Attaque de réseau en boîte noire

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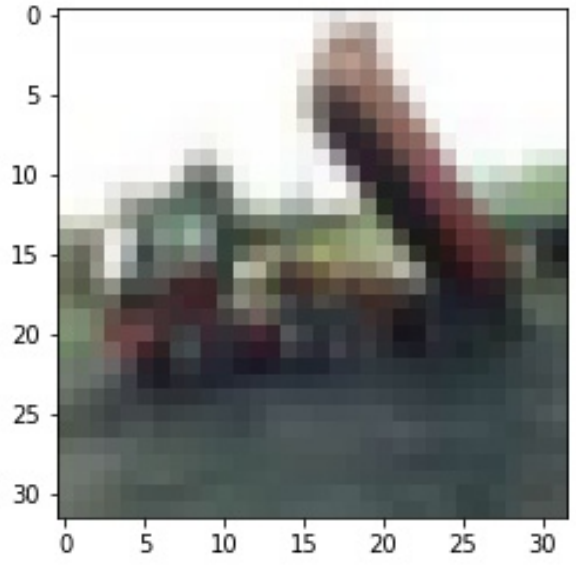
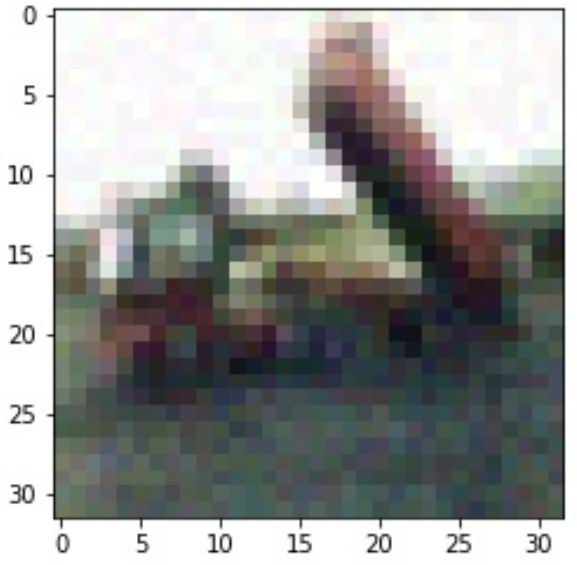
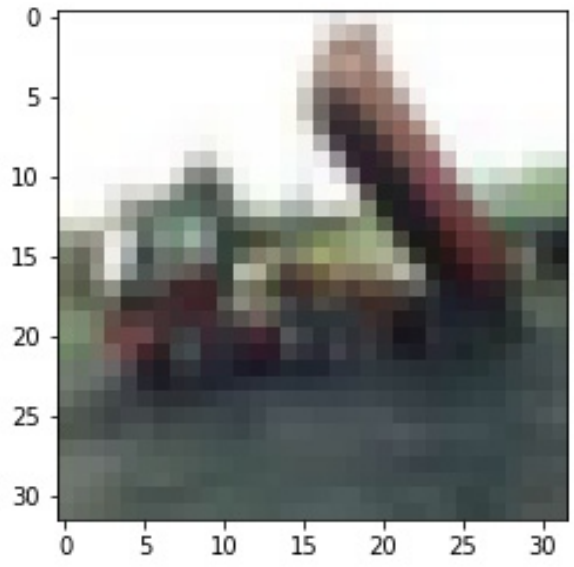




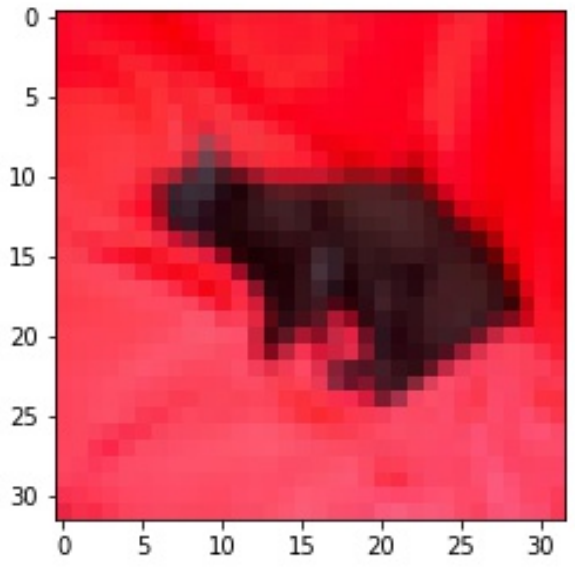
0.07 0.07 0.08 0.02 0.00
0.04 0.01 0.03 0.14 0.54

