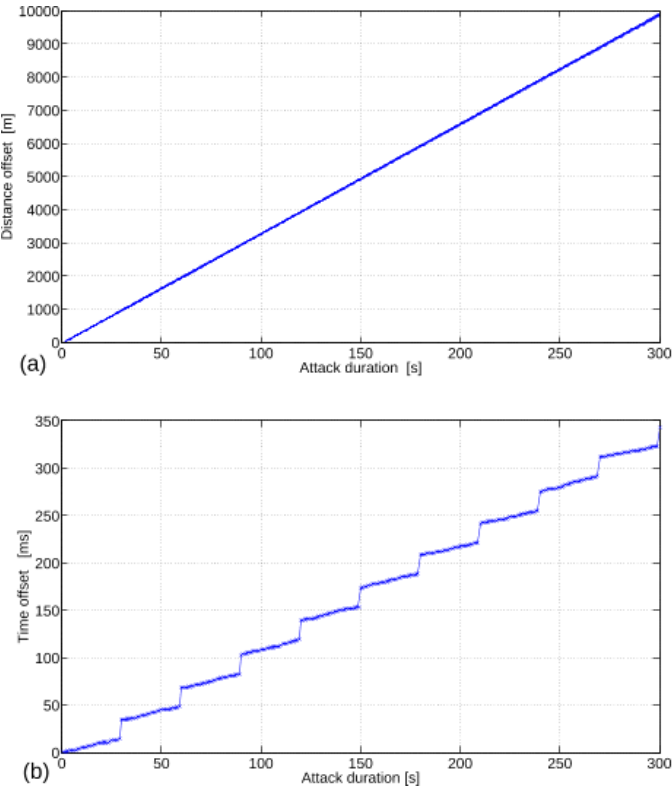


Scicap Image1 - figure-example.png

30 June 2024 07:29



Model	Caption	Observations
	<p>"0-originally-extracted": "Figure 2: Impact of the replay attack, as a function of the spoofing attack duration. (a) Location offset or error: Distance between the attack-induced and the actual victim receiver position. (b) Time offset or error: Time difference between the attack-induced clock value and the actual time."</p> <p>"caption": "impact of the replay attack , as a function of the spoofing attack duration . BRACKET-TK location offset or error : distance between the attack-induced and the actual victim receiver position . BRACKET-TK time offset or error : time difference between the attack-induced clock value and the actual time ."</p>	Spoofing
Llava	The graph shows the effect of distance on the attack duration of a drone. The x-axis represents the distance in feet, while the y-axis shows the attack duration in seconds. The graph shows that the attack duration increases as the distance between the drone and the target decreases.	Drone
PaliGemma		
Gemini	<p>Sure, here are some captions for the image:</p> <ul style="list-style-type: none">Two graphs showing the relationship between attack duration and damage per unit of time. The graph on the left (a) shows a linear relationship, where the damage per unit of time increases steadily as the attack duration increases. The graph on the right (b) shows a non-linear relationship, where the damage per unit of time increases rapidly at first, then levels off as the attack duration increases.This image depicts the concept of diminishing returns. The graph on the left (a) shows that a constant increase in effort (attack duration) leads to a constant increase in damage. The graph on the right (b) shows that a constant increase in effort eventually leads to smaller increases in damage. This is because the defender is able to implement countermeasures to mitigate the attack as it progresses. <p>Without additional context about the specific context of the graphs, it is difficult to say for sure what the cause of the different relationships between attack duration and damage per unit of time is. However, the captions above offer two possible explanations.</p> <p>One-liner caption?</p> <p>Steady climb vs. diminishing returns: How long will it take to break through?</p>	Was able to identify that there are two graphs
VGG		
ChatGPT	<p>Here is a suitable caption for the graph:</p> <p>Figure: Impact of attack duration on system offsets</p> <p>(a) Distance offset versus attack duration. As the attack duration increases, the distance offset shows a linear increase, indicating a direct proportional relationship.</p> <p>(b) Time offset versus attack duration. The time offset increases in a stepwise manner, reflecting discrete changes at regular intervals corresponding to the attack duration</p>	System offsets

Next Steps:

- Need to filter out the objects that are not in the image so that the statement is generic?
 - Example:
 - The graph shows the effect of distance on the attack duration. The x-axis represents the distance in feet, while the y-axis shows the attack duration in seconds. The graph shows that the attack duration increases as the distance between the source and the target decreases.
 - Figure: Impact of attack duration

- (a) Distance offset versus attack duration. As the attack duration increases, the distance offset shows a linear increase, indicating a direct proportional relationship.
- (b) Time offset versus attack duration. The time offset increases in a stepwise manner, reflecting discrete changes at regular intervals corresponding to the attack duration