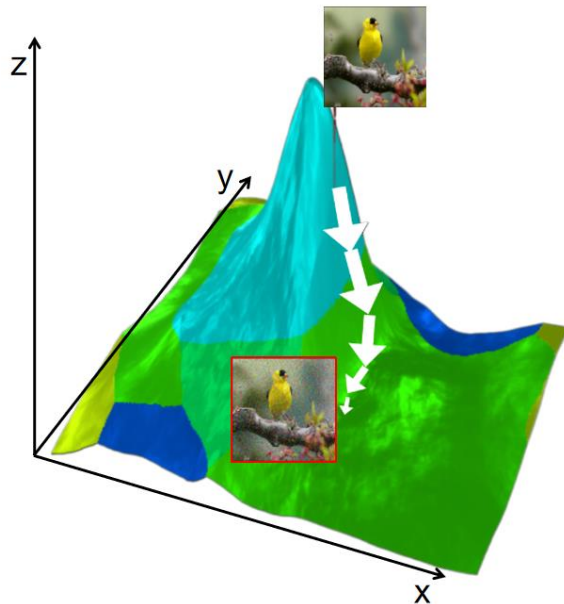
Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$ s.t. $\| \text{img}_{x'} - \text{img}_x \|_p \leq \varepsilon$



$$x' = \arg \max_x d(y, y_{\text{bird}}) - \lambda \cdot \|x' - x\|_p$$

L_{joint}

$$\|x' - x\|_{p=2} = \sqrt{\sum_{k=1}^n (x'_k - x_k)^2}$$



$$x'_0 = x,$$

$$x'_{i+1} = x'_i - \alpha \cdot (\nabla_x L_{\text{joint}})$$

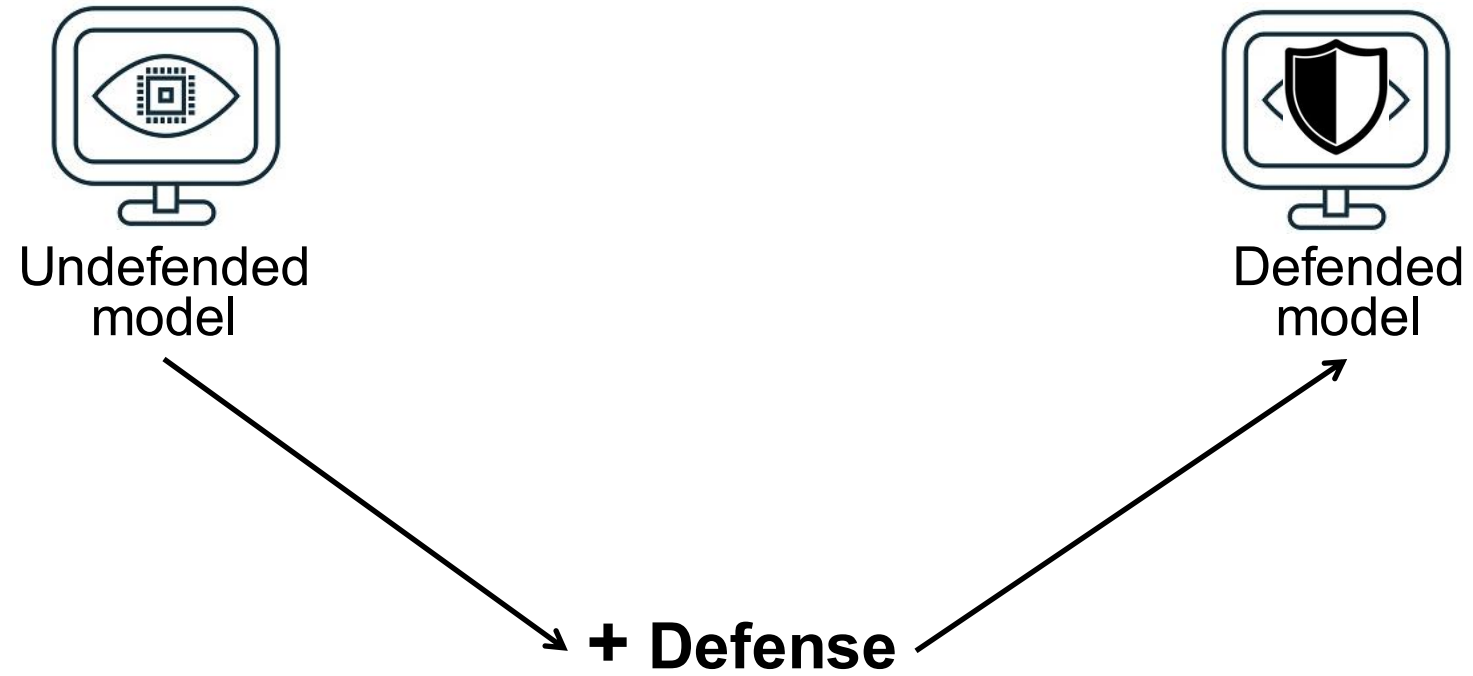
(Empirical) Defenses

- **Black-box:**
Attack doesn't know defense
- **White-box:**
Attack knows and can be adapted to defense

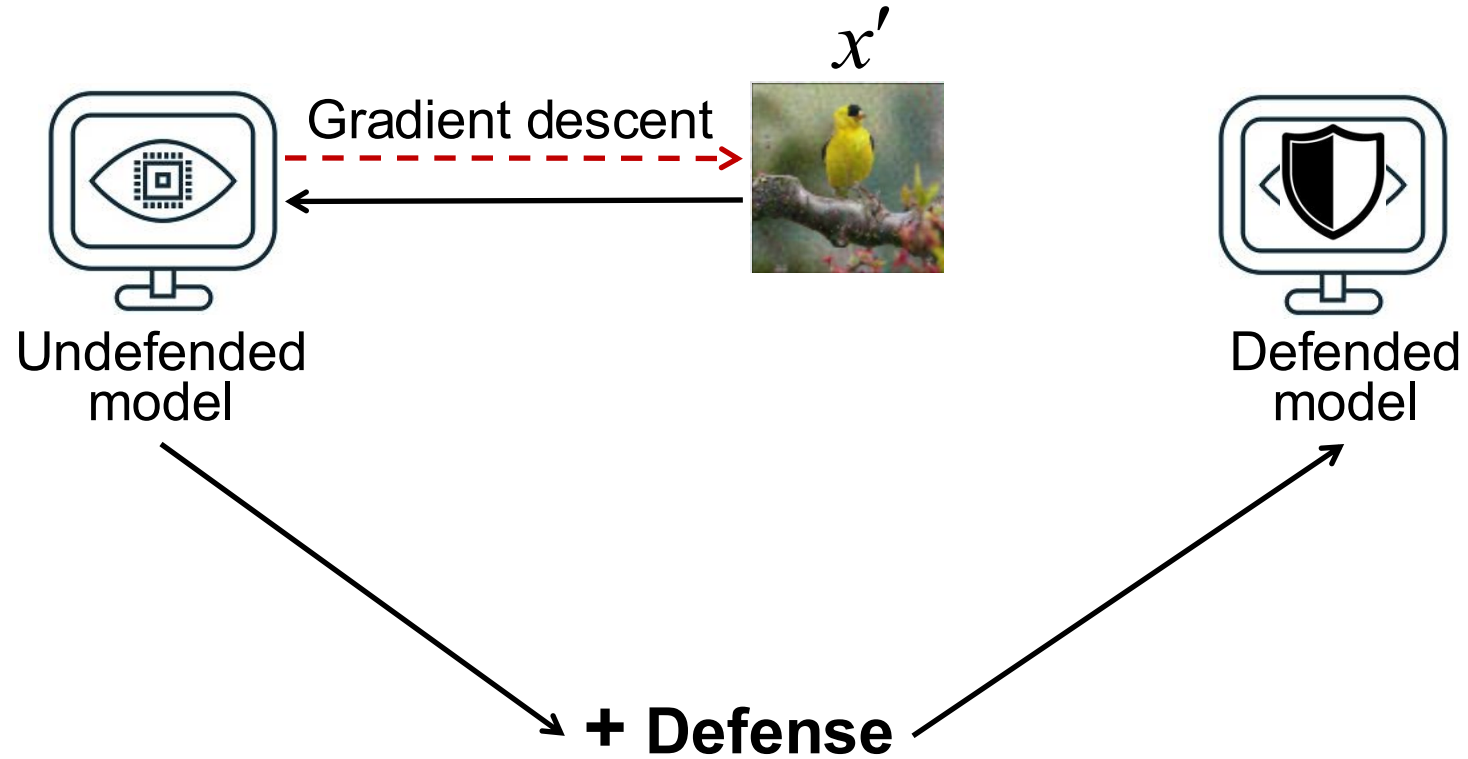


(Empirical) Defenses

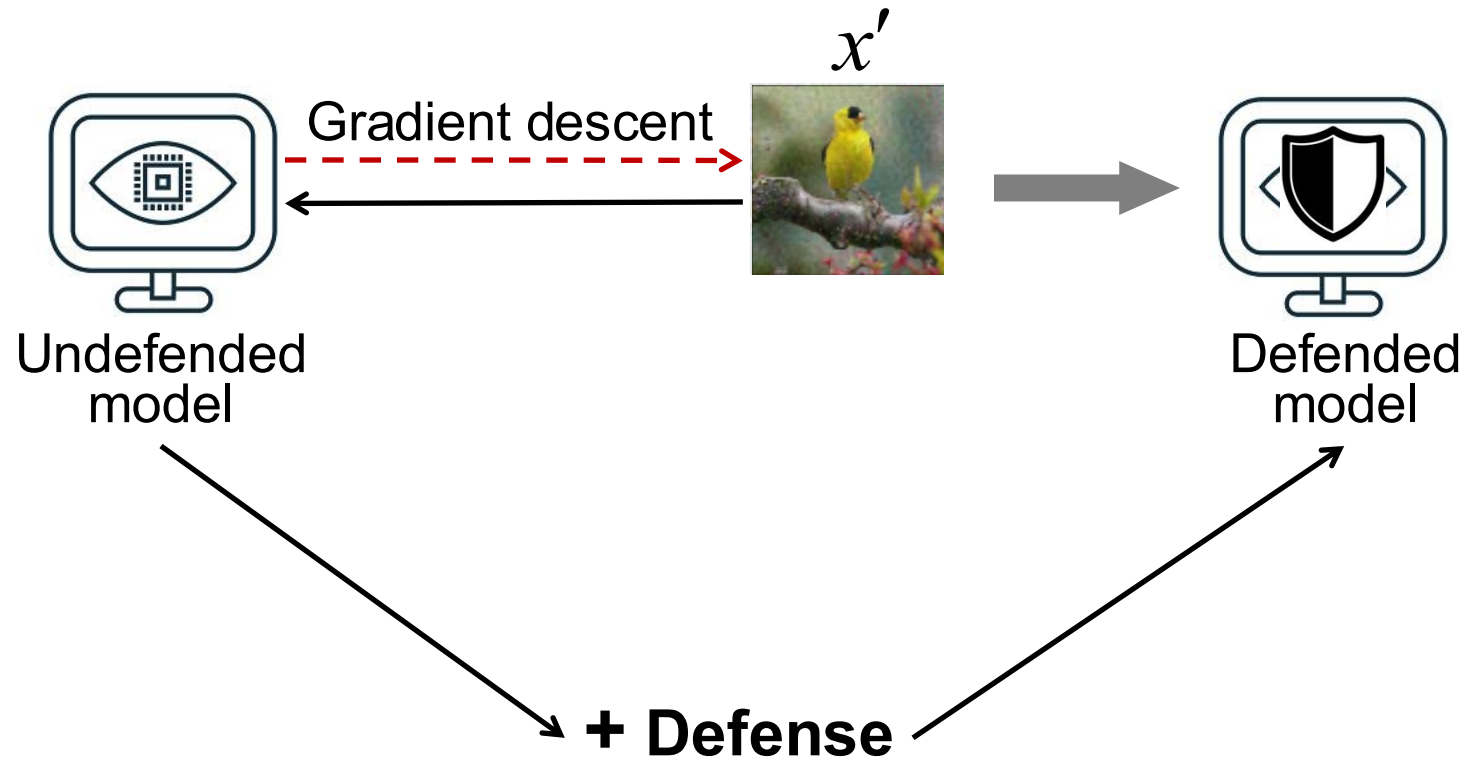
- **Black-box:**
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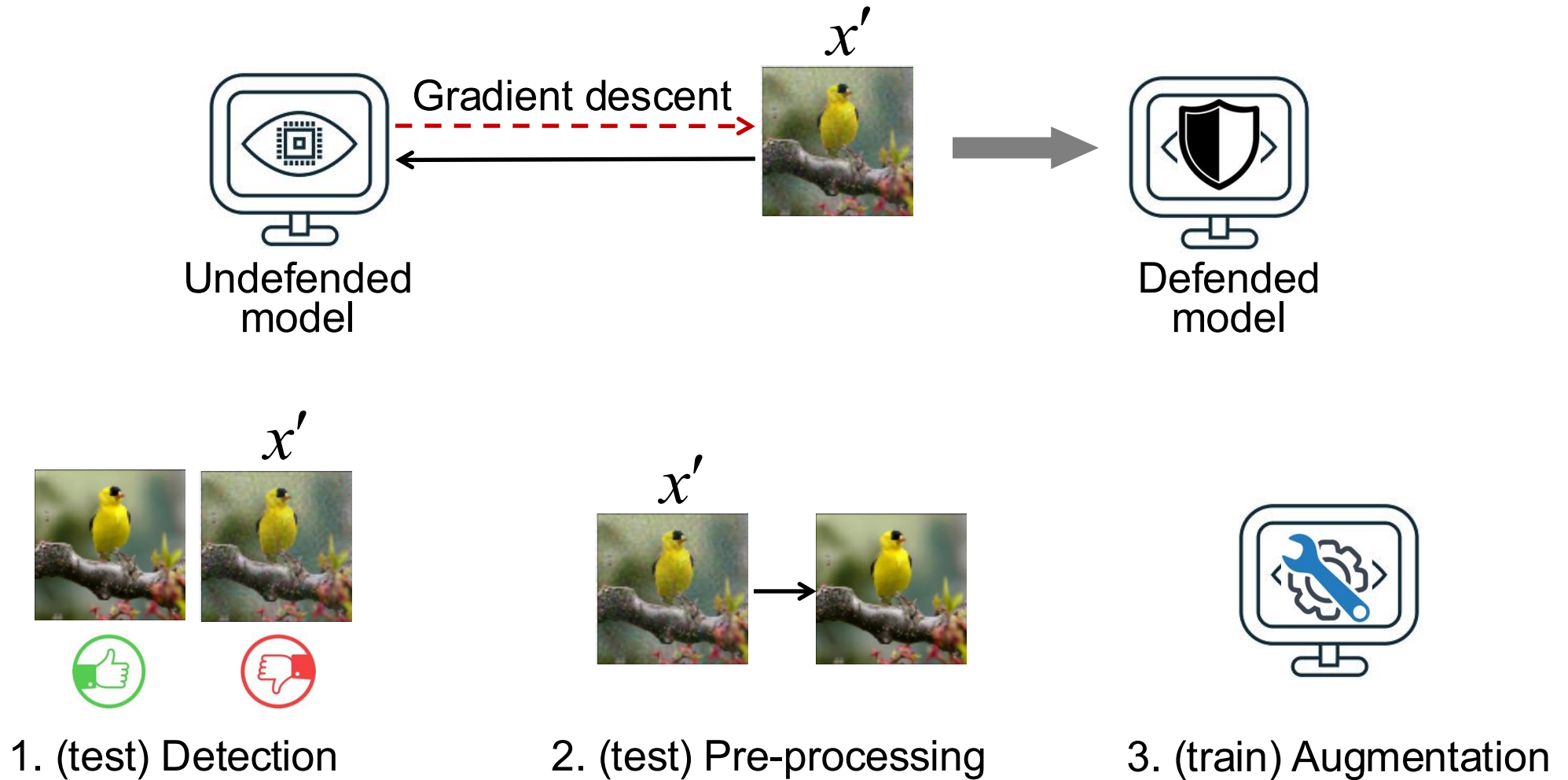
Black-box Defense