0.29 0.04 0.12 0.03 0.00
0.02 0.00 0.03 0.26 0.19

$(\epsilon = .03)$



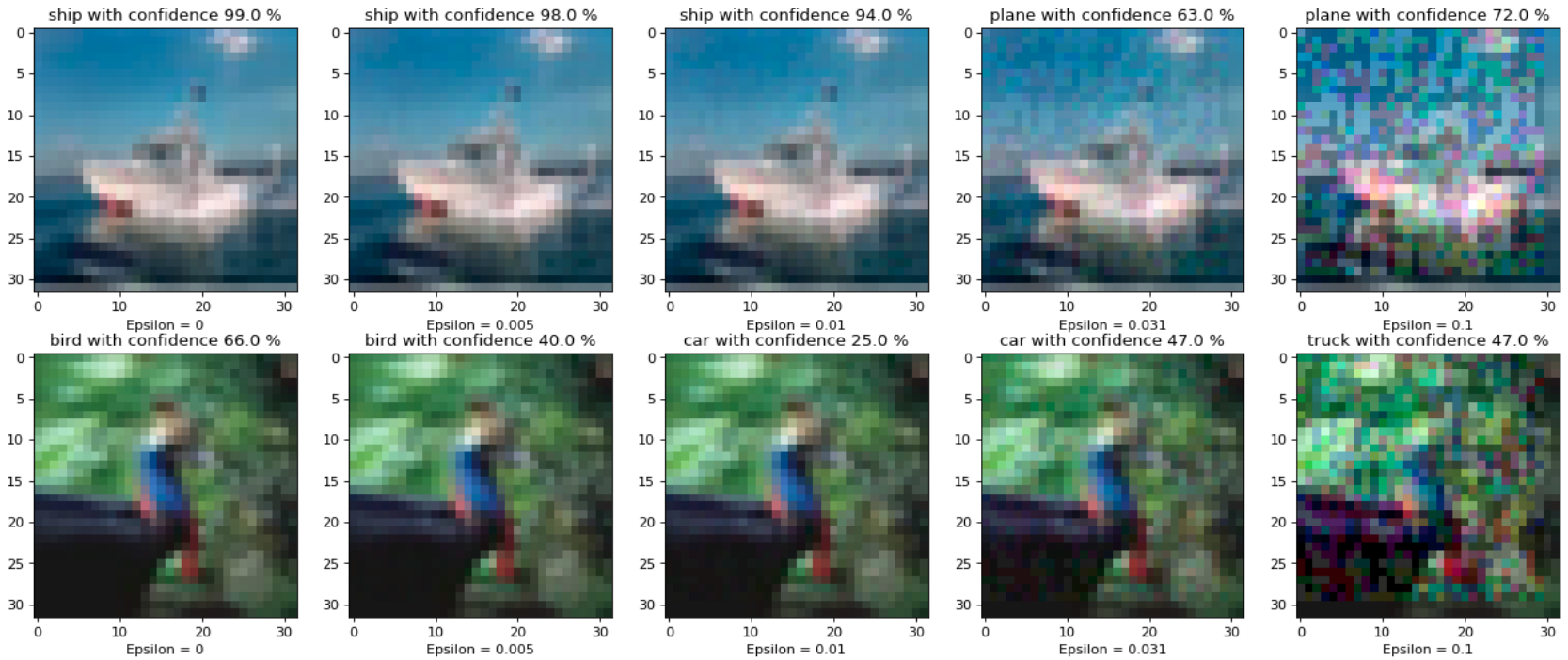
0.07 0.07 0.08 0.02 0.00
0.04 0.01 0.03 0.14 0.54



