

## ADVERSARIAL MACHINE LEARNING

## ATTACK MODELS: FGSMK OR PGD

This is an iterative version of FGSM:

Targeted version:

- 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

Madry, A., Makelov, A., Schmidt, L., Tsipras, D., & Vladu, A. (2017). Towards deep learning models resistant to adversarial attacks

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

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## ATTACK MODELS: JSMA

- Saliency Map based greedy approach
- Modify the pixel who will impact the classifier output most
- Saliency Map is defined as:

$$S(x,\ell)[i] = \begin{cases} 0 \text{ if } \frac{\partial \mathcal{P}_l(\mathbf{x})}{\partial \mathbf{x}_i} < 0 \text{ or } \sum_{j \neq t} \frac{\partial \mathcal{P}_j(\mathbf{x})}{\partial \mathbf{x}_i} > 0 \\ \left(\frac{\partial \mathcal{P}_l(\mathbf{x})}{\partial \mathbf{x}_i}\right) \left| \sum_{j \neq t} \frac{\partial \mathcal{P}_j(\mathbf{x})}{\partial \mathbf{x}_i} \right| \text{ otherwise} \end{cases}$$

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