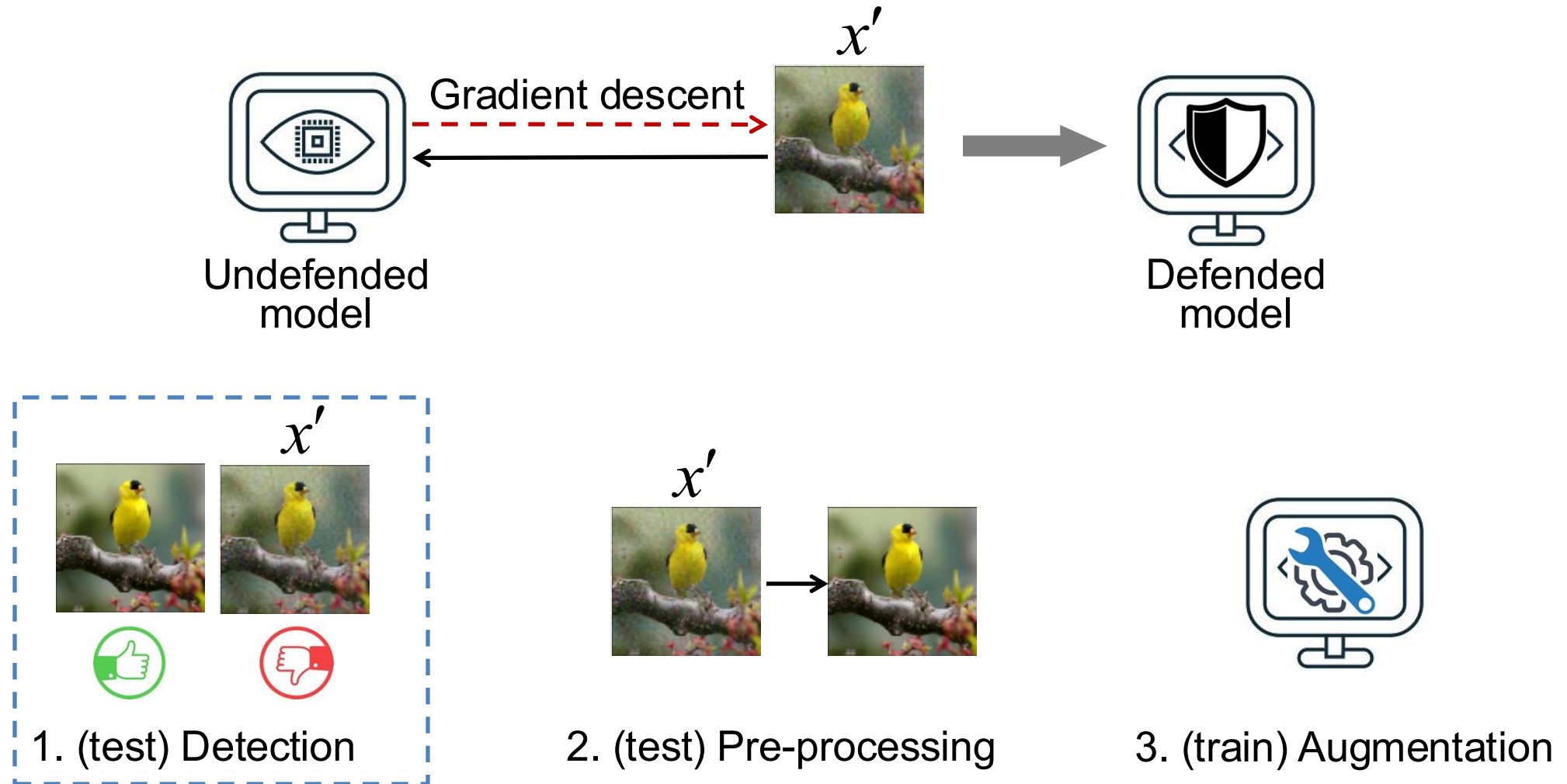
Black-box Defense



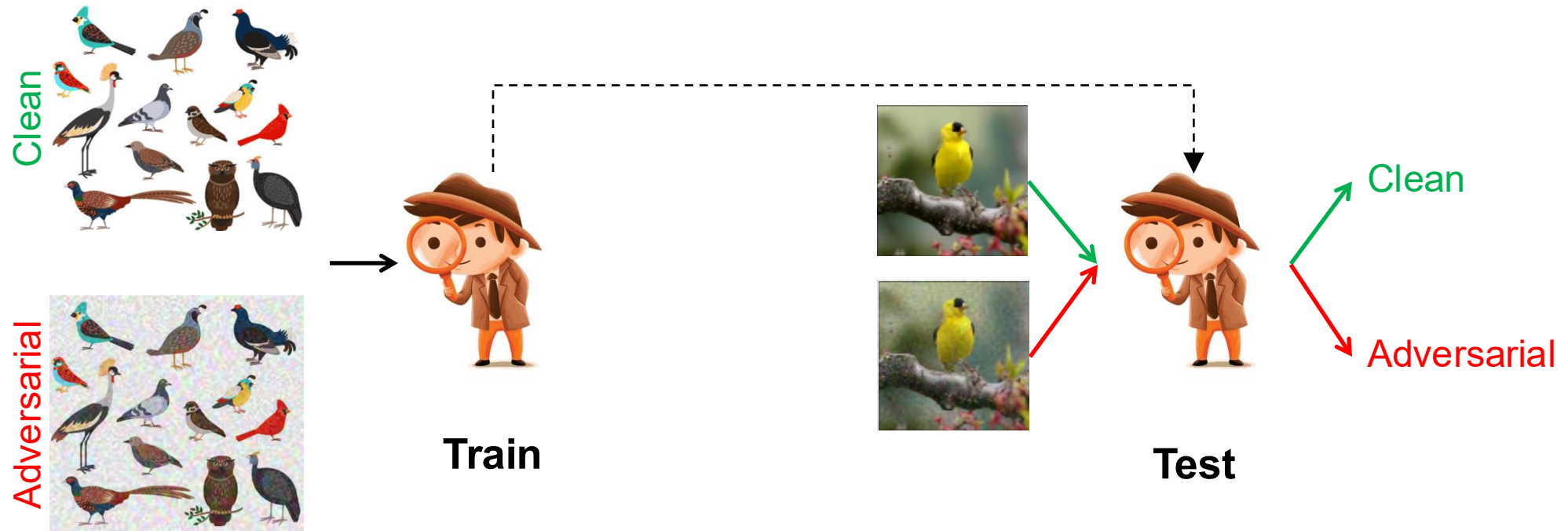
Black-box Defense



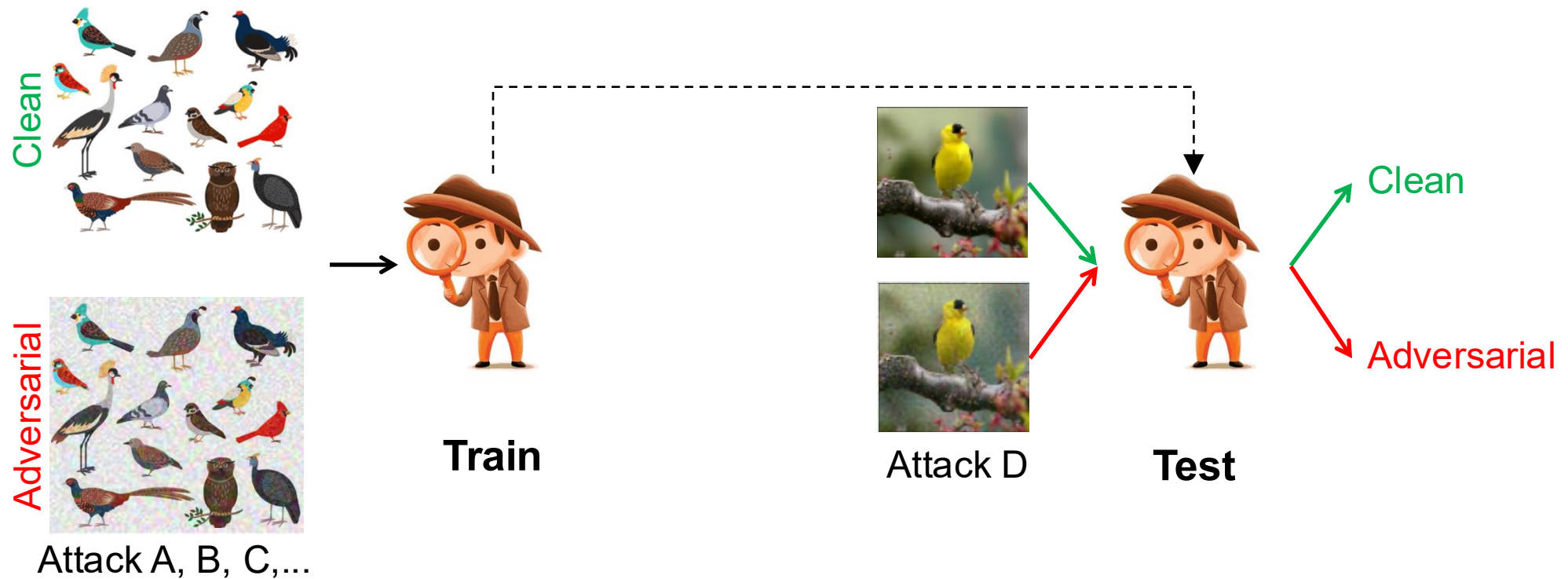
Black-box Defense



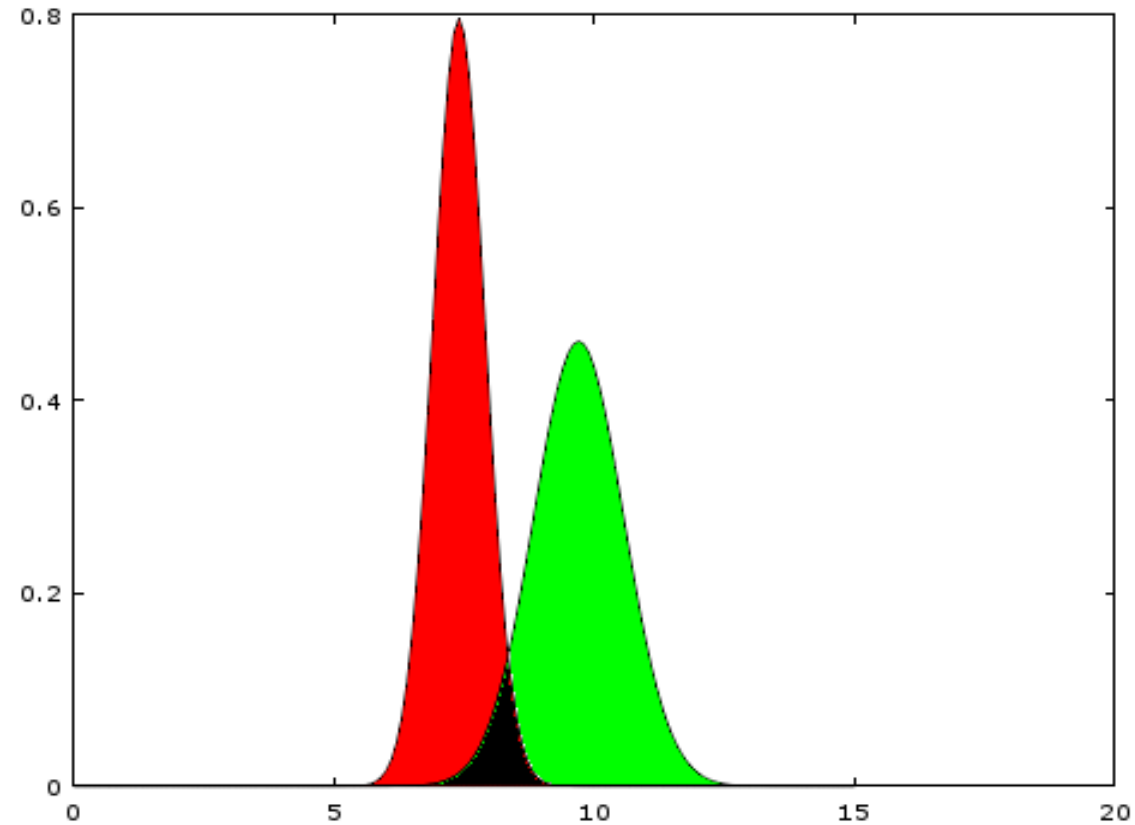
Black-box Defense: Detection



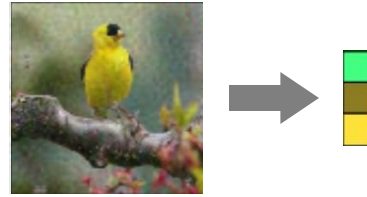
Black-box Defense: Detection



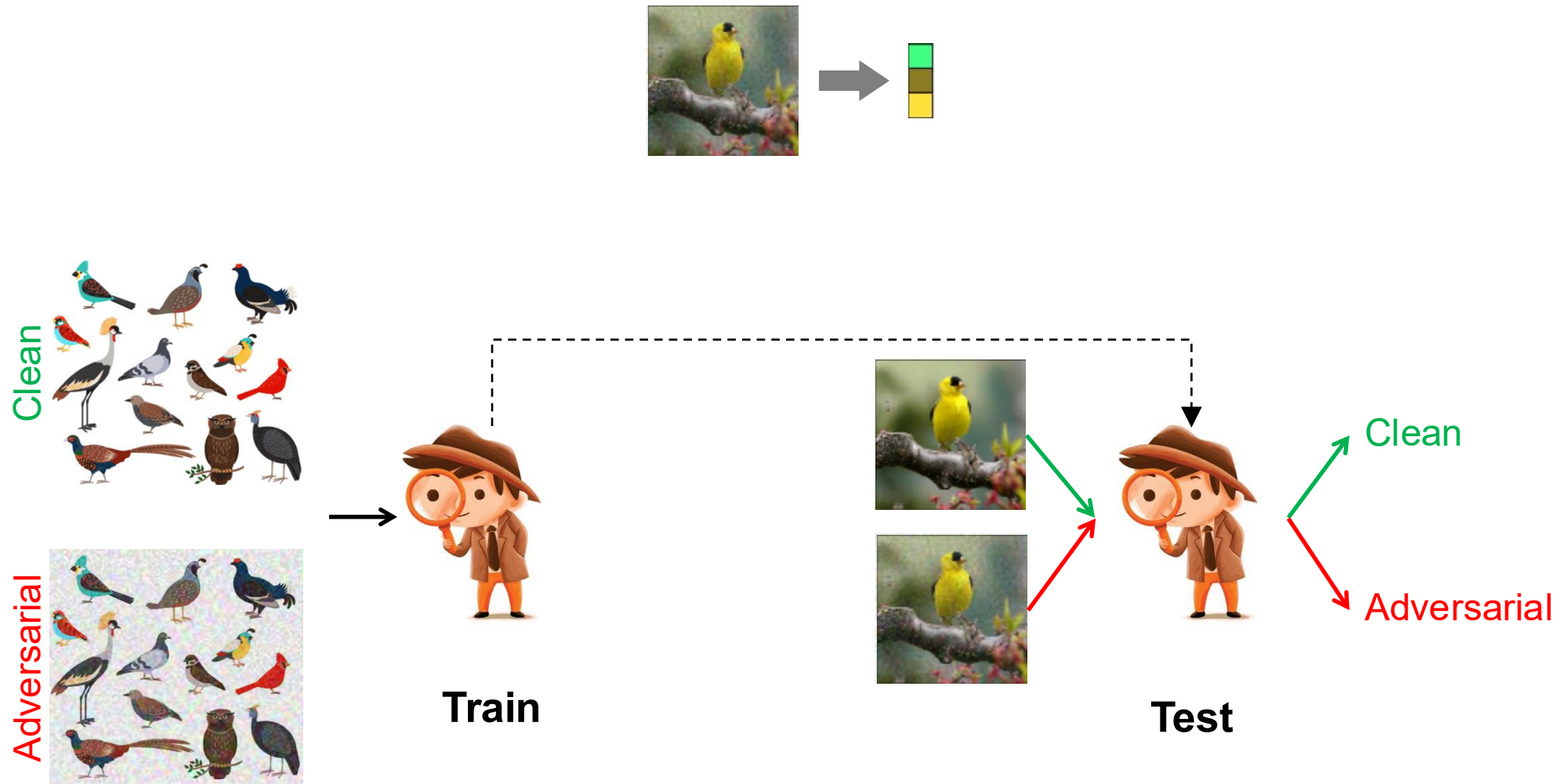
Black-box Defense: Detection: Statistical Features