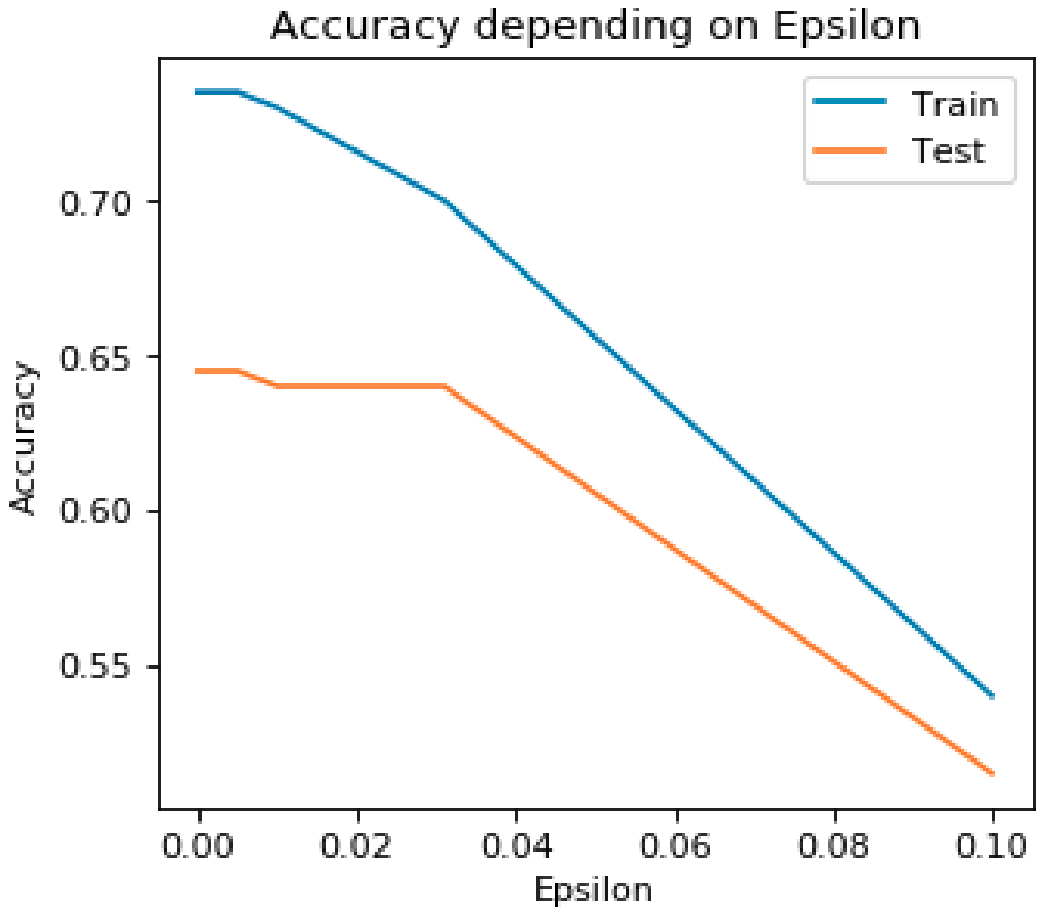
0.82 0.00 0.00 0.16 0.00
0.01 0.01 0.00 0.00 0.00

