



Learning to Confuse: Generating Training Time Adversarial Data with Auto-Encoder

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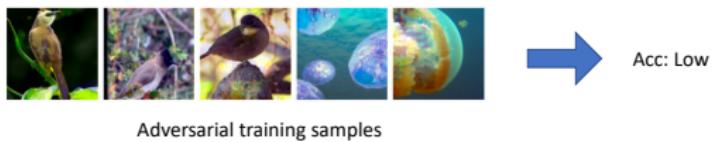
Section 1

Introduction



Introduction

- Problem: Adding imperceivable noises to the training data to confuse classifier in testing.



Training

Testing

Section 2

The proposed method



Problem formulation

The learning target of a neural network f_θ with parameter θ is

Target

$$\theta^* = \arg \min_{\theta} \sum_{(x,y) \sim \mathcal{D}} [\mathcal{L}(f_\theta(x), y)] \quad (1)$$

Noise generator: g_ξ

Constraint on noise

$$\forall x, \|g_\xi(x)\|_\infty \leq \epsilon \quad (2)$$

In this work, an encoder-decoder network with activation $\epsilon \cdot (\tanh(\cdot))$ in the last layer is used.



Problem formulation

The task is formulated into

Task formulation

$$\begin{aligned} & \max_{\xi} \sum_{(x,y) \sim \mathcal{D}} [\mathcal{L}(f_{\theta^*(\xi)}(x), y)] \\ \text{s.t. } & \theta^*(\xi) = \arg \min_{\theta} \sum_{(x,y) \sim \mathcal{D}} [\mathcal{L}(f_{\theta}(x + g_{\xi}(x)), y)] \end{aligned} \tag{3}$$



Optimization

- The equality constraint can be relaxed into

$$\theta_i = \theta_{i-1} - \alpha \cdot \nabla_{\theta_{i-1}} \mathcal{L}(f_{\theta_{i-1}}(x + g_\xi(x)), y) \quad (4)$$

- The basic idea is to alternatively update f_θ on **noisy data** via gradient descent and g_ξ on **clean data** over gradient ascent.
- However, f_θ and g_ξ won't converge in practice.



Optimization

- Collecting the update trajectories for f_θ
 - Update g_ξ based on such trajectories.

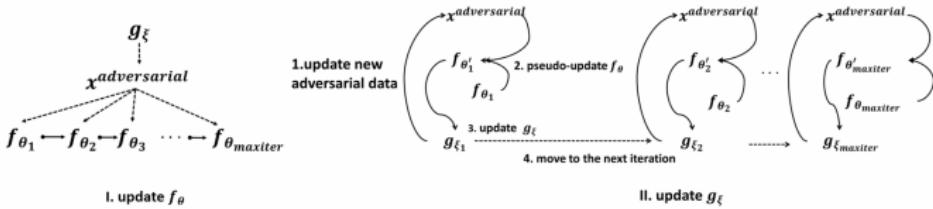


Figure 1: An overview for learning to confuse: Decoupling the alternating update for f_θ and g_ξ

- Implementation trick: save g_ξ instead of f_{θ_i} .

Label specific adversaries

- It can be easily transfer to the label specific conditions.

Label specific adversaries

Replace

$$\max_{\xi} \sum_{(x,y) \sim \mathcal{D}} [\mathcal{L}(f_{\theta^*}(\xi)(x), y)] \quad (5)$$

into

$$\min_{\xi} \sum_{(x,y) \sim \mathcal{D}} [\mathcal{L}(f_{\theta^*(\xi)}(x), \eta(y))], \quad (6)$$

where η is a predefined label transformation function.

Section 3

Experiments



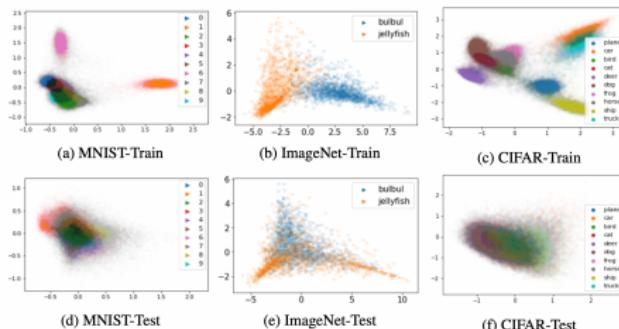
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Performance Evaluation

- The test accuracy obviously dropped when trained on the adversarial datasets.