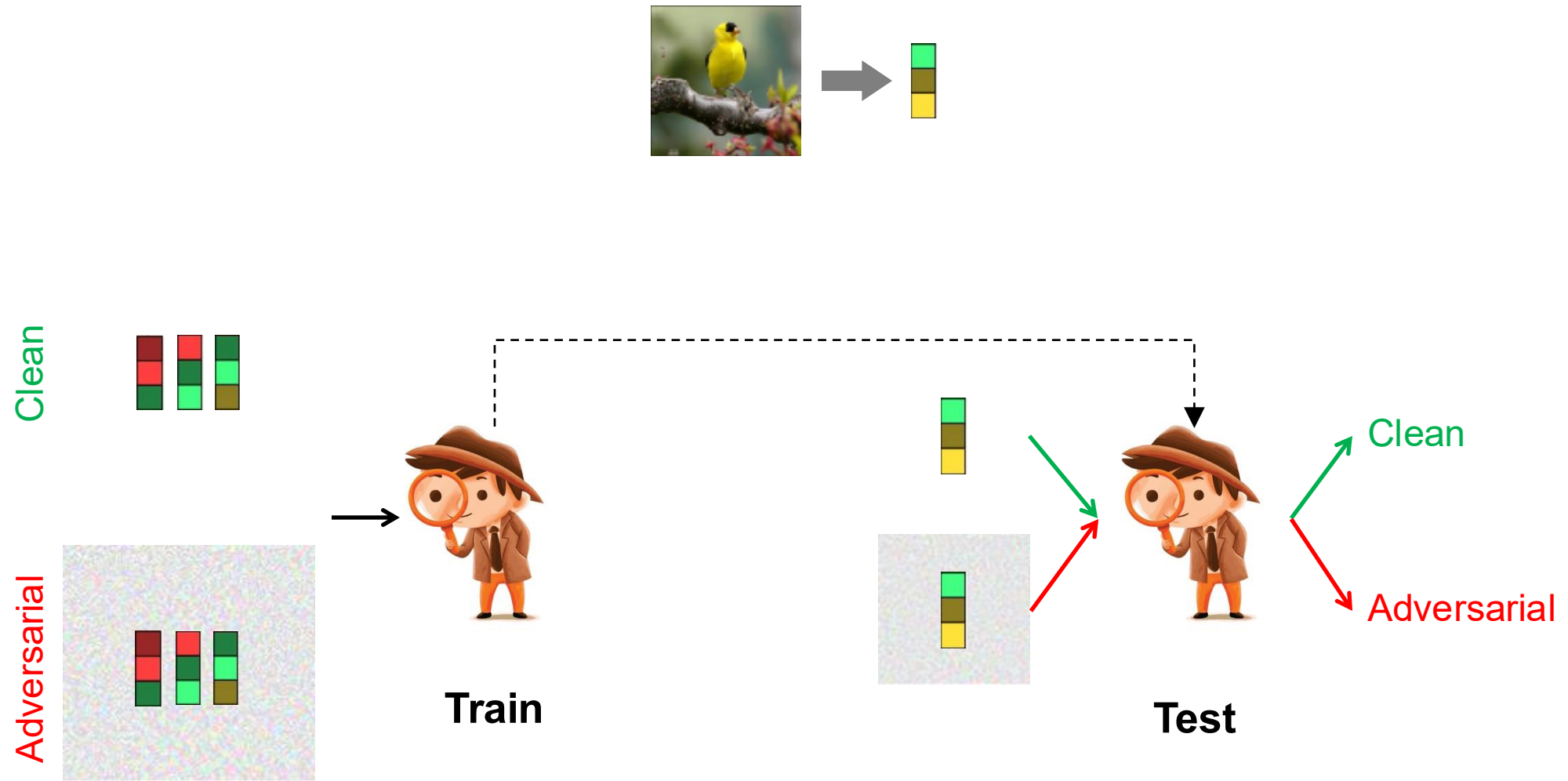
Black-box Defense: Detection: Statistical Features



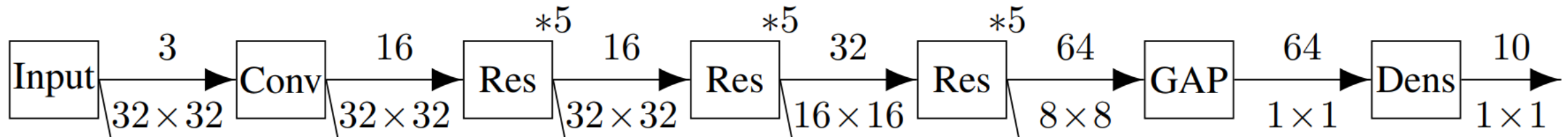
Black-box Defense: Detection: Statistical Features



Black-box Defense: Detection: Statistical Features



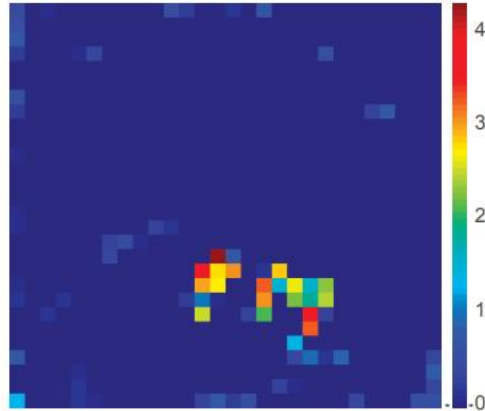
Black-box Defense: Detection: Statistical Features



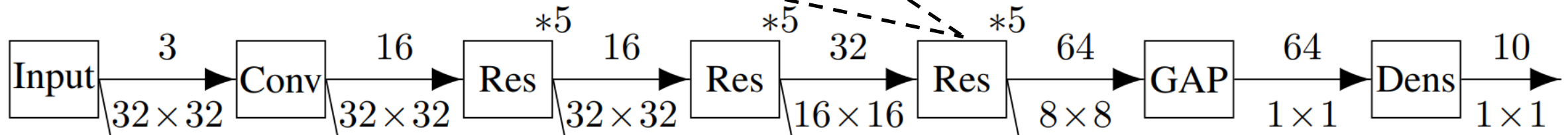
Black-box Defense: Detection: Statistical Features