Principe

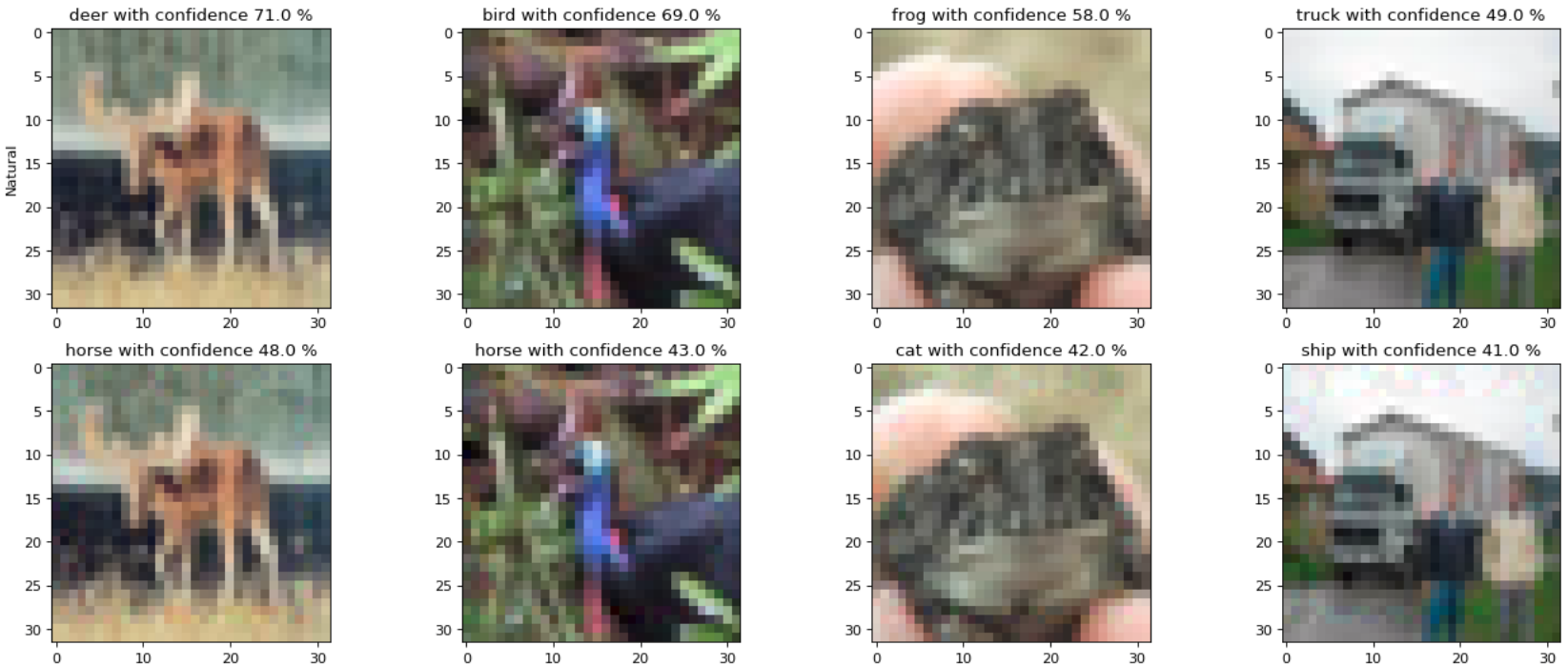
$$\text{image perturbée} = \text{image} + \epsilon \times \text{sign}(\text{gradient})$$



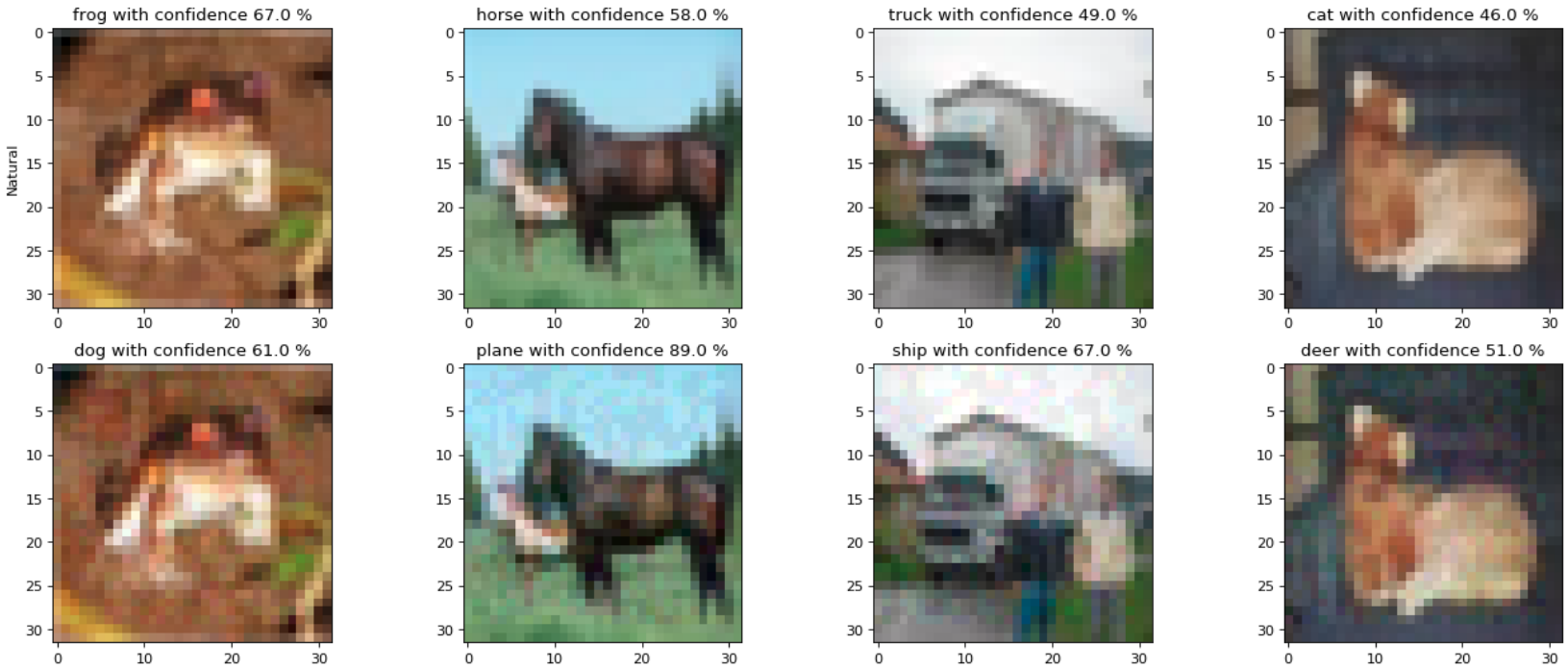
Précision et exemples avec des attaques aléatoires