	MNIST	ImageNet	CIFAR-10
Clean Data	99.32 ± 0.05	88.5 ± 2.32	77.28 ± 0.17
Adversarial Data	0.25 ± 0.04	54.2 ± 11.19	28.77 ± 2.80

- The classifier trained on the adversarial data cannot differentiate the clean samples.



Effect of varying parameters

- There is a sudden drop in performance when the perturbation constraint ϵ exceeds 0.15.
 - The proposed method performs better than *random flip*.

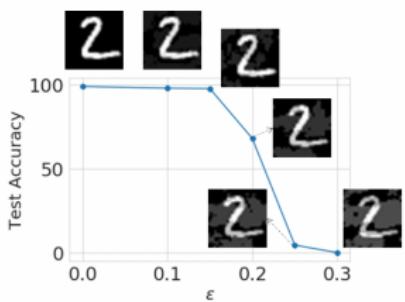


Figure 4: Effect of varying ϵ .

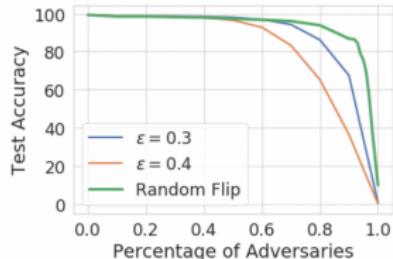
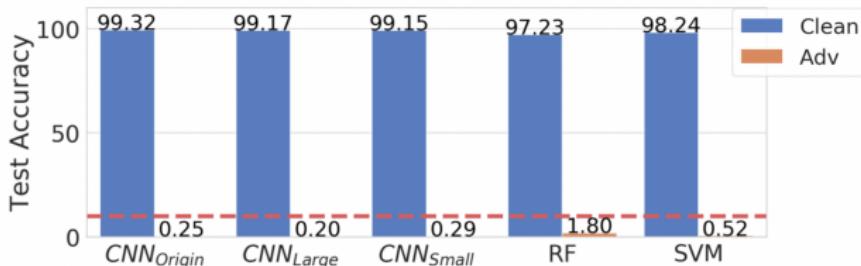


Figure 5: Varying the ratio of adversaries under different ϵ .

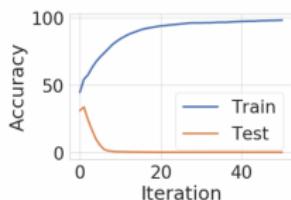
Evaluation of Transferability

- It transfers very well on even non-NN classifiers, e.g., random forest and SVM.

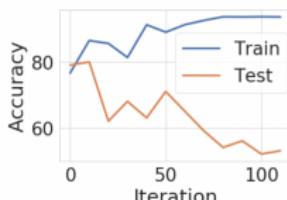


Generalization Gap

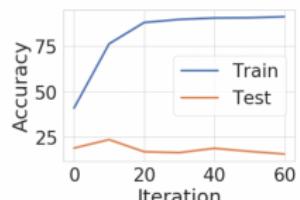
- A clear generalization gap is observed during the training process.
- It is conjectured that the deep model tends to overfit towards the adversarial noises.



(a) MNIST.



(b) 2-class ImageNet.



(c) CIFAR-10.

Figure 8: Learning curves for f_θ 

Validation and Linear Hypothesis

- The model performs well when taking only adversarial noises as inputs.
 - One possible explanation is the linearity inside deep models.

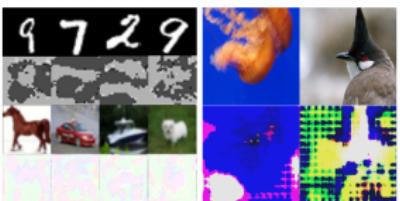


Figure 9: Clean samples and their corresponding adversarial noises for MNIST, CIFAR-10 and ImageNet

Table 2: Prediction accuracy taking **only noises as inputs**. That is, the accuracy between the true label and $f_\theta(g_\xi(x))$ where x is the clean sample.

	Noise _{train}	Noise _{test}
MNIST	95.62	95.15
ImageNet	88.87	93.00
CIFAR-10	78.57	72.98

Weight Visualizations

- The victim SVM weights went to the opposite direction and tend to overfits on image corners.