Clean



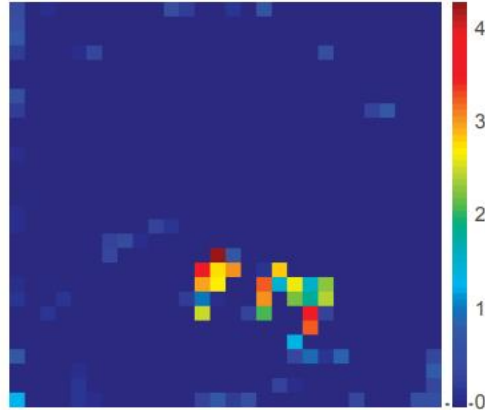
Clean feature map



Black-box Defense: Detection: Statistical Features



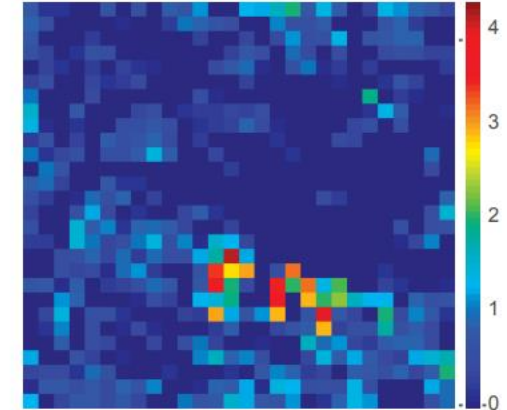
Clean



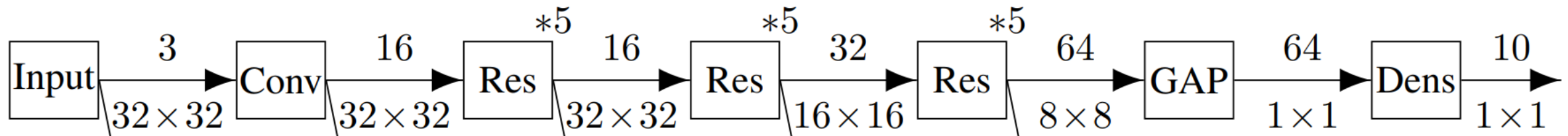
Clean feature map



Adversarial



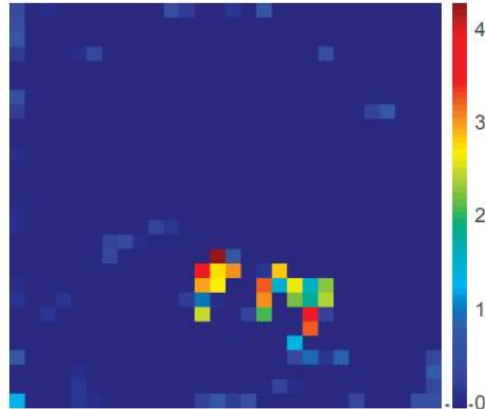
Adversarial feature map



Black-box Defense: Detection: Statistical Features



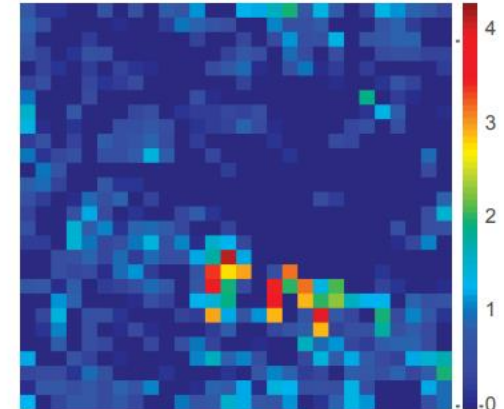
Clean



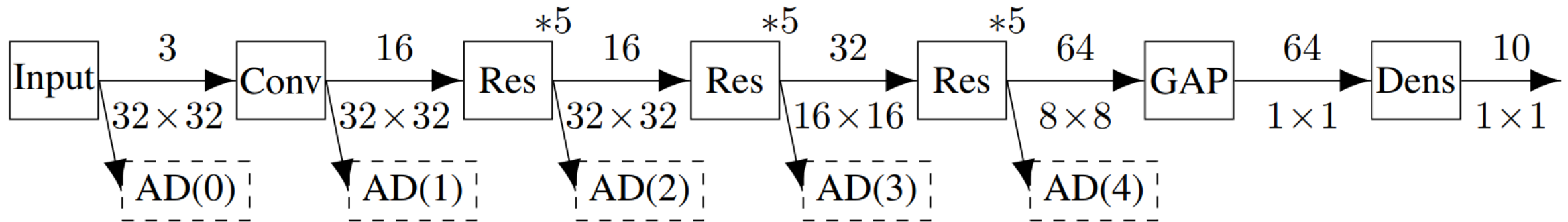
Clean feature map



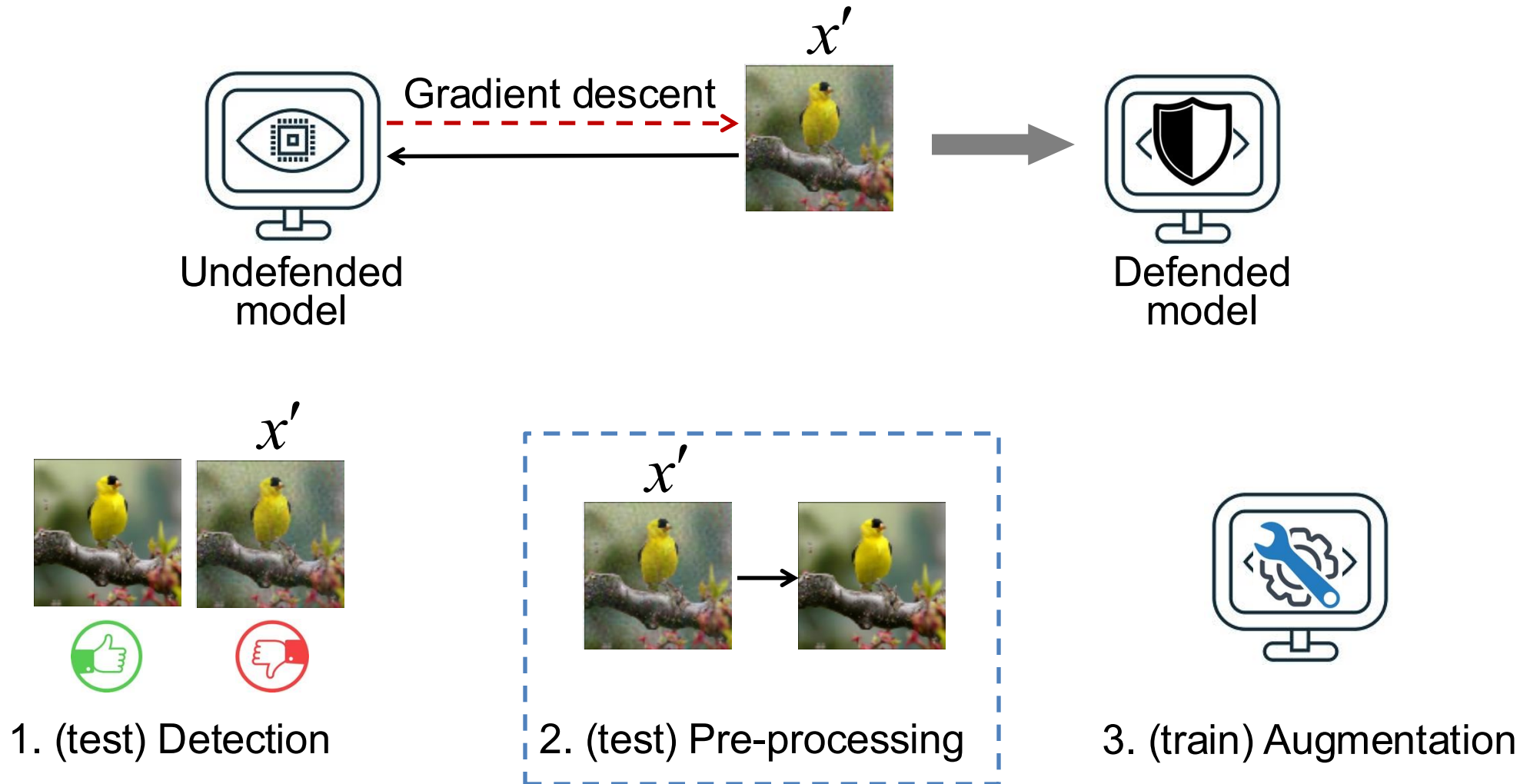
Adversarial



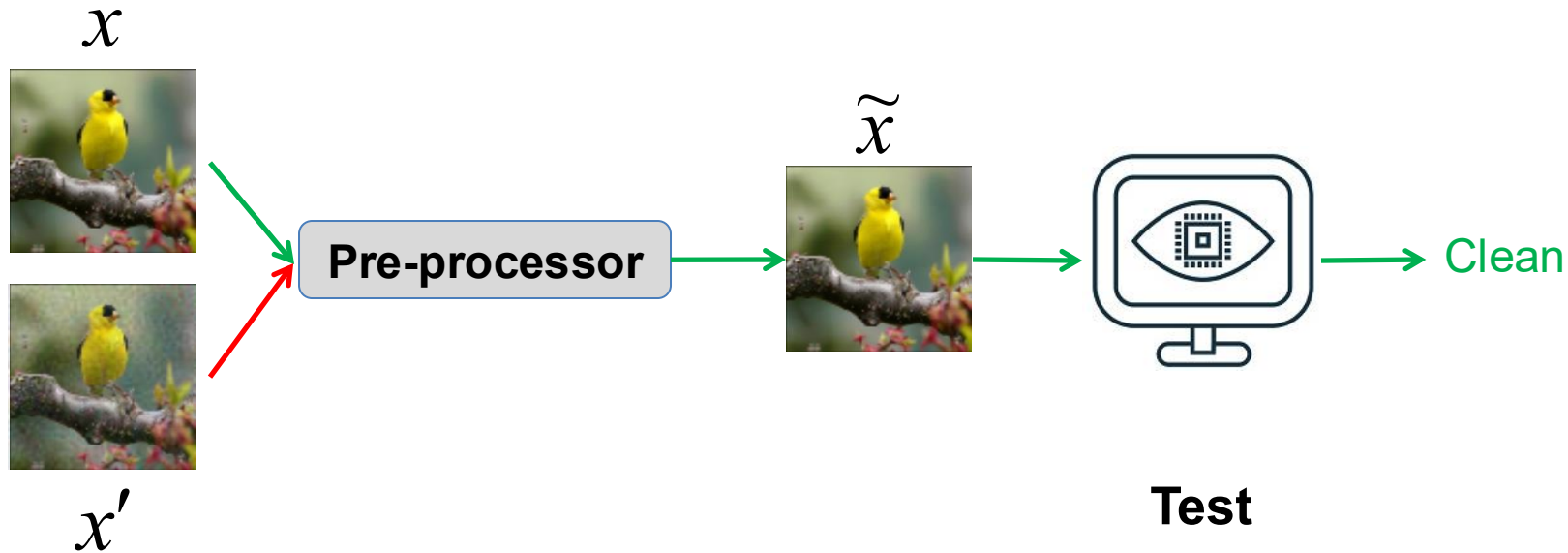
Adversarial feature map



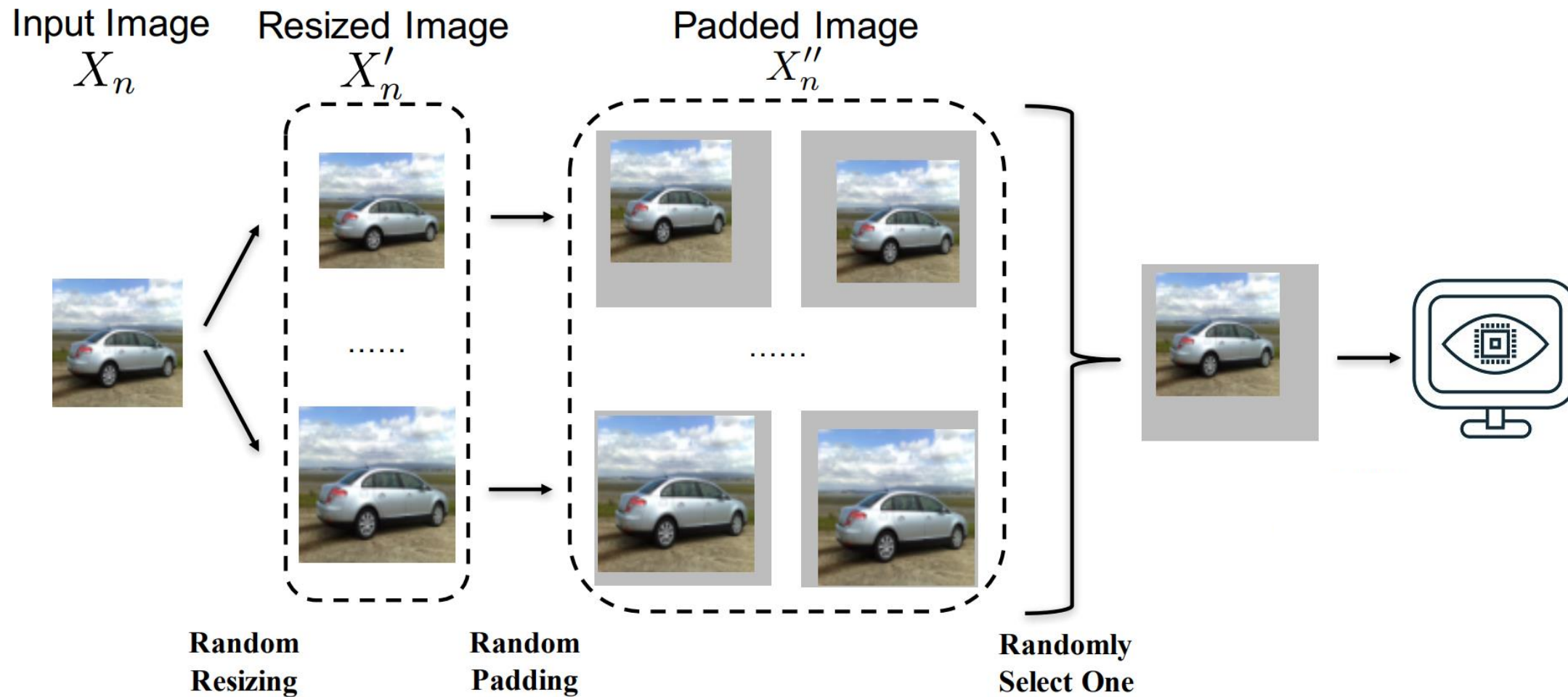
Black-box Defense



Black-box Defense: Pre-processing



Black-box Defense: Pre-processing: Randomization



Black-box Defense: Pre-processing: Denoising

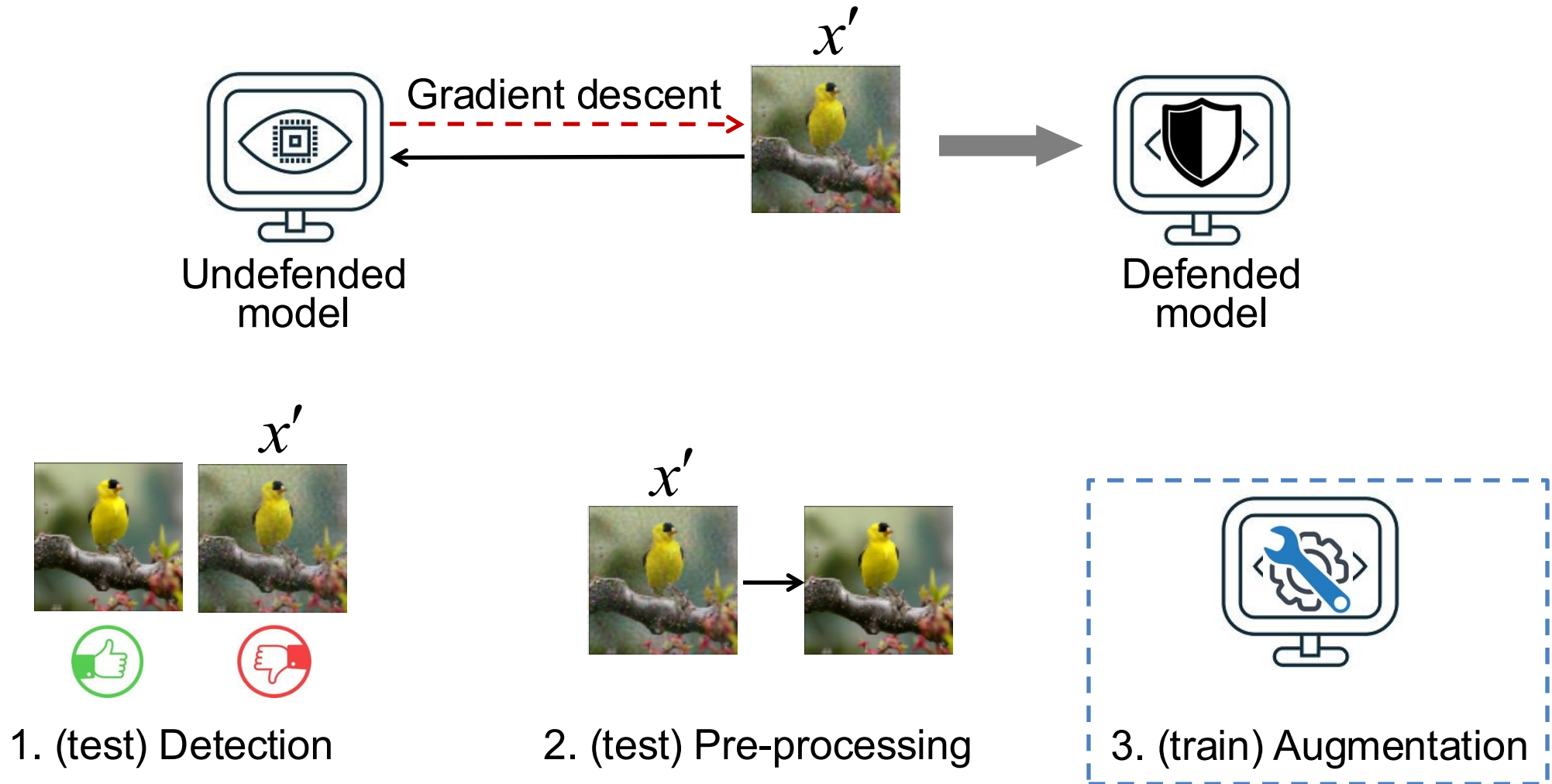


Black-box Defense: Pre-processing: Denoising

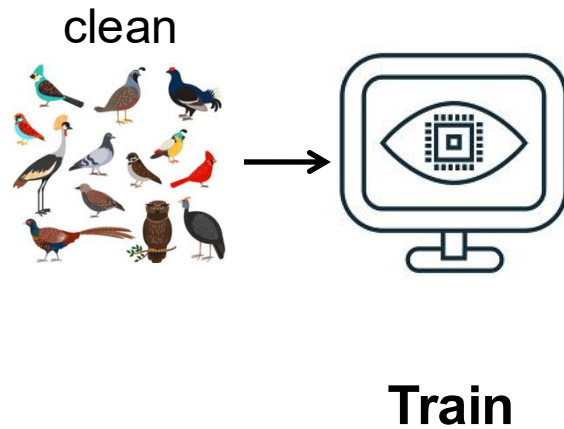


| Defense | No Attack $ L_2 = 0$ | CW-L2 ($\kappa = 0$) $ L_2 = .0025$ |
|--------------------|--------------------------|---|
| <i>No Defense</i> | 75.59 | 10.29 |
| JPEG [quality=100] | 74.95 | 74.37 |
| JPEG [quality=90] | 74.83 | 74.43 |
| JPEG [quality=80] | 74.23 | 73.92 |
| JPEG [quality=70] | 73.61 | 73.11 |
| JPEG [quality=60] | 72.97 | 72.46 |
| JPEG [quality=50] | 72.32 | 71.86 |
| JPEG [quality=40] | 71.48 | 71.03 |
| JPEG [quality=30] | 70.08 | 69.63 |
| JPEG [quality=20] | 67.72 | 67.32 |