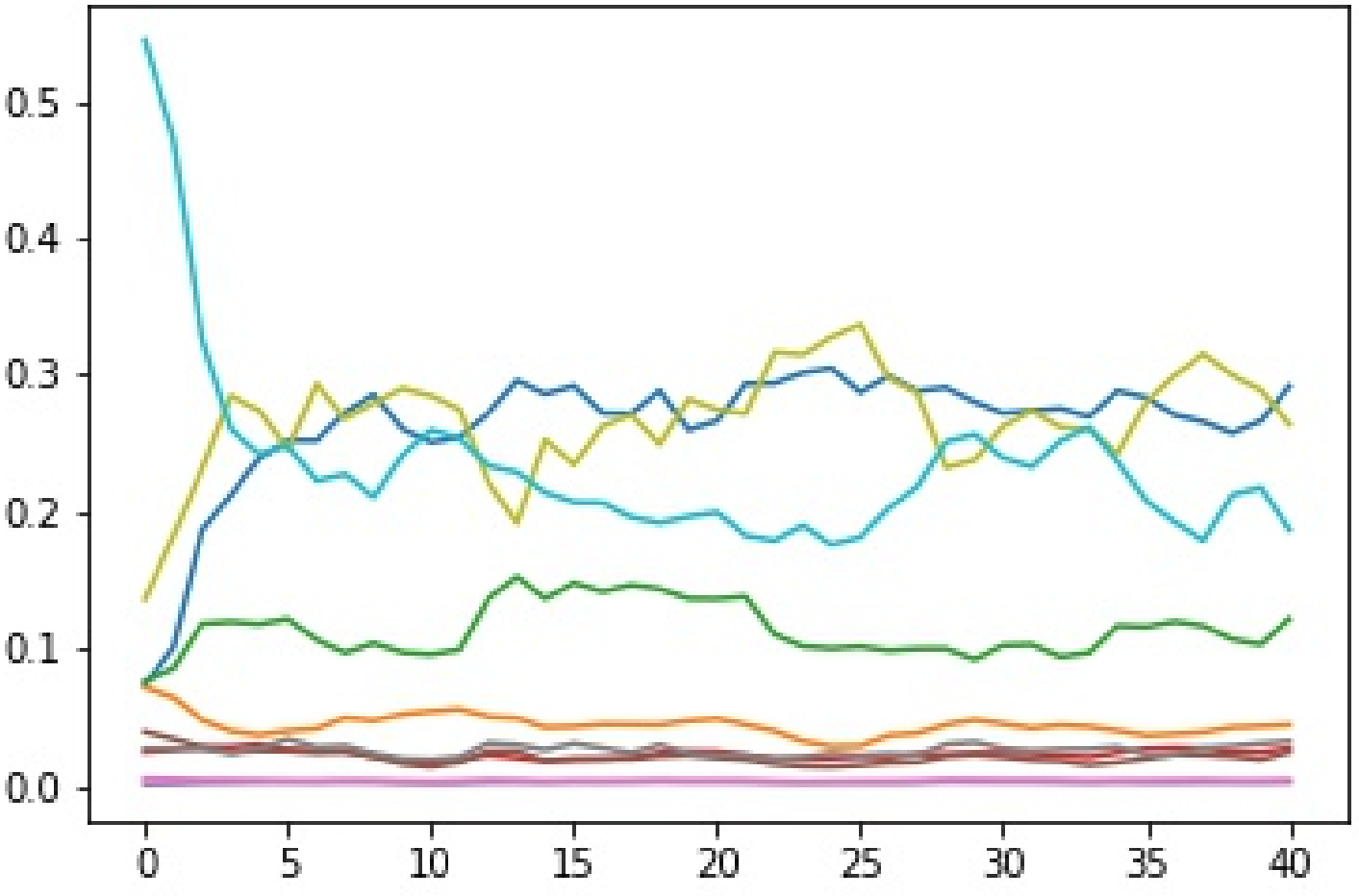
Précision et exemples avec des attaques FGSM partielles



