Internship weekly report

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Outline

- Introduction
- Greedy Coordinate Gradient
- AutoPrompt vs GCG
- 4 Grad-CAM
- 5 Integrated Gradients (Axiomatic Attribution for Deep Networks)
- 6 Conclusion

- Introduction
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Introduction

Second week: gradient-based optimization litterature review and some coding

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Universal and Transferable Adversarial Attacks on Aligned Language Model by [Zou+23] in july 2023.

- aims to jailbreak aligned LLMs
- finds a suffix that forces the model to answer by the affirmative
- gradient descent over discrete token inputs

Algorithm Greedy Coordinate Gradient

```
1: for t = 1 to nb_steps do

2: for i \in \mathcal{I} do

3: compute -\nabla_{e_{X_i}} \mathcal{L}(x_{1:n})

4: \mathcal{X}_i = \underset{w \in \{1, ..., V\}}{\text{top-k}} - \nabla_{e_{X_i}} \mathcal{L}(x_{1:n})

5: end for

6: for b = 1, ..., B do

7: \tilde{x}_{1:n}^{(b)} := x_{1:n}

8: i \sim \mathcal{U}(\mathcal{I})

9: \tilde{x}_i^{(b)} \sim \mathcal{U}(\mathcal{X}_i)

10: end for

11: b^* = \underset{b}{\text{argmin}} \mathcal{L}(\tilde{x}_{1:n}^{(b)})

12: x_{1:n} = \tilde{x}_{1:n}^{(b^*)}
```

13: end for

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Same thing. See

https://github.com/mathisemb/reverse_engineering_llms/blob/main/meetings/AutoPrompt_vs_GCG.pdf

```
Algorithm 3 AutoPrompt

1: for t = 1 to nb_steps do
2: for i \in \mathcal{I} do
3: for w \in \mathcal{V} do
4: compute w^T.\nabla_{x_i}L(x_i)
5: end for
6: \mathcal{X}_i = \text{top-k}\left(w^T.\nabla_{x_i}L(x_i)\right)
7: x_i = \underset{w \in \mathcal{V}}{\operatorname{argmax}}L(w_{\operatorname{cand}})
8: end for
9: end for
```

```
Algorithm 4 Greedy Coordinate Gradient
 1: for t = 1 to nb steps do
           for i \in \mathcal{I} do
                 for w \in \mathcal{V} do
                       compute w^T \cdot \nabla_{x_i} L(x_i)
                 end for
                 \mathcal{X}_i = \text{top-k}\left(w^T \cdot \nabla_{x_i} L(x_i)\right)
 7:
           end for
           for b = 1, \dots, B do
                 \tilde{x}_{1:n}^{(b)} := x_{1:n}
          i \sim \mathcal{U}(\mathcal{I})
10:
                \tilde{x}_i^{(b)} \sim \mathcal{U}(\mathcal{X}_i)
11:
           end for
           b^* = \operatorname{argmax} \log p(y|\tilde{x}_{1:p}^{(b)})
           x_{1:n} = \tilde{x}_{1:n}^{(b^*)}
14:
15: end for
```

Comparison

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Grad-CAM: Visual Explanations from Deep Networks via Gradient-based Localization by [Sel+19] in october 2019.

- image classification task
- aims to highlight the important regions in the image for predicting a class

We want to predict $c \in \{1, ..., C\}$. We write y_c the probability that the CNN assigns to the class c.

For a given layer of the CNN we write A^k the activities for the feature k. A^k_{ij} is the activity of the pixel (i,j) for the feature k.

Given a layer, we want to know the importance of feature k for the probability that the CNN assigns to the class c. This importance is given by

$$\alpha_k^c = \frac{1}{\# pixels} \sum_{ij} \frac{\partial y_c}{\partial A_{ij}^k}$$

 $\frac{\partial y_c}{\partial A^k_{ii}}$ is obtained by backpropagation.



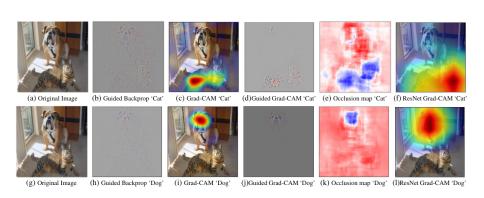
If we want the importance of a pixel (i,j) for predicting c we compute:

$$\sum_{k} \alpha_{k}^{c} A_{ij}^{k}$$

that we can display with $ReLU(\sum_k \alpha_k^c A_{ij}^k)$.

Comment: we observe that it works better when working with the last layers, probably because they carry more semantic.

Example



Conclusion

We would like to do the same with LLMs.

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Axiomatic Attribution for Deep Networks by [STY17] in march 2017.

They explain that to talk about attribution we need a baseline input. From that they introduce 2 axioms that attribution methods should satisfy:

- sensitivity
- implementation invariance

And they introduce their attribution method: integrated gradients

Baseline

An interesting quote from the paper: "When we assign blame to a certain cause we implicitly consider the absence of the cause as a baseline for comparing outcomes. In a deep network, we model the absence using a single baseline input"

Sensitivity

An attribution method satisfies Sensitivity(a) if:

for every input and baseline only differing in a single feature but resulting in different predictions, then the differing feature is given a non-zero attribution.

Implementation invariance

Def: two networks are functionally equivalent if their outputs are equal for all inputs, despite having very different implementations.

An attribution method satisfy Implementation Invariance if:

the attributions are always identical for two functionally equivalent networks.

Idea: chain-rule
$$\frac{\partial f}{\partial g} = \frac{\partial f}{\partial h}.\frac{\partial h}{\partial g}$$

Integrated gradients

Let $F: \mathbb{R}^n \to [0,1]$ be a deep network. Let $x \in \mathbb{R}^n$ be the user input, and $x' \in \mathbb{R}^n$ be the baseline input (e.g.

black image for image networks and zero embedding vector for text models).

Integrated Grads_i
$$(x) ::= (x_i - x_i') \times \int_{\alpha=0}^1 \frac{\partial F(x' + \alpha \times (x - x'))}{\partial x_i} d\alpha$$

Note: incomplete review. Next week for the full review.

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Conclusion

Gradient-based optimization is more interesting than making LLMs dialogues. However gradient analysis needs to satisfy some propeties.

References I

- [Sel+19] Ramprasaath R. Selvaraju et al. "Grad-CAM: Visual Explanations from Deep Networks via Gradient-Based Localization". In: International Journal of Computer Vision 128.2 (Oct. 2019), pp. 336–359. ISSN: 1573-1405. DOI: 10.1007/s11263-019-01228-7. URL: http://dx.doi.org/10.1007/s11263-019-01228-7.
- [STY17] Mukund Sundararajan, Ankur Taly, and Qiqi Yan.

 Axiomatic Attribution for Deep Networks. 2017. arXiv: 1703.01365 [cs.LG].
- [Zou+23] Andy Zou et al. *Universal and Transferable Adversarial Attacks on Aligned Language Models*. 2023. arXiv: 2307.15043 [cs.CL].