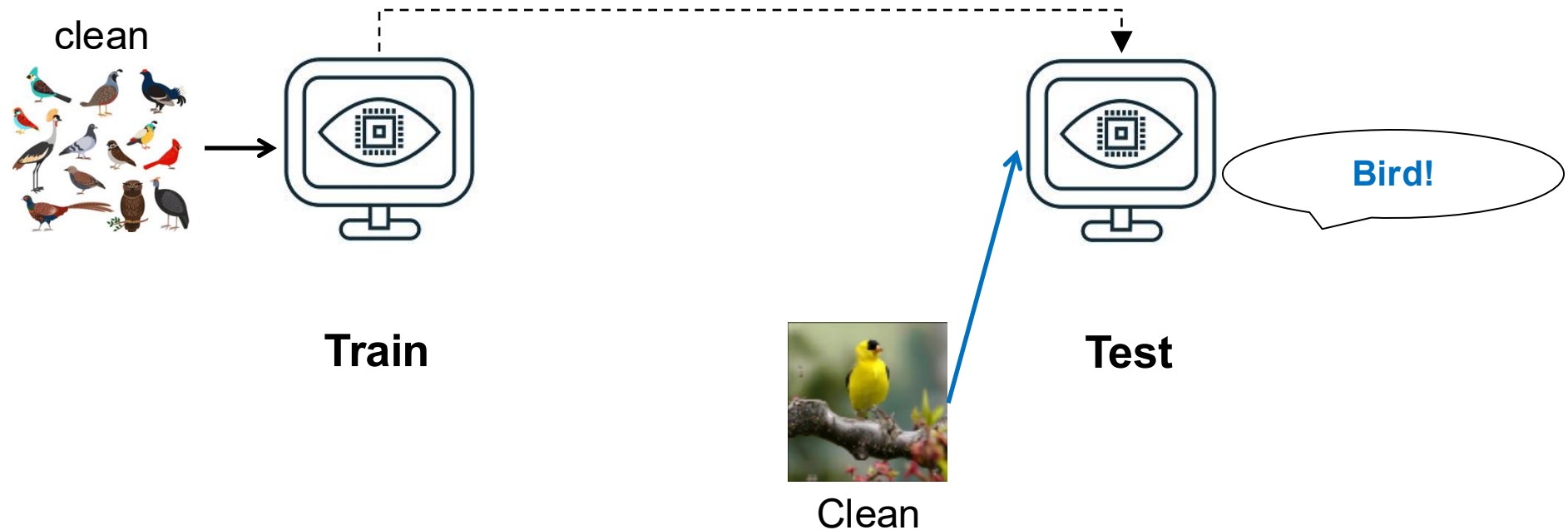
Black-box Defense



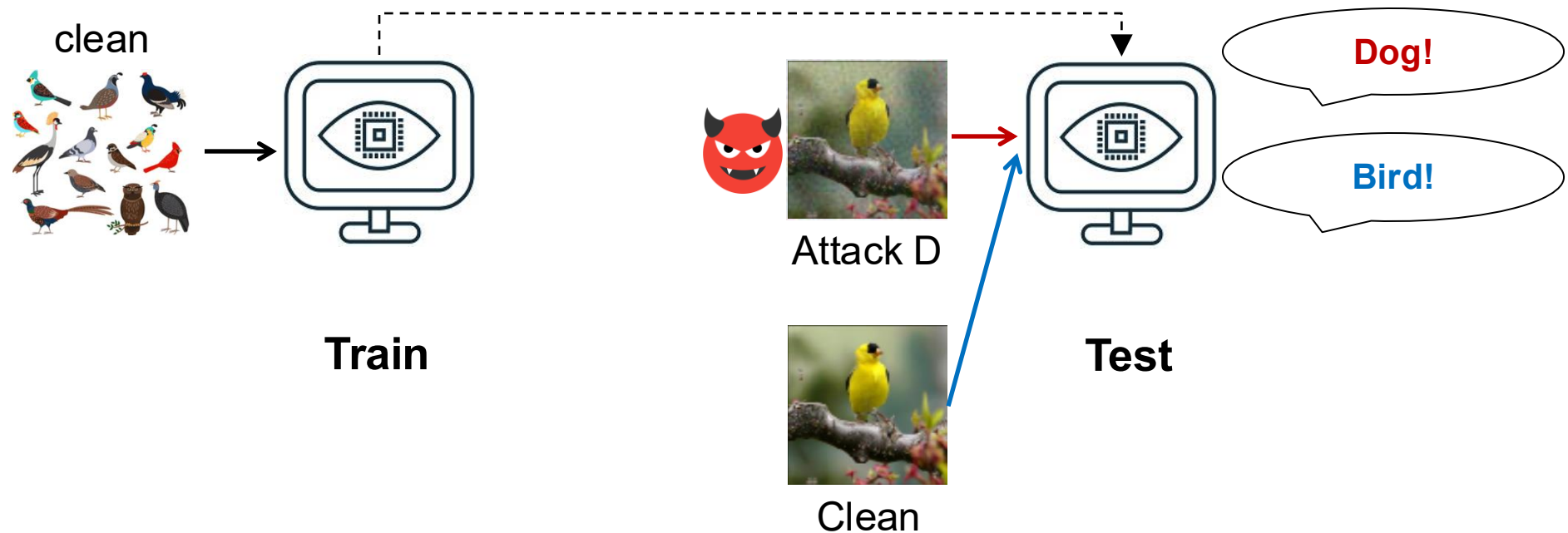
Black-box Defense: Augmentation



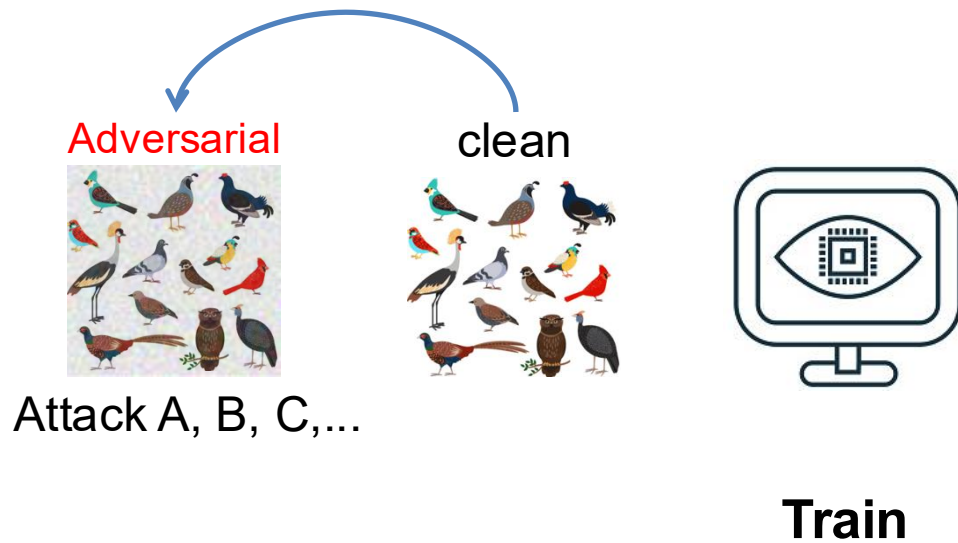
Black-box Defense: Augmentation



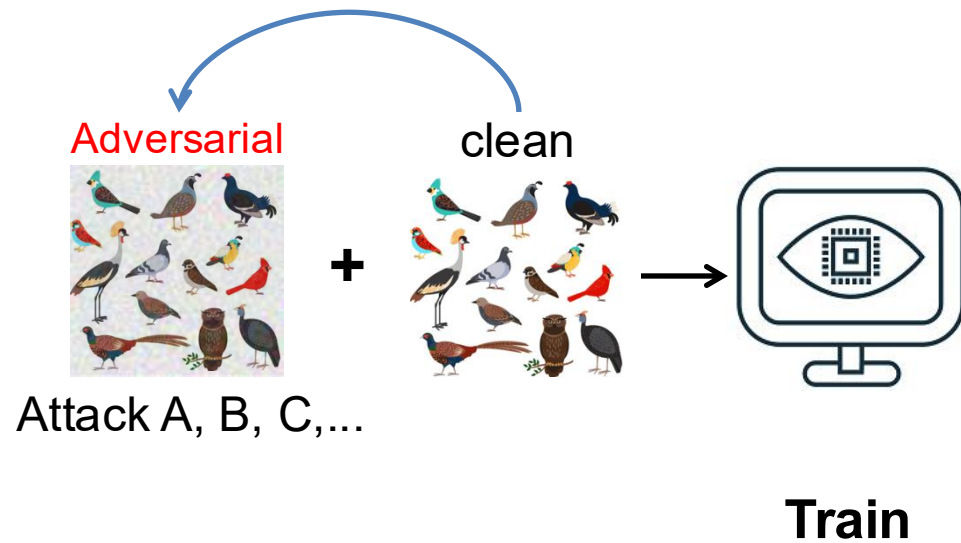
Black-box Defense: Augmentation



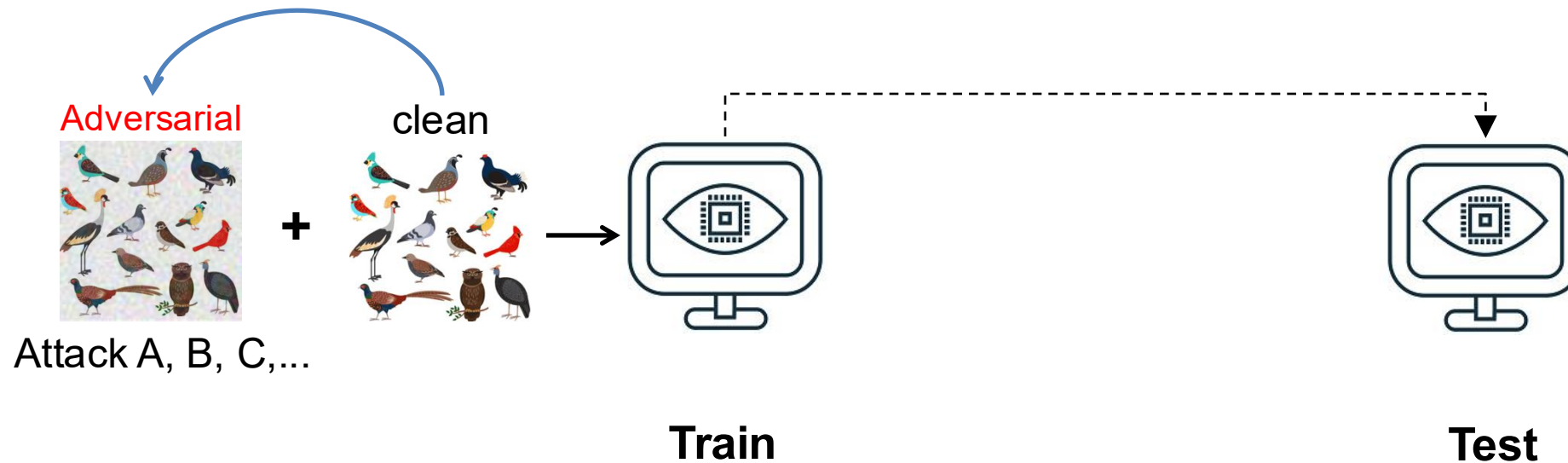
Black-box Defense: Augmentation



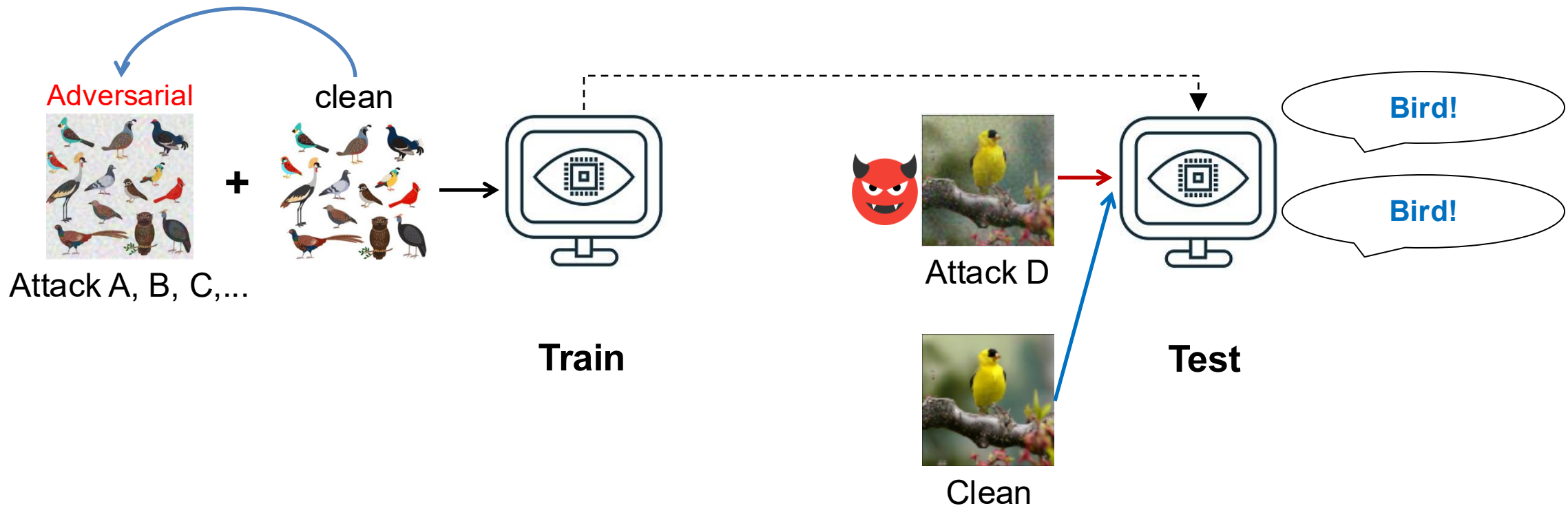
Black-box Defense: Augmentation



Black-box Defense: Augmentation

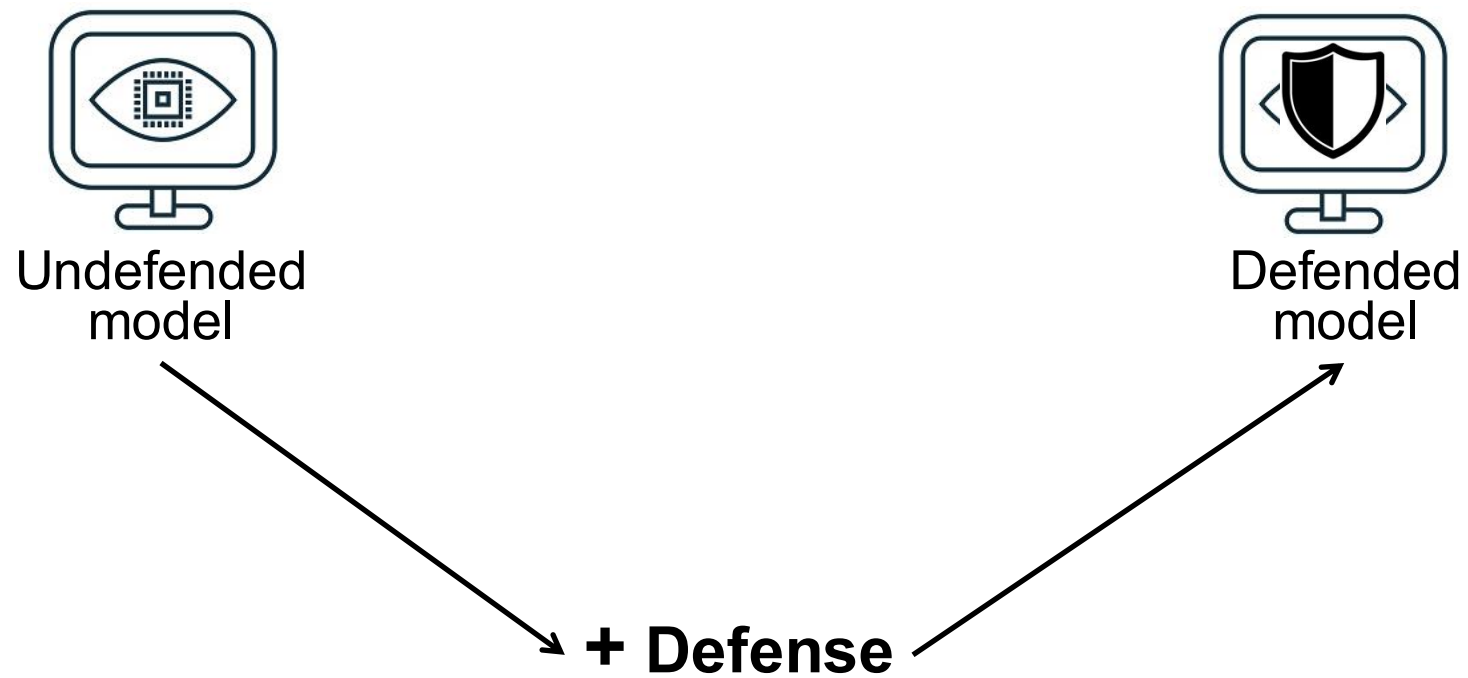


Black-box Defense: Augmentation

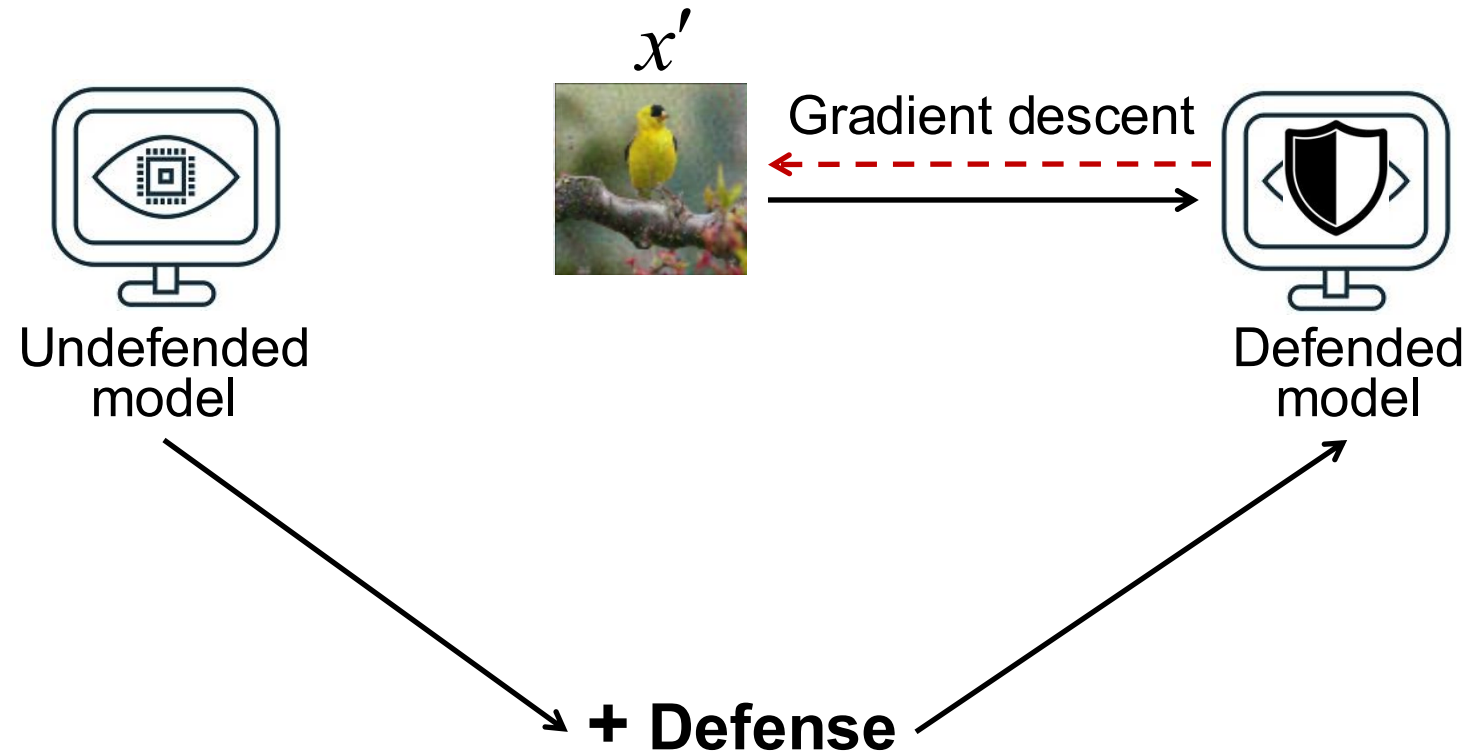


(Empirical) Defenses

- **Black-box:**
Attack doesn't know defense and keeps fixed
- **White-box:**
Attack knows and can be adapted to defense



White-box Defense



Towards Evaluating the Robustness of Neural Networks

IEEE Symposium on Security and Privacy, 2017. **Best Student Paper.**

Nicholas Carlini and David Wagner

Adversarial Examples Are Not Easily Detected: Bypassing Ten Detection Methods