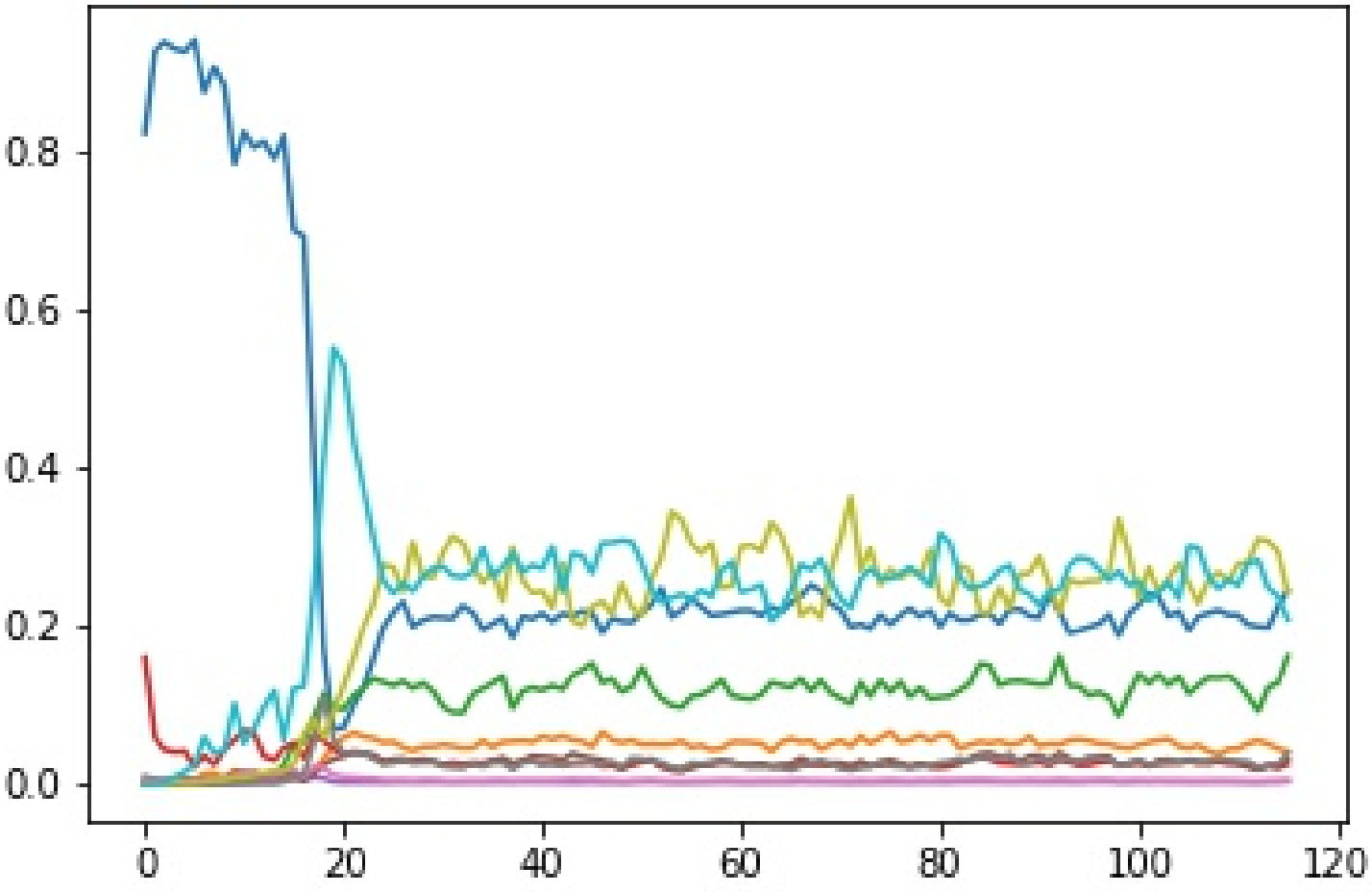
Précision et exemples avec des attaques FGSM totales



