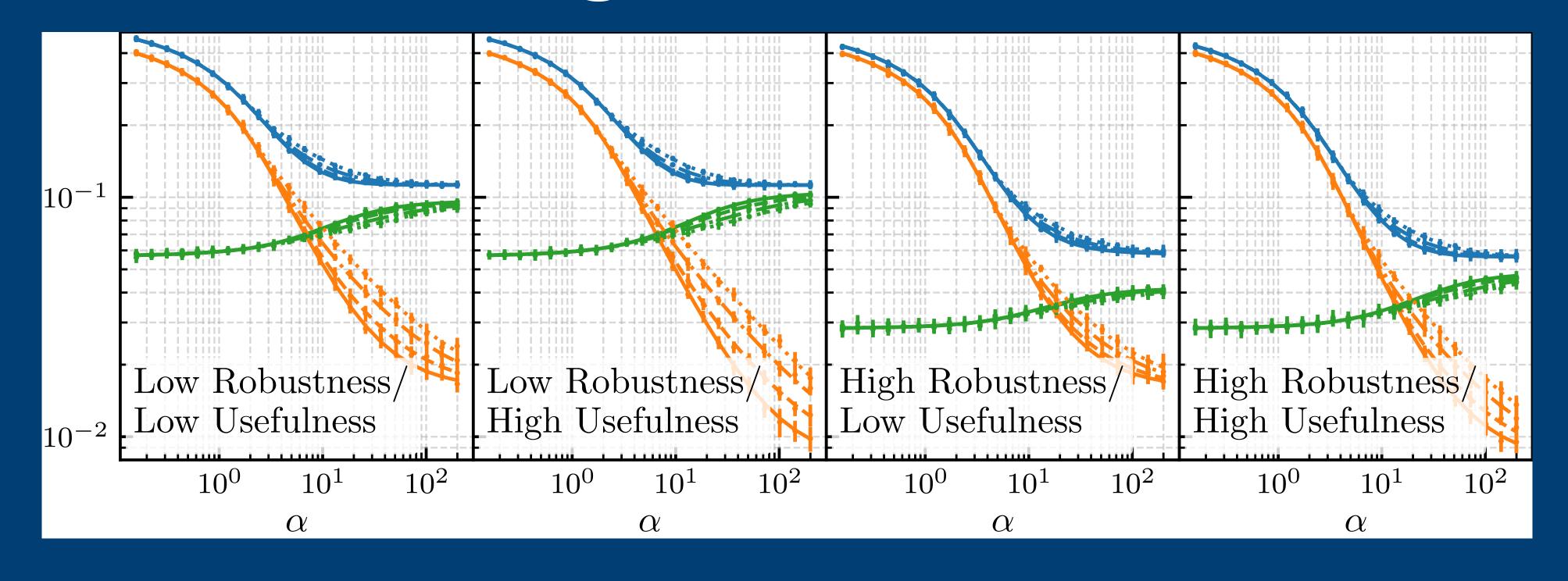
# A rigorous, closed-form characterisation of adversarial generalisation errors.



## A High Dimensional Statistical Model for Adversarial Training: Geometry and Trade-Offs

## **Problem Setup**

#### **Binary Classification Setting:**

- Training data  $\mathcal{D} = \{(\mathbf{x}_i, \mathbf{y}_i)\}_{i=1}^n \in \mathbb{R}^d \times \{-1, +1\}$
- Probit model with noise parameter  $\tau > 0$
- High-dimensional limit:  $d, n \to \infty$  with fixed  $\alpha = n/d$
- Structured data with block features: covariance matrices  $\Sigma_x$ ,  $\Sigma_{\delta}$ ,  $\Sigma_{v}$ ,  $\Sigma_{\theta}$  are block diagonal with k blocks of sizes  $d_1, \ldots, d_k$