ACM Workshop on Artificial Intelligence and Security, 2017. **Finalist, Best Paper.**

Nicholas Carlini and David Wagner

On the Robustness of the CVPR 2018 White-Box Adversarial Example Defenses

Computer Vision: Challenges and Opportunities for Privacy and Security, 2018.

Anish Athalye and **Nicholas Carlini**

Obfuscated Gradients Give a False Sense of Security: Circumventing Defenses to Adversarial Examples

International Conference on Machine Learning, 2018. **Best Paper.**

Anish Athalye*, **Nicholas Carlini***, and David Wagner

On Adaptive Attacks to Adversarial Example Defenses

NeurIPS, 2020.

Florian Tramèr, **Nicholas Carlini**, Wieland Brendel, Aleksander Madry

Evading Adversarial Example Detection Defenses with Orthogonal Projected Gradient Descent

ICLR, 2022.

Oliver Bryniarski, Nabeel Hingun, Pedro Pachuca, Vincent Wang, **Nicholas Carlini**



Nicholas Carlini

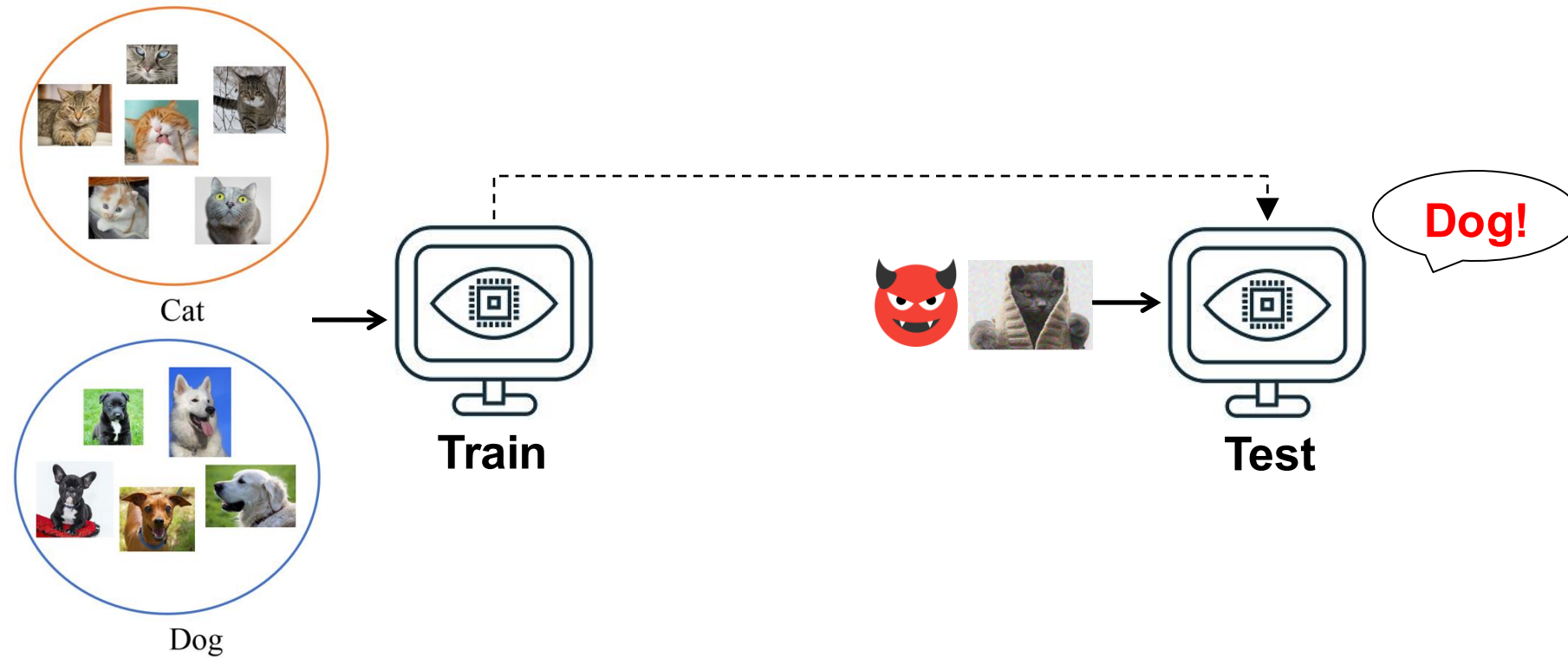
Research Scientist, Google

DeepMind

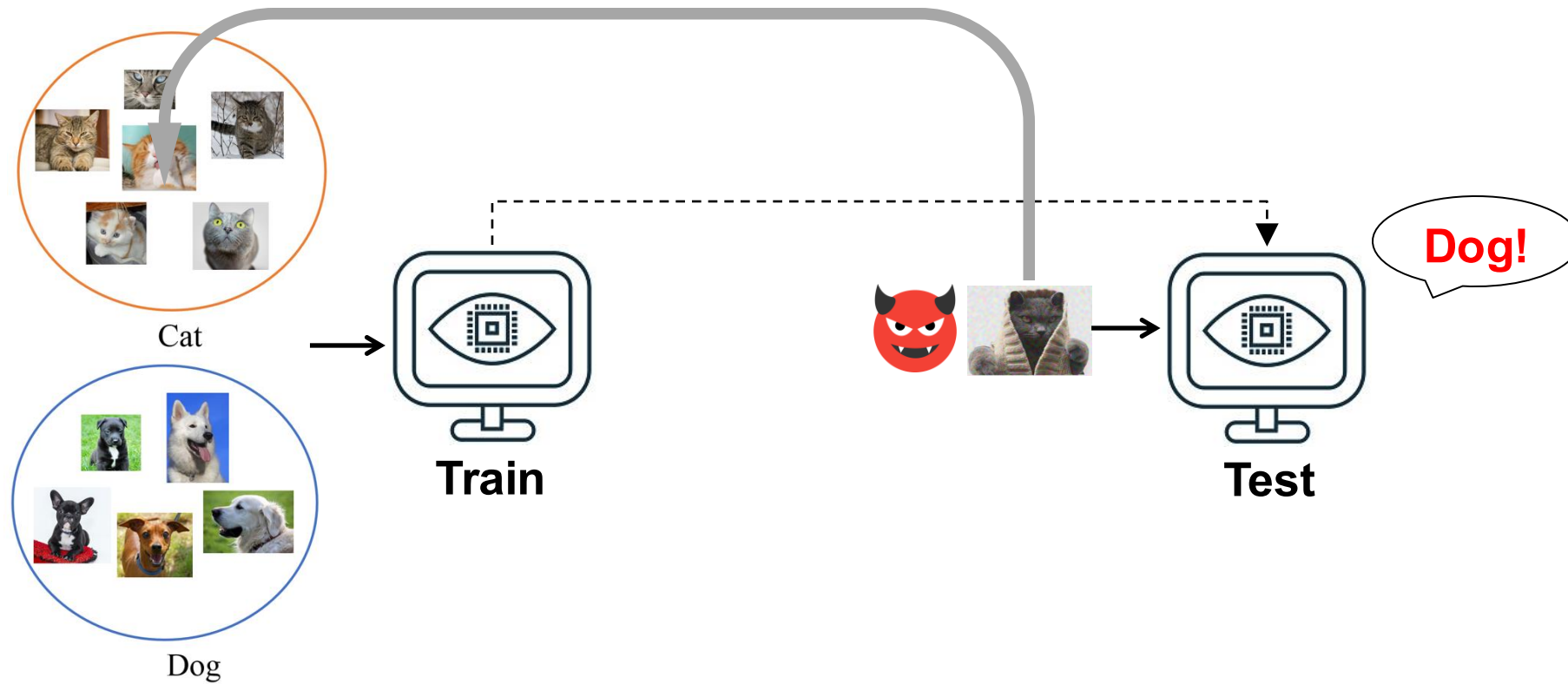
nicholas [at] carlini [dot] com

[GitHub](#) | [Google Scholar](#)