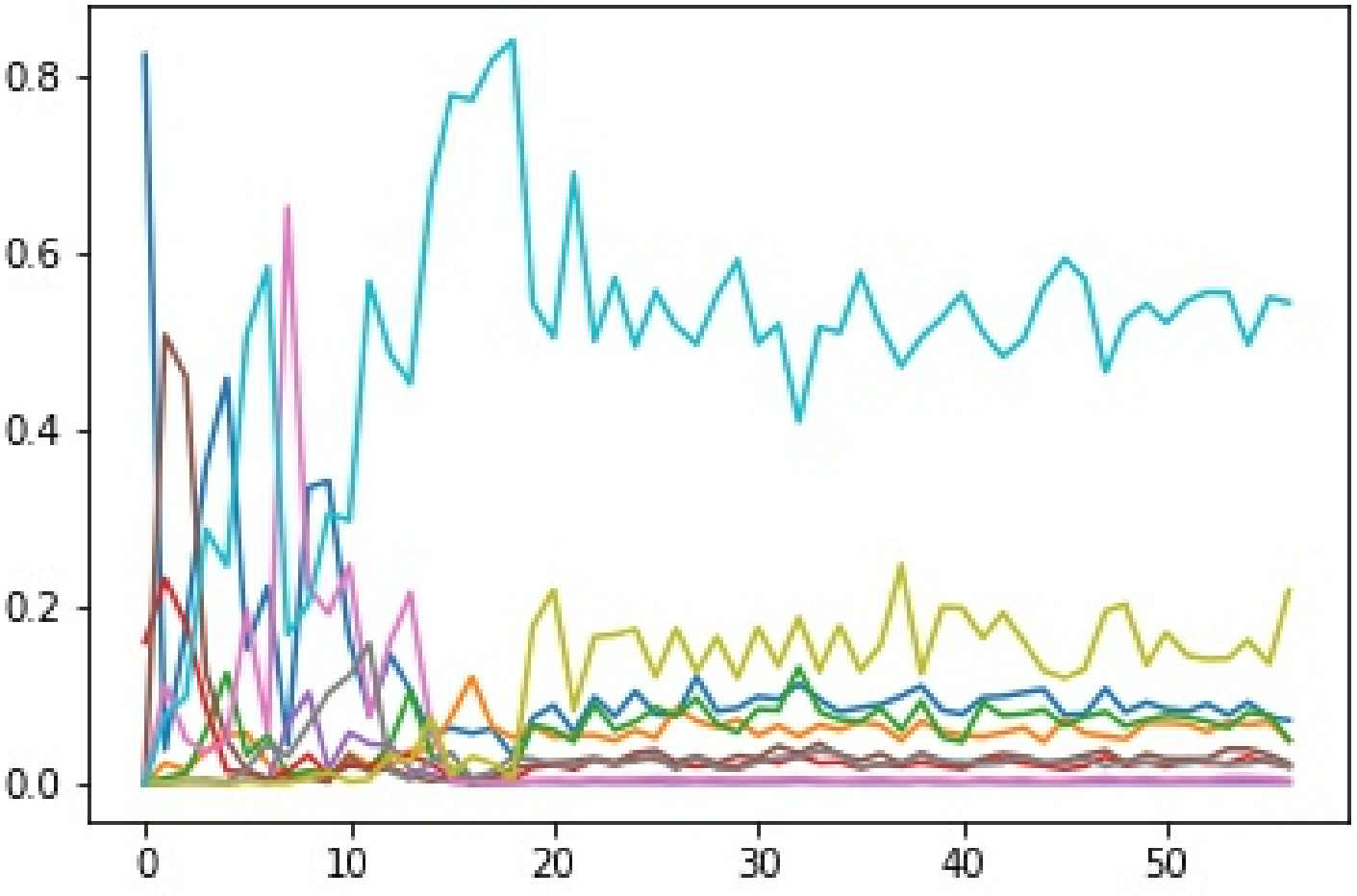
Information totale



Information limitée aux scores du top k ($k = 5$)

