

ADVERSARIAL MACHINE LEARNING

ATTACK MODELS: FGSM

- Proposed by Goodfellow et al.
- ► Uses L∞ distance metric
- General Attack Model

Targeted version

Fast but does not guarantee optimal or closest adversary

Goodfellow, I. J., Shlens, J., & Szegedy, C. (2014). Explaining and harnessing adversarial examples.

 $x_{adv} = x + \epsilon \cdot sign(\nabla_x \mathcal{L}(x, y, \theta))$

$$x_{adv} = x - \epsilon \cdot sign(\nabla_x \mathcal{L}(x, \ell, \theta))$$

ATTACK MODELS: FGSMK OR PGD

This is an iterative version of FGSM:

$$x_{adv}^{0} = x; \quad x_{adv}^{t+1} = Clip_{x,\epsilon} \{ x_{adv}^{t} + \alpha \cdot sign(\nabla_{x} \mathcal{L}(x, \theta, y)) \}$$

Targeted version:

$$x_{adv}^{0} = x; \quad x_{adv}^{t+1} = Clip_{x,\epsilon} \{ x_{adv}^{t} - \alpha \cdot sign(\nabla_{x} \mathcal{L}(x, \theta, \ell)) \}$$

- Madry et al. proposes PGD as universal first order attack method
- This means defence against this attack would guarantee defence against all gradient based method

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