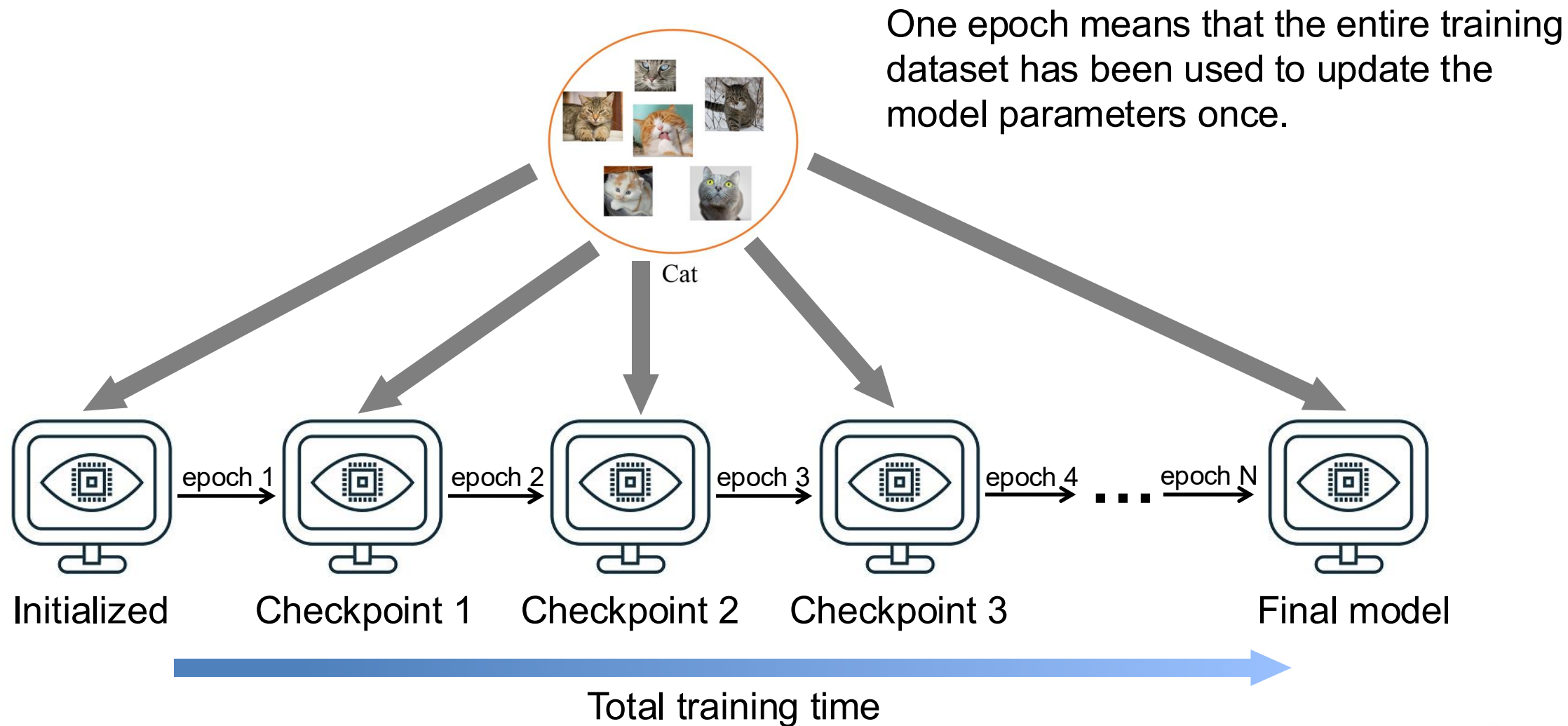
That One Defense: Adversarial Training



That One Defense: Adversarial Training

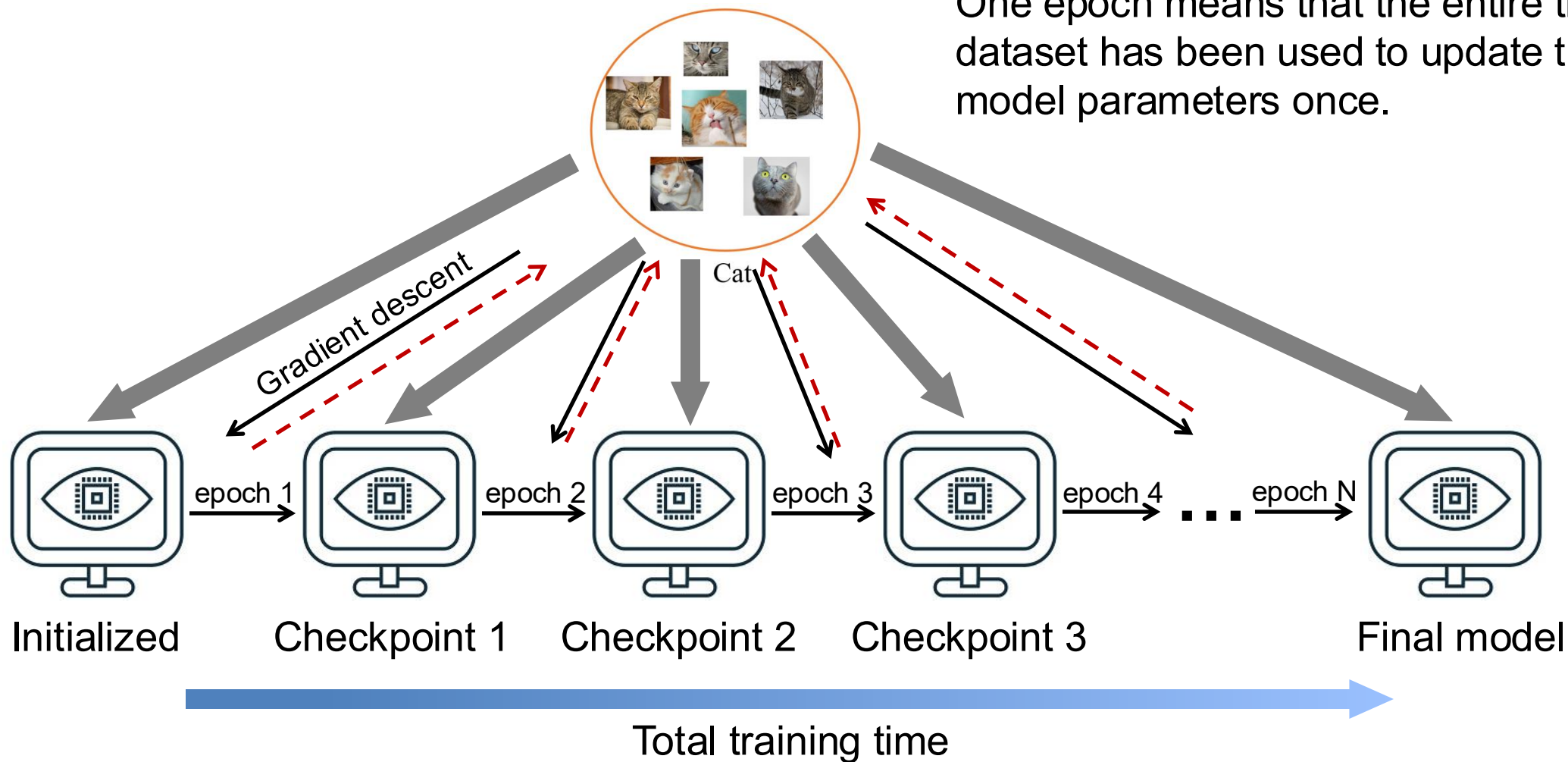


That One Defense: Adversarial Training



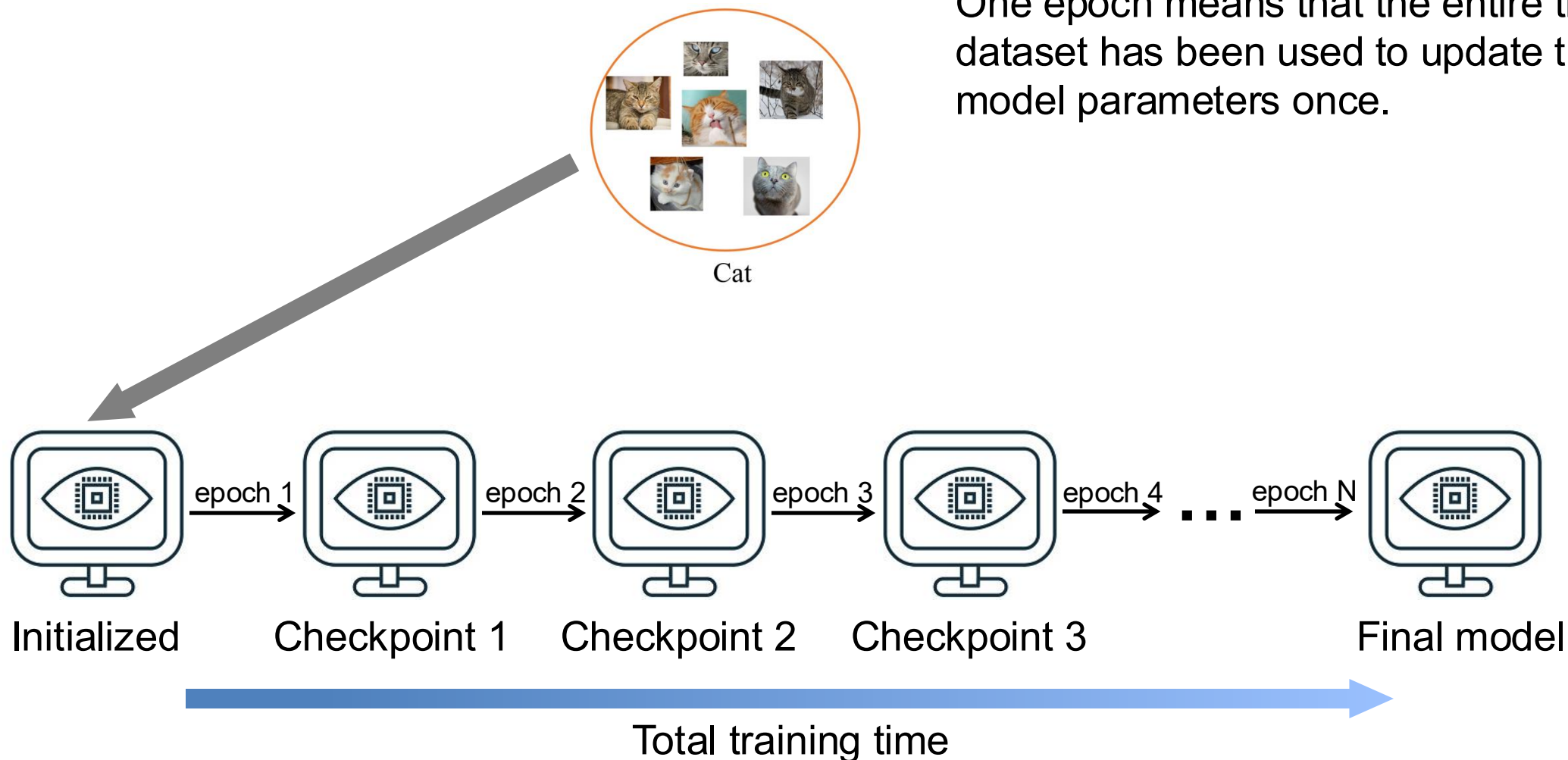
That One Defense: Adversarial Training

One epoch means that the entire training dataset has been used to update the model parameters once.