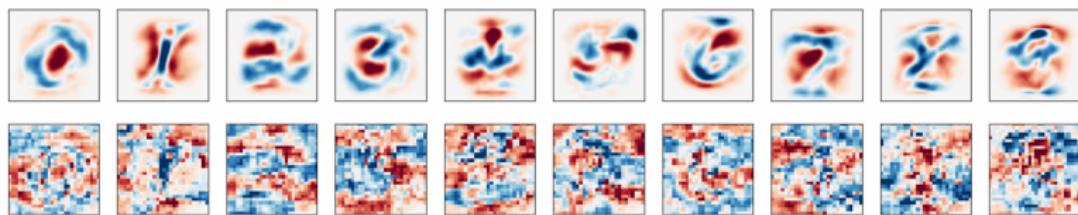
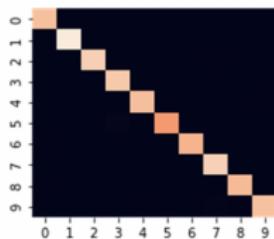


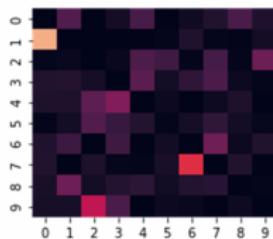
Figure 10: LinearSVM weights visualization for MNIST. Top row: Weights trained on clean training data. Bottom row: Weights trained on adversarial training data.

Label Specific Adversaries

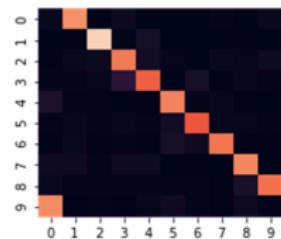
- Price: test accuracy increases from 0.25 ± 0.04 to 1.48 ± 0.21 .
- Effect: Success rate for targeting the desired specific label: 79.7 ± 0.38 .



(a) Clean Training Data



(b) Non-label specific setting



(c) Label-specific setting



Section 4

Conclusion



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Conclusion

- This paper proposed a general framework for generating training time adversarial data.
- A simple yet effective training scheme to train both networks.
- Experiments on image data confirm the effectiveness.



Related consecutive work

- A concurrent work minimizes the gradients of weights to make models harder to converge in transfer learning ¹.
- “Inversely adversarial noise” generated by PGD has a similar effect and is used to synthesize *Unlearnable Examples* ².
- Gradient manipulation is used to generate poisoned dataset ³.
- Adversarial examples make stronger poisons ⁴.
- Adversarial training serves as a defense with theoretical guarantee ⁵.

¹ Juncheng Shen, Xiaolei Zhu, De Ma. TensorClog: An Imperceptible Poisoning Attack on Deep Neural Network Applications, in IEEE Access, vol. 7, pp. 41498-41506, 2019

² Hanxun Huang, Xingjun Ma, Sarah Monazam Erfani, James Bailey, Yisen Wang. Unlearnable Examples: Making Personal Data Unexploitable. In ICLR, 2021.

³ Liam H Fowl, Ping-yeh Chiang, Micah Goldblum, Jonas Geiping, Arpit Amit Bansal, Wojciech Czaja, Tom Goldstein. Protecting Proprietary Data: Poisoning for Secure Dataset Release. In arxiv preprint, 2103.02683.

⁴ Liam H Fowl, Micah Goldblum, Ping-yeh Chiang, Jonas Geiping, Wojciech Czaja, Tom Goldstein. Adversarial Examples Make Strong Poisons. In NeurIPS, 2021.

⁵ Lue Tao, Lei Feng, Jinfeng Yi, Sheng-Jun Huang, Songcan Chen. Better Safe Than Sorry: Preventing Delusive Adversaries with Adversarial Training. In NeurIPS, 2021.

