

Adaptive Neighbourhoods for the Discovery of Adversarial Examples

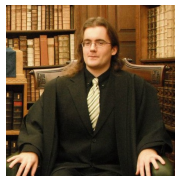
Jay Morgan, University of Toulon

13th October 2022

A thank you to my collaborators



Adeline Paiement
University of Toulon

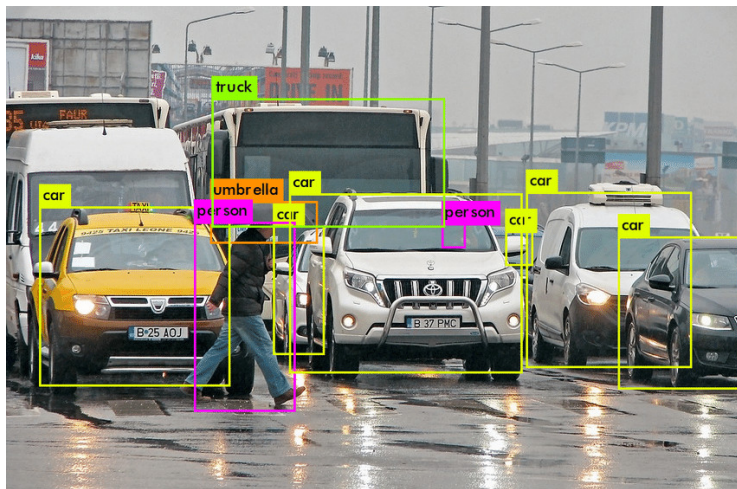


Arno Pauly Swansea
University






Monika Seisenberger
Swansea University

Deep Neural Networks



(Potdar, Kedar and Pai, Chinmay and Akolkar, Sukrut, 2018)

Adversarial Examples

	$+ .007 \times$		$=$	
x		$\text{sign}(\nabla_x J(\theta, x, y))$		$x + \epsilon \text{sign}(\nabla_x J(\theta, x, y))$
“panda”		“nematode”		“gibbon”
57.7% confidence		8.2% confidence		99.3 % confidence

(Goodfellow, Ian J and Shlens, Jonathon and Szegedy, Christian, 2014)

Motivating Principles



“stop”
to “30m speed limit”

“80m speed limit”
to “30m speed limit”


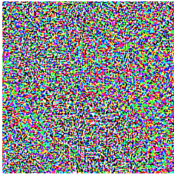

“go right”
to “go straight”

(Huang, Xiaowei and Kwiatkowska, Marta and Wang, Sen and Wu, Min, 2017)

Outline for this talk

1. Look at existing solutions
2. Our complimentary method
3. Some results on two tasks:
 - ▶ Iris Dataset
 - ▶ Solar Burst Detection
4. Some conclusions

Fast Gradient Sign Method (FGSM)

	$+ .007 \times$		$=$	
x		$\text{sign}(\nabla_x J(\theta, x, y))$		$x + \epsilon \text{sign}(\nabla_x J(\theta, x, y))$
“panda”		“nematode”		“gibbon”
57.7% confidence		8.2% confidence		99.3 % confidence

(Goodfellow, Ian J and Shlens, Jonathon and Szegedy, Christian, 2014)

Projected Gradient Descent (PGD)

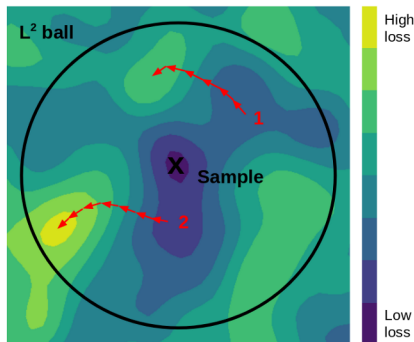
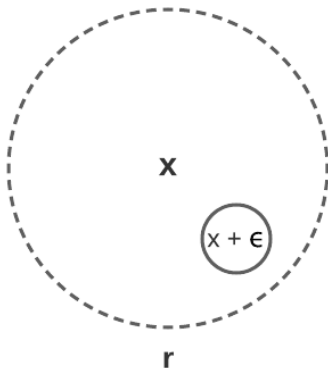