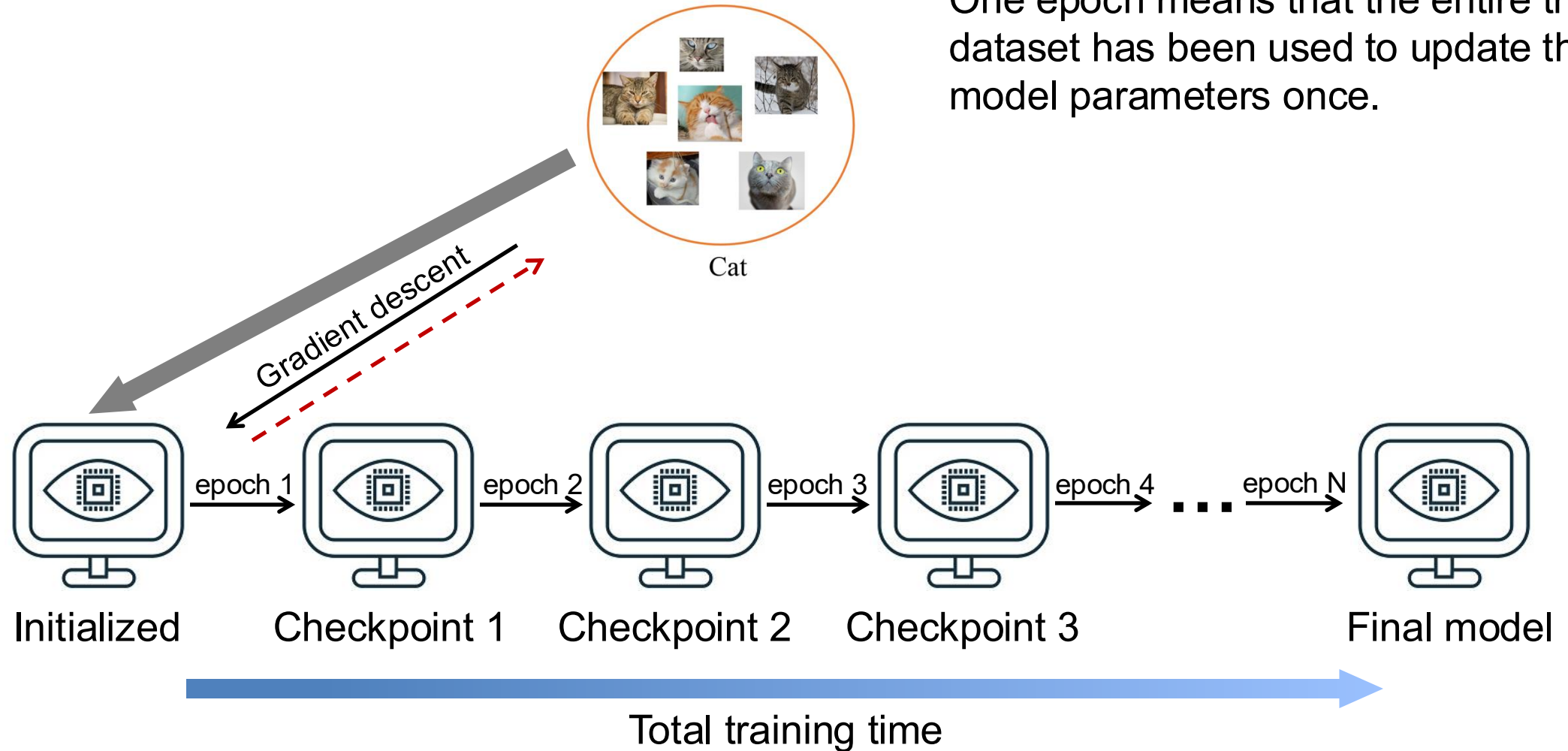
That One Defense: Adversarial Training

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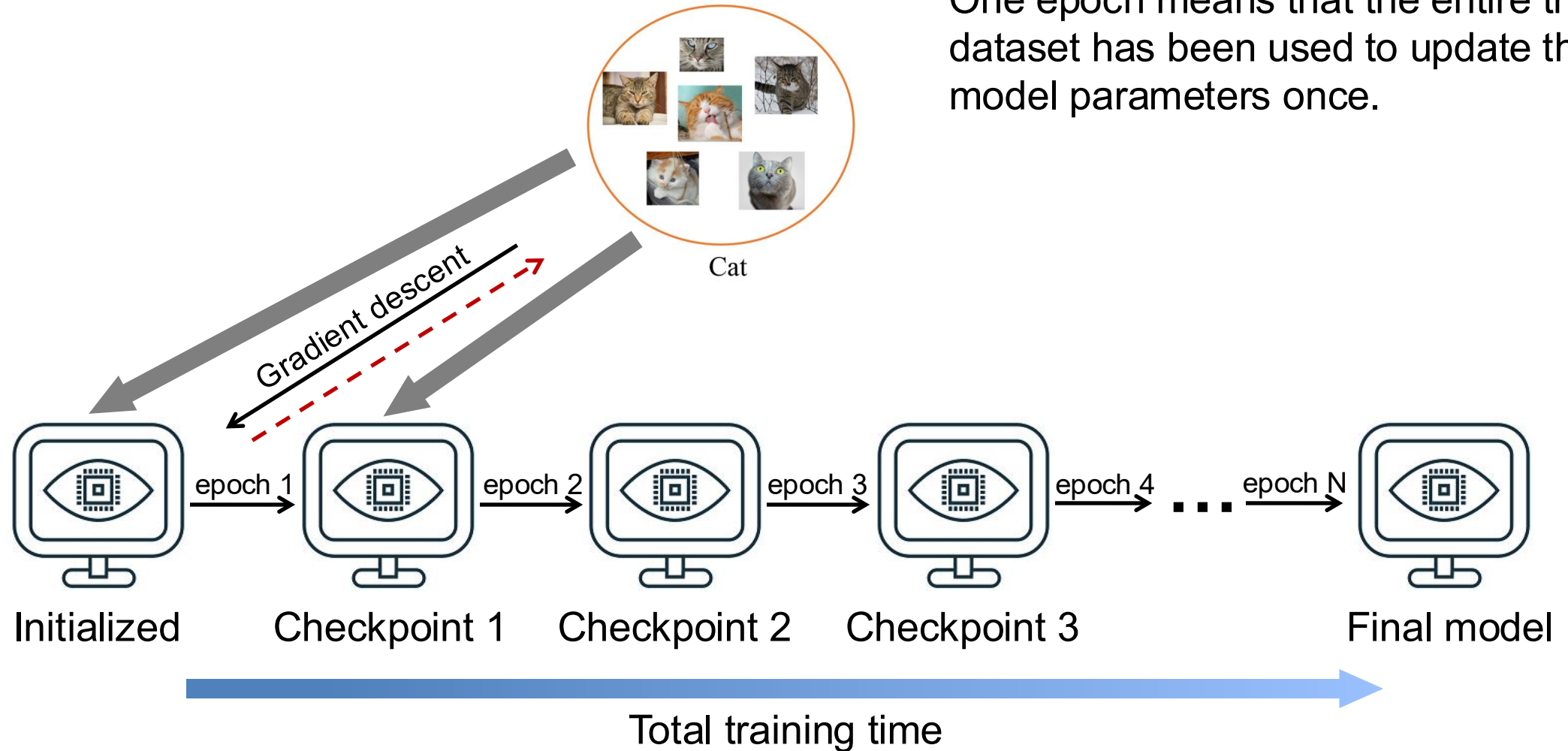
That One Defense: Adversarial Training

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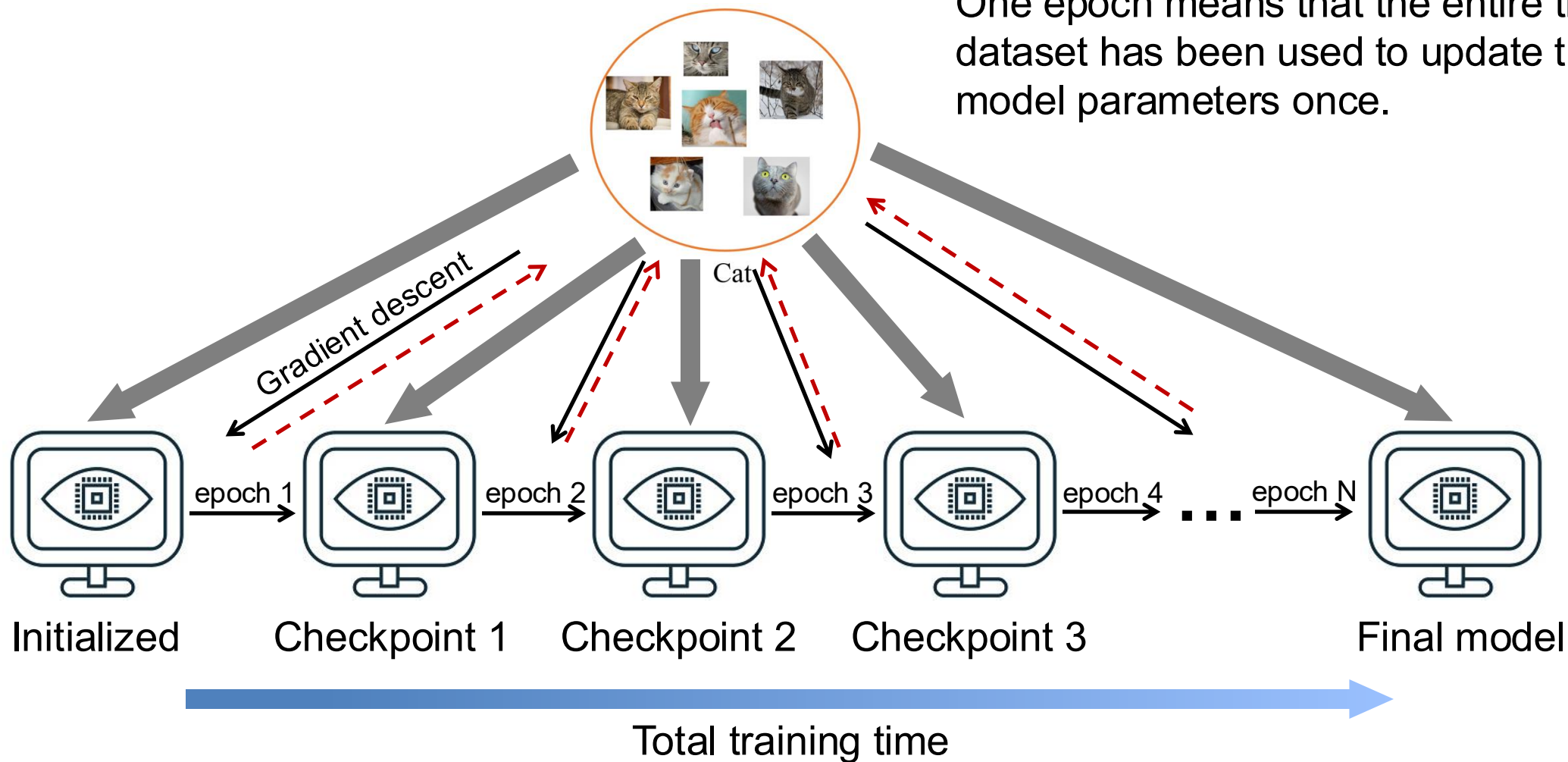
That One Defense: Adversarial Training

One epoch means that the entire training dataset has been used to update the model parameters once.



That One Defense: Adversarial Training

One epoch means that the entire training dataset has been used to update the model parameters once.



Method 2: Projected Gradient Descent (PGD)

Objective: $x' = \arg \max_x d(y, y_{\text{bird}})$



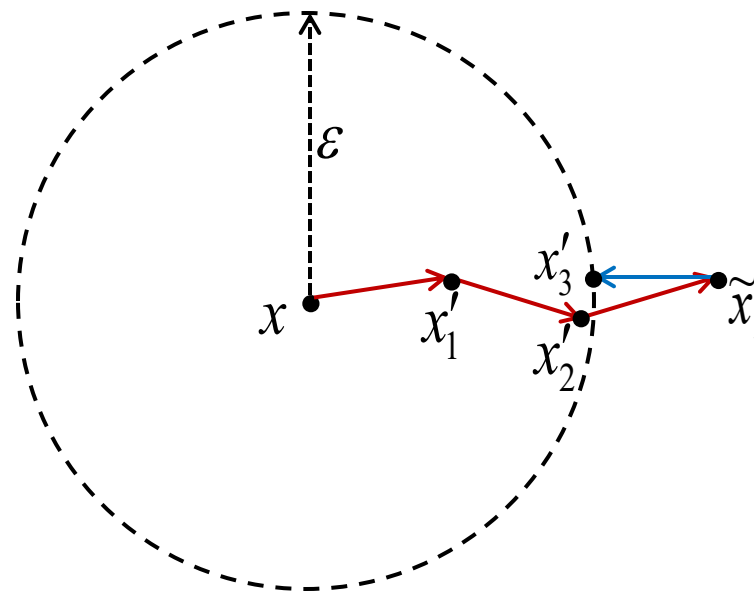
$$x'_0 = x,$$

$$x'_{i+1} = x'_i - \alpha \cdot \text{sign}(\nabla_x d(y, y_{\text{bird}}))$$

s.t. $\left\| \begin{array}{c} \text{Image of } x' \\ x' \end{array} - \begin{array}{c} \text{Image of } x \\ x \end{array} \right\|_p \leq \epsilon$



$$x' \leftarrow \text{project}(x' - x, -\epsilon, \epsilon)$$



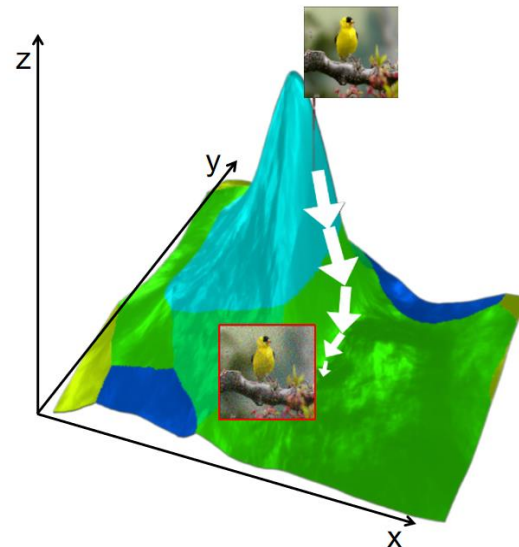
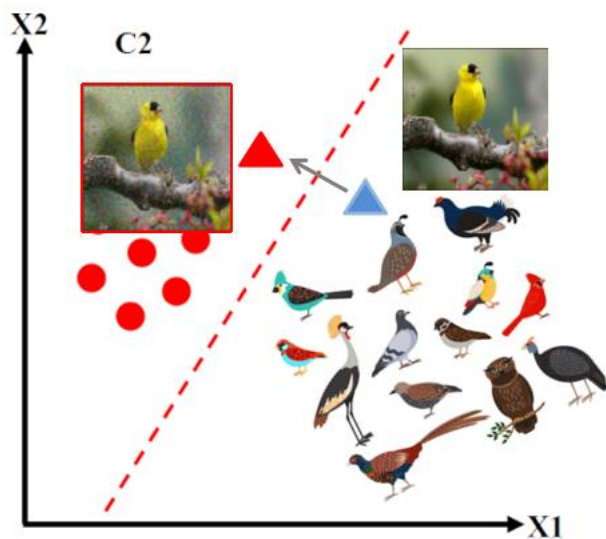
Summary

Success of computer vision

↳ Failures Against Abnormal Examples

↳ Adversarial Examples: Definition

↳ Attacks: Illustration, Formulation, Optimization



Summary

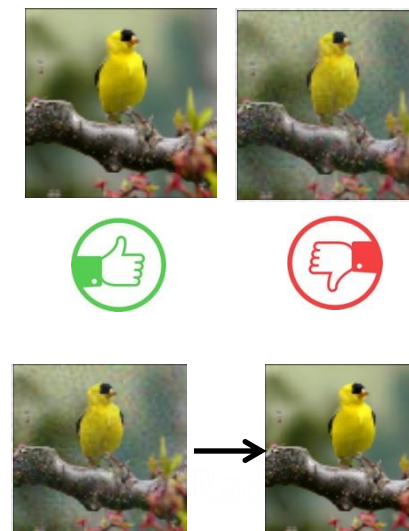
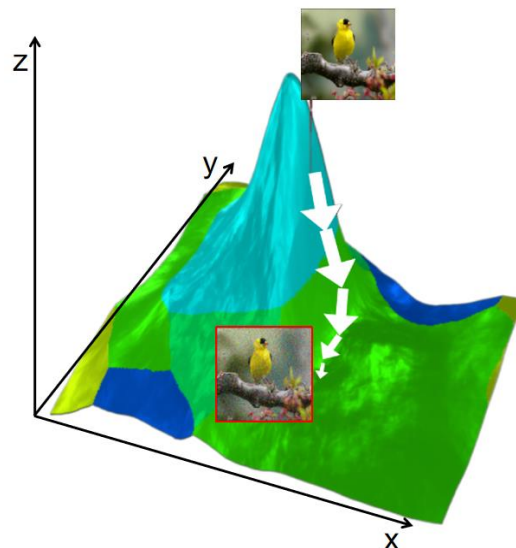
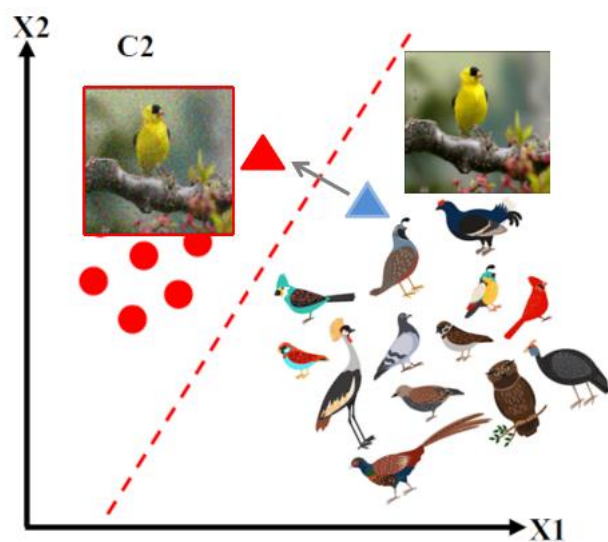
Success of computer vision

↳ Failures Against Abnormal Examples

↳ Adversarial Examples: Definition

↳ Attacks: Illustration, Formulation, Optimization

↳ Defenses: (test) Detection/Pre-processing, (train) Augmentation



Code Example

Optimize adversarial examples using PyTorch

https://savan77.github.io/blog/imagenet_adv_examples.html