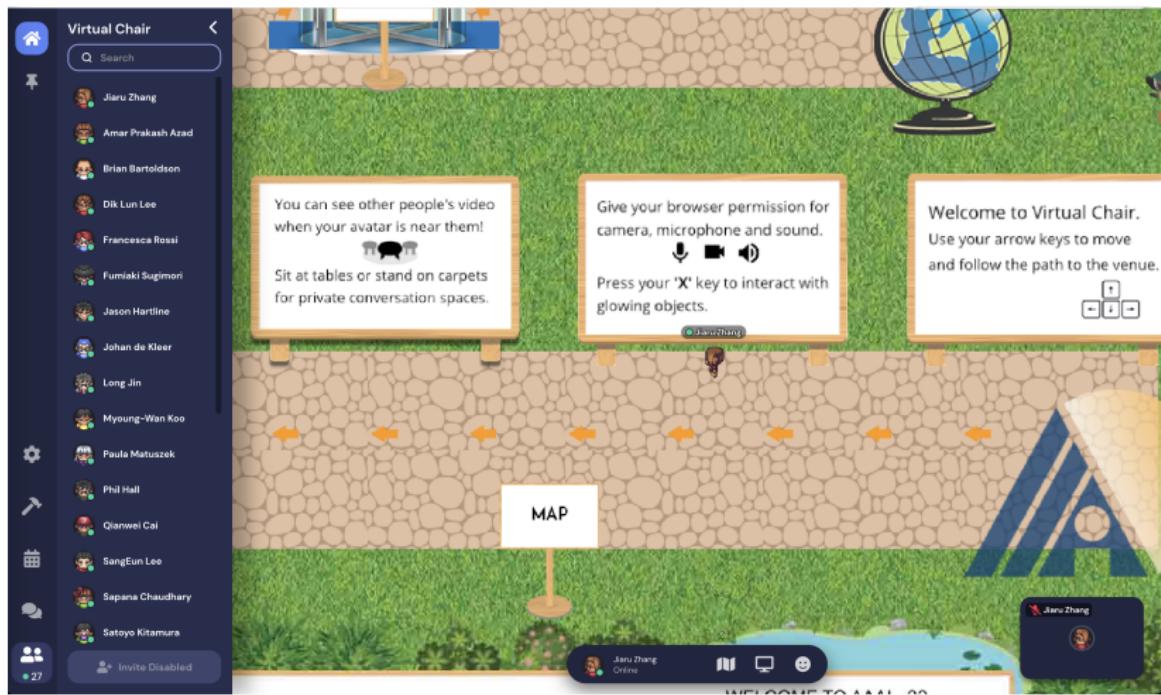
Section 5

Others

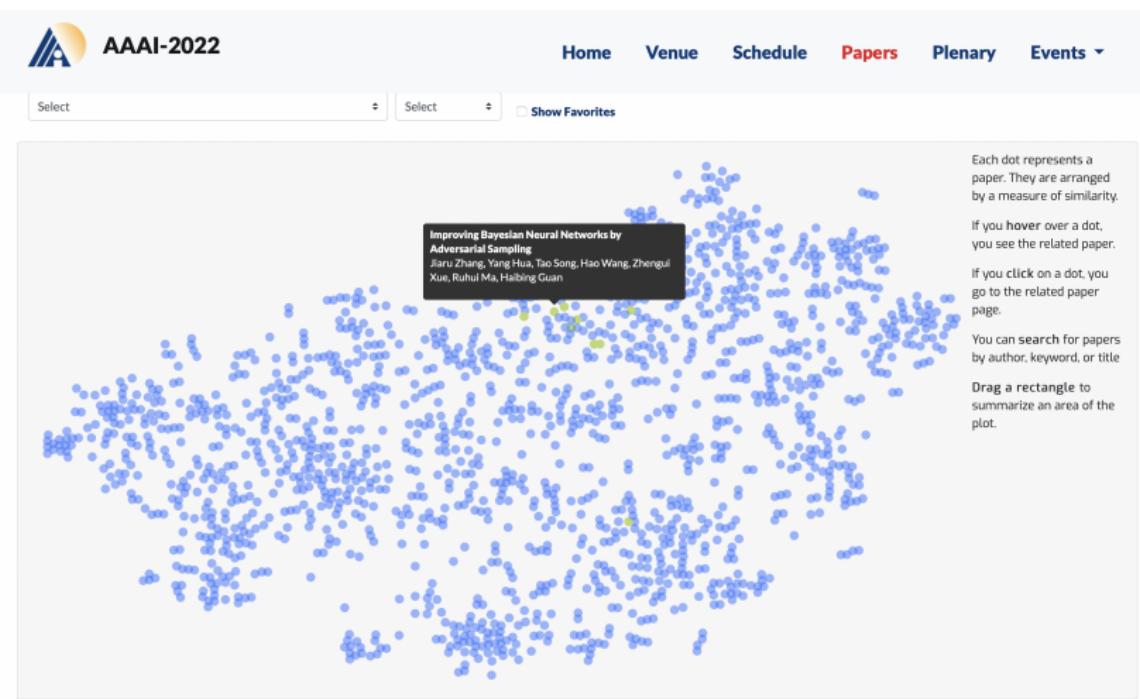


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Experience in AAAI