Figure:

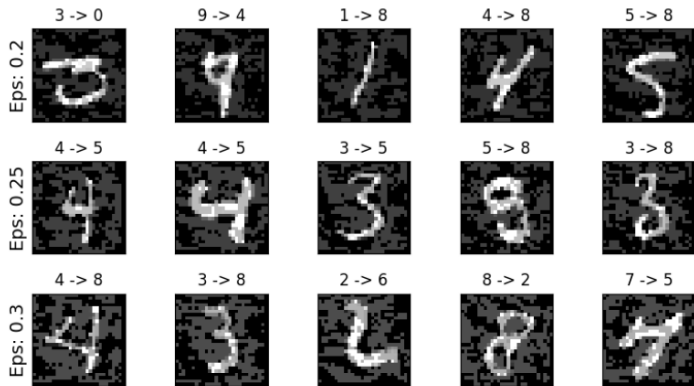
<https://towardsdatascience.com/know-your-enemy-7f7c5038bdf3>

(Madry, Aleksander and Makelov, Aleksandar and Schmidt, Ludwig and Tsipras, Dimitris and Vladu, Adrian, 2017)

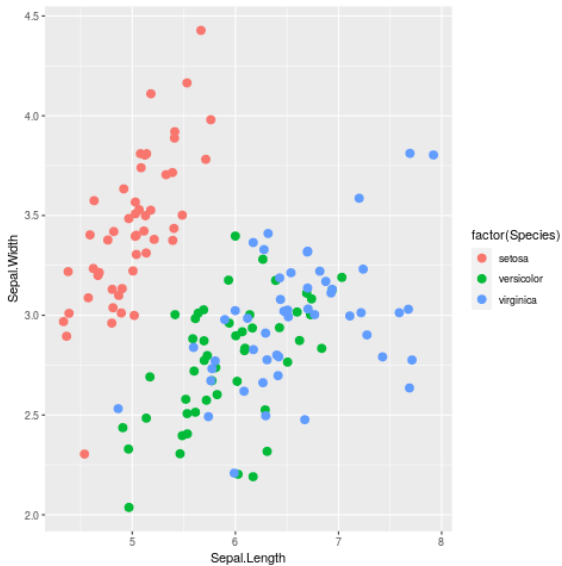
What do we learn from these methods?



Amount of change is important

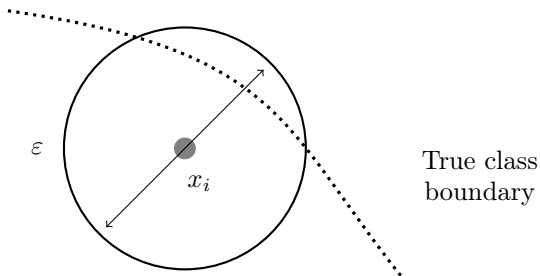


Non-image representations



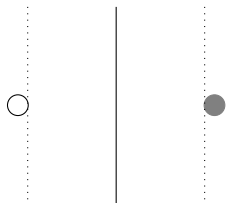
Our work

Perturbations shouldn't pass class boundaries

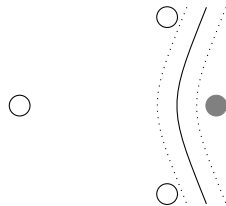


Example where a data point x_i lies close to the class decision boundary. In these situations, too large ϵ values, may push the synthetically generated point over true class boundaries.

Estimated boundaries can be deceiving



Sparse regions of the manifold may appear simple due to the lack of information.



More data points enable more precise estimation of the class boundary.

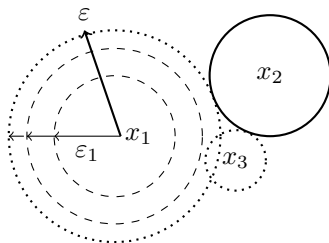
Estimating Sparsity/Density

$$\varphi(x; \bar{x}) = \frac{1}{\sqrt{1 + (\varepsilon r)^2}}, \text{ where } r = \| \bar{x} - x \| \quad (1)$$

We achieve a good measure of the density through the sum of the RBFs centred on all data points X^c of class c (Eq.~2).

$$\rho_c(x) = \sum_{x_j \in X^c} \varphi(x; x_j) \quad (2)$$

Expansion

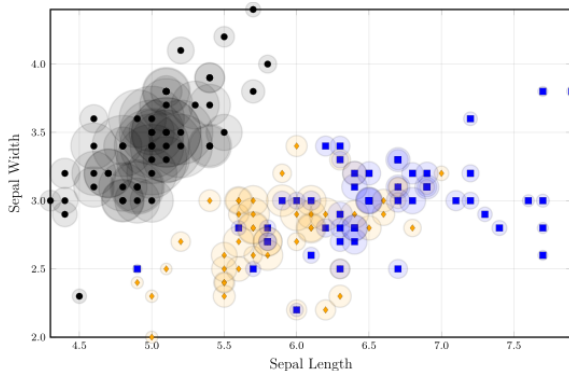
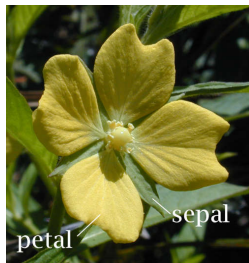


Iterative ε -expansion process in a binary class scenario. The two classes are distinguished by the dotted and solid circles.

$$\Delta \varepsilon_i^n = e^{-\rho_{c(i)}(x_i) \cdot n}$$

Results

Iris Dataset



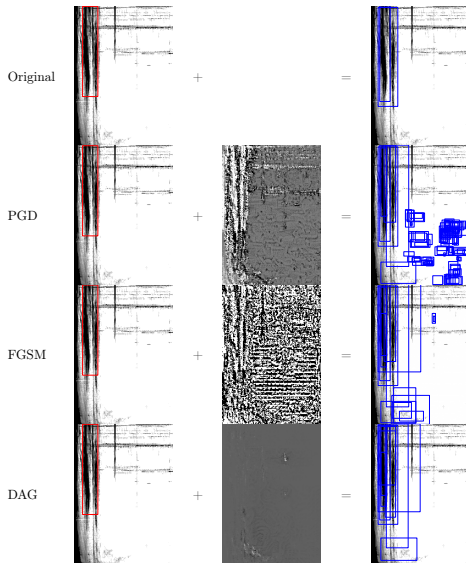
(Jay Morgan and Adeline Paiement and Arno Pauly and Monika Seisenberger, 2021)

Results

Table: F_1 score of DNN for the Iris dataset using various adversarial defence methods. Scores are in the format: mean (standard deviation) over 10 k-folds. Bold font face indicates the best form of attack for each type of defence method.

Defence	None	Attack			
		FGSM	PGD	FGSM+AN	PGD+AN
None	0.9745 (0.0413)	0.9278 (0.0618)	0.8572 (0.1036)	0.7764 (0.0813)	0.8461 (0.0968)
FGSM	0.9811 (0.0396)	0.9408 (0.0757)	0.8468 (0.1080)	0.7873 (0.0785)	0.8448 (0.0698)
PGD	0.9867 (0.0400)	0.9462 (0.0740)	0.8680 (0.0740)	0.8508 (0.0746)	0.8759 (0.0823)
Random+AN	0.9936 (0.0193)	0.9272 (0.0620)	0.8274 (0.0918)	0.7935 (0.0822)	0.8454 (0.0864)
FGSM+AN	0.9936 (0.0193)	0.9406 (0.0745)	0.8420 (0.0987)	0.8140 (0.1085)	0.8588 (0.1157)
PGD+AN	0.9936 (0.0193)	0.9472 (0.0642)	0.9472 (0.0642)	0.8679 (0.0899)	0.8753 (0.0864)

Adversarial Training for Solar Burst Detection



(Jay Morgan, 2022)

Results

Table: F_1 score performance on the WAVES dataset using Faster R-CNN. Numbers highlighted in a bold font face indicate the best achieving adversarial attack for each form of defence.


Defence	None	Attack					
		FGSM	FGSM+AN	PGD	PGD+AN	DAG	DAG+AN
None	0.568	0.539	0.486	0.198	0.105	0.399	0.251
FGSM	0.463	0.458	0.178	0.013	0.012	0.055	0.028
FGSM+AN	0.480	0.465	0.462	0.007	0.007	0.043	0.023
PGD	0.421	0.425	0.379	0.391	0.359	0.378	0.259
PGD+AN	0.364	0.359	0.330	0.339	0.324	0.330	0.212

Summary of Results

- ▶ Adaptive neighbourhoods is an effective method that compliments existing adversarial generation methods such as FGSM & PGD.
- ▶ Through the use of adaptive neighbourhoods, one can meaningfully define searchable regions for datasets other than image-based data where adversarial examples can be visually inspected.

Source code

☰ README.md ✎



Adaptive Neighbourhoods for the Discovery of Adversarial Examples

Python API for generating adapted and unique neighbourhoods for searching for adversarial examples

by

pypi

v0.0.2

license

GPL 3.0

docs

passing

Installation & usage

This work is released on PyPi. Installation, therefore, is as simple as installing the package with pip:

```
python3 -m pip install adaptive-neighbourhoods
```


Releases

No releases published
[Create a new release](#)

Packages

No packages published
[Publish your first package](#)

Environments ¹

 [github-pages](#) Active

Languages

Python 97.6%

Makefile 2.4%

<https://github.com/jaypmorgan/adaptive-neighbourhoods>
<https://gibtlab.com/jaymorgan/adaptive-neighbourhoods>
<https://git.sr.ht/~jaymorgan/adaptive-neighbourhoods>

Navigation icons: back, forward, search, etc.

Link to the Slides

The screenshot shows the GitHub repository page for `jaypmorgan/presentations`. The repository is public and has 14 commits, 1 star, and 0 forks. The main content area displays a list of files and a table of contents for the `README.md` file.

Repository Information:

- Repository: `jaypmorgan/presentations` (Public)
- Language: JavaScript
- Commits: 14
- Stars: 1
- Forks: 0

Files:

File Name	Description	Last Commit
<code>2021-03-30-Trustable Machine Lear...</code>	Rename to README	7 days ago
<code>2021-06-05-Learning how to learn w...</code>	Add an example network	14 months ago
<code>2022-10-13-Adaptive Neighbourhoods</code>	Add basic presentation	2 days ago
<code>.gitignore</code>	Add basic presentation	2 days ago
<code>README.md</code>	Update links	2 days ago
<code>README.org</code>	Update links	2 days ago

Table of Contents (from README.md):

- 1. Presentations
 - I. 2021
 - II. 2022

Presentations

A collection of presentations given throughout years.

Releases: No releases published. [Create a new release](#)

Packages: No packages published. [Publish your first package](#)

Languages:

Language	Percentage
HTML	55.4%
Julia	25.2%
TeX	13.3%
CSS	3.3%

<https://github.com/jaypmorgan/presentations>

Thank you!

References

Goodfellow, Ian J and Shlens, Jonathon and Szegedy, Christian (2014). *Explaining and harnessing adversarial examples*, arXiv preprint arXiv:1412.6572.

Huang, Xiaowei and Kwiatkowska, Marta and Wang, Sen and Wu, Min (2017). *Safety verification of deep neural networks*.

Jay Morgan (2022). *Strategies to use Prior Knowledge to Improve the Performance of Deep Learning*.

Jay Morgan and Adeline Paiement and Arno Pauly and Monika Seisenberger (2021). *Adaptive Neighbourhoods for the Discovery of Adversarial Examples*, CoRR.

Madry, Aleksander and Makelov, Aleksandar and Schmidt, Ludwig and Tsipras, Dimitris and Vladu, Adrian (2017). *Towards deep learning models resistant to adversarial attacks*, arXiv preprint arXiv:1706.06083.

Potdar, Kedar and Pai, Chinmay and Akolkar, Sukrut (2018). *A Convolutional Neural Network based Live Object Recognition System as Blind Aid*.