#### **Metrics of Interest:**

Generalisation Error:

$$E_{\text{gen}} = \mathbb{E}_{y,x} \big[ \mathbb{1}(y \neq \hat{y}(\hat{\boldsymbol{\theta}}, \boldsymbol{x})) \big]$$
 (1

Adversarial Generalisation Error:

$$E_{\text{adv}} = \mathbb{E}_{y,x} \left[ \max_{\|\boldsymbol{\delta}\|_{\boldsymbol{\Sigma}_{\boldsymbol{v}}^{-1}} \leq \varepsilon_g} \mathbb{1}(y \neq \hat{y}(\hat{\boldsymbol{\theta}}, x + \boldsymbol{\delta})) \right]$$
 (2)

Boundary Error:

$$E_{\rm adv} = E_{\rm gen} + E_{\rm bnd} \tag{3}$$

where  $E_{bnd}$  are the attackable samples.

Usefulness and Robustness:

$$\mathcal{U}_{\boldsymbol{\theta}_0} = \frac{1}{\sqrt{d}} \mathbb{E}_{\boldsymbol{x}, y} [y \boldsymbol{\theta}_0^\top \boldsymbol{x}]$$
 (4)

$$\mathcal{U}_{\boldsymbol{\theta}_{0}} = \frac{1}{\sqrt{d}} \mathbb{E}_{\boldsymbol{x}, y} [y \boldsymbol{\theta}_{0}^{\top} \boldsymbol{x}]$$

$$\mathcal{R}_{\boldsymbol{\theta}_{0}} = \frac{1}{\sqrt{d}} \mathbb{E}_{\boldsymbol{x}, y} \left[ \inf_{\|\boldsymbol{\delta}\|_{\boldsymbol{\Sigma}_{\boldsymbol{v}}^{-1}} \leq \varepsilon_{g}} y \boldsymbol{\theta}_{0}^{\top} (\boldsymbol{x} + \boldsymbol{\delta}) \right]$$
(5)

**Adversarial ERM:** 

$$\sum_{i=1}^{n} g \left( y_{i} \frac{\boldsymbol{\theta}^{\top} \boldsymbol{x}_{i}}{\sqrt{d}} - \varepsilon_{t} \frac{\sqrt{\boldsymbol{\theta}^{\top} \boldsymbol{\Sigma}_{\delta} \boldsymbol{\theta}}}{\sqrt{d}} \right) + r(\boldsymbol{\theta})$$
 (6)

#### Main Result

Theorem: Adversarial generalization errors are provably characterized by a system of 8 order parameters  $(m, q, V, P, \hat{m}, \hat{q}, \hat{V}, \hat{P})$  and an additional parameter A through:

$$E_{\rm gen} = \frac{1}{\pi} \arccos\left(m/\sqrt{(\rho + \tau^2)q}\right) \tag{7}$$

$$E_{\text{bnd}} = \int_{0}^{\varepsilon_g \frac{\sqrt{A}}{\sqrt{q}}} \operatorname{erfc}\left(\frac{-\frac{m}{\sqrt{q}}\nu}{\sqrt{2(\rho + \tau^2 - m^2/q)}}\right) \frac{e^{-\frac{\nu^2}{2}}}{\sqrt{2\pi}} \,\mathrm{d}\nu \tag{8}$$