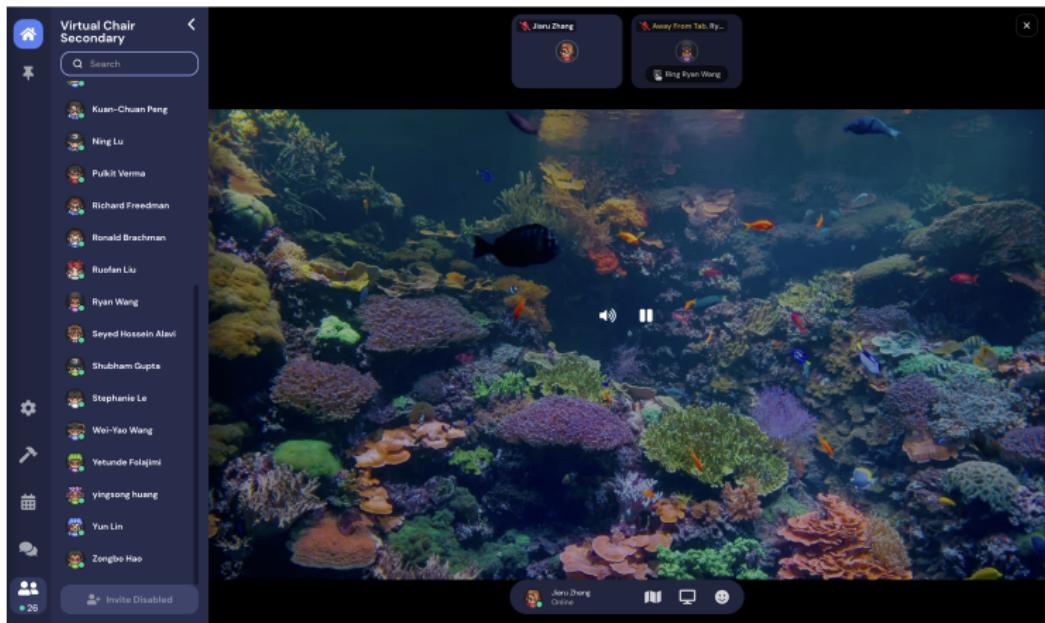
Experience in AAAI



Experience in AAAI



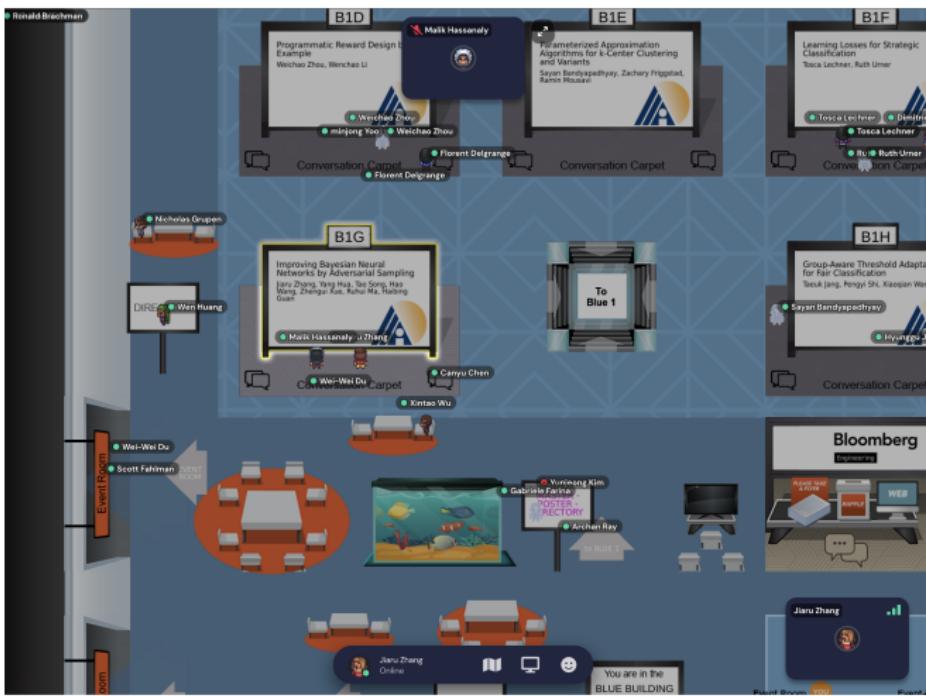
Experience in AAAI

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