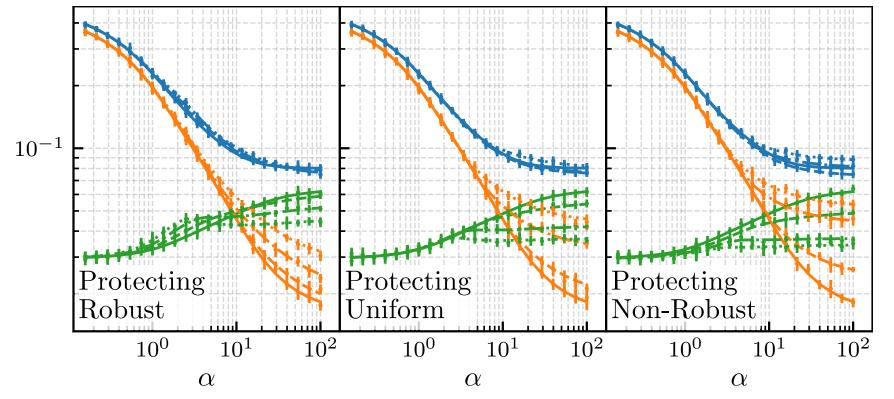
#### **Implications**

#### Trade-off between Usefulness Robustness:

- Usefulness relates to generalisation error
- Robustness relates to boundary error
- Trade-off emerges when protecting useful but non-robust features

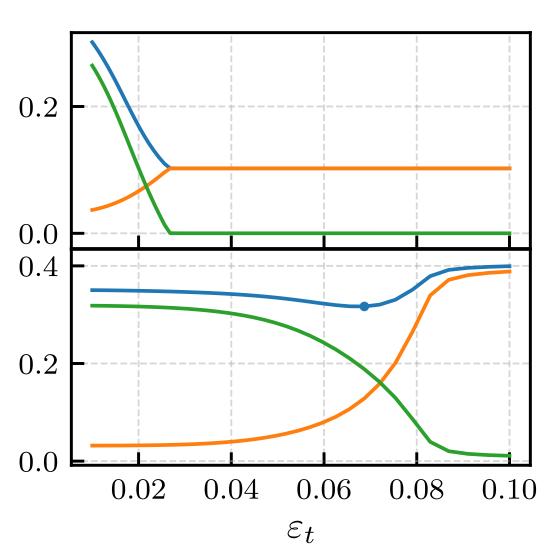
**Key Bounds:** 

$$E_{\rm gen} \ge \frac{1}{\pi} \arccos\left(\sqrt{\frac{\pi}{2\rho}} \mathcal{U}_{\boldsymbol{\theta}_0}\right)$$
 (9)



## Impact of different defense strategies on generalization ( $E_{gen}$ ) and boundary ( $E_{bnd}$ ) errors

- Defending robust features: Low  $E_{gen}$  but high  $E_{bnd}$
- Uniform defense: Better balance, improves overall  $E_{adv}$
- Defending non-robust features: Increases  $E_{qen}$  while decreasing  $E_{bnd}$



**Optimal defense** 

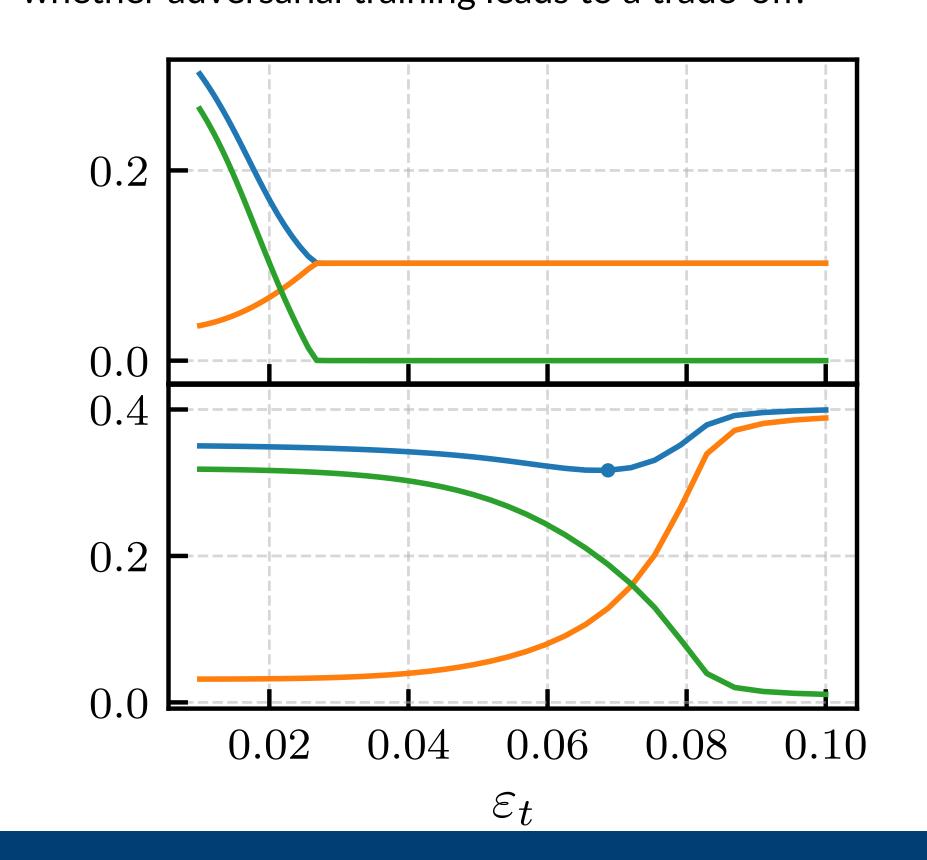
## strategy depends on feature geometry

**Analytical Result:** For structured data with two feature blocks, we prove that protecting non-robust features:

- Always increases  $E_{gen}$  and decreases  $E_{bnd}$
- Can improve  $E_{adv}$  when attack size is small enough

#### Tradeoff directions and innocuous directions

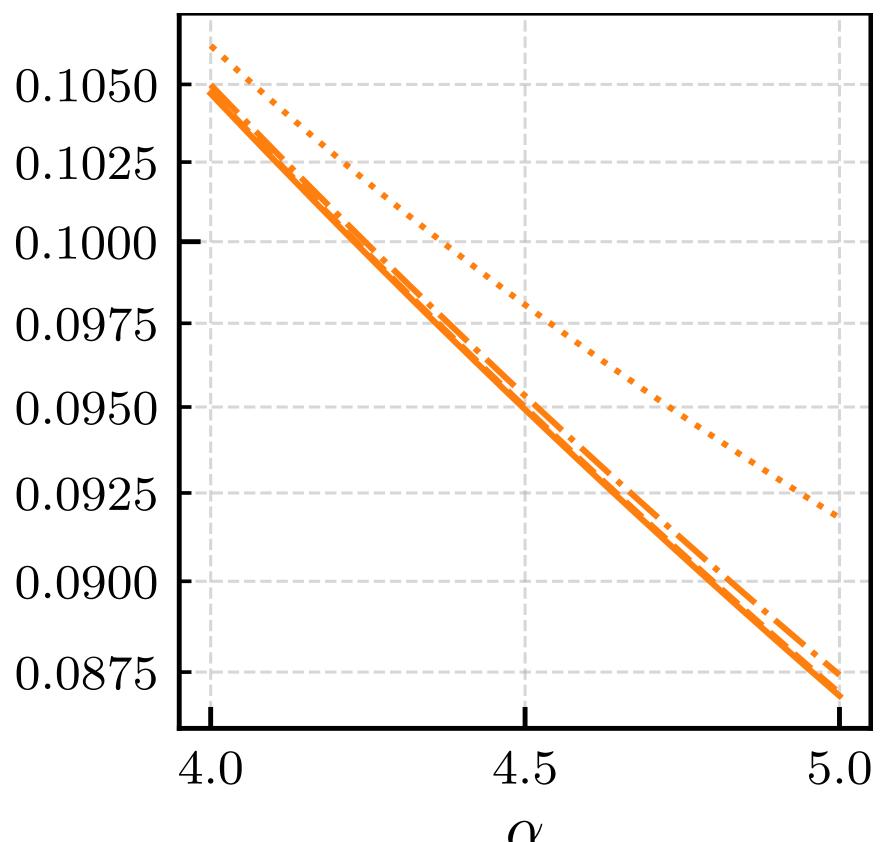
**Key Insight:** The geometry of features determines whether adversarial training leads to a trade-off:

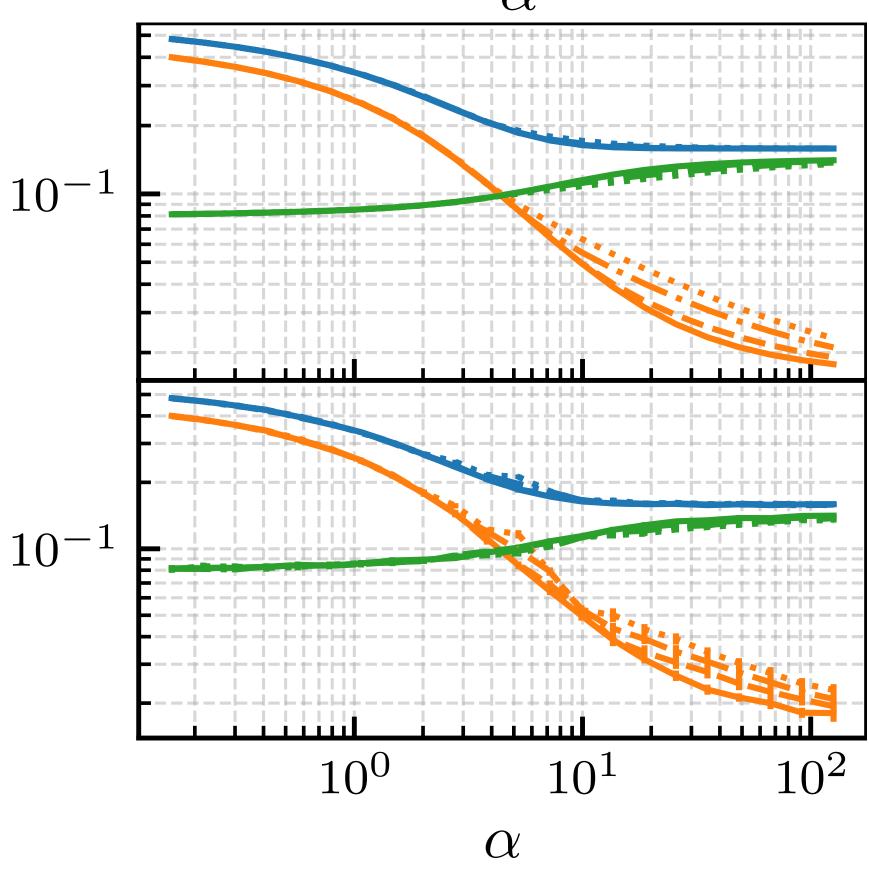


- Trade-off Features (aligned with teacher):
- Fundamental trade-off between  $E_{gen}$  and  $E_{bnd}$
- Optimal performance at specific  $\varepsilon_t$
- Requires careful hyperparameter tuning

## Data Dependent Regularisation

**Key Finding:** Adversarial training can be approximated as a data-dependent regularisation:





Learning curves for adversarial training (top) and its regularisation approximation (bottom)

#### **Approximate Loss:**

$$\sum_{i=1}^{n} g\left(y_{i} \frac{\boldsymbol{\theta}^{\top} \boldsymbol{x}_{i}}{\sqrt{d}}\right) + \tilde{\lambda}_{1} \sqrt{\boldsymbol{\theta}^{\top} \boldsymbol{\Sigma}_{\delta} \boldsymbol{\theta}} + \tilde{\lambda}_{2} \boldsymbol{\theta}^{\top} \boldsymbol{\Sigma}_{\delta} \boldsymbol{\theta}$$
 (11)

#### **Key Properties:**

- Not just  $\ell_2$ : Performance depends on  $\varepsilon_t$  even with optimal  $\lambda$
- Effective Regularisation: is a directional  $\sqrt{\ell_2} + \ell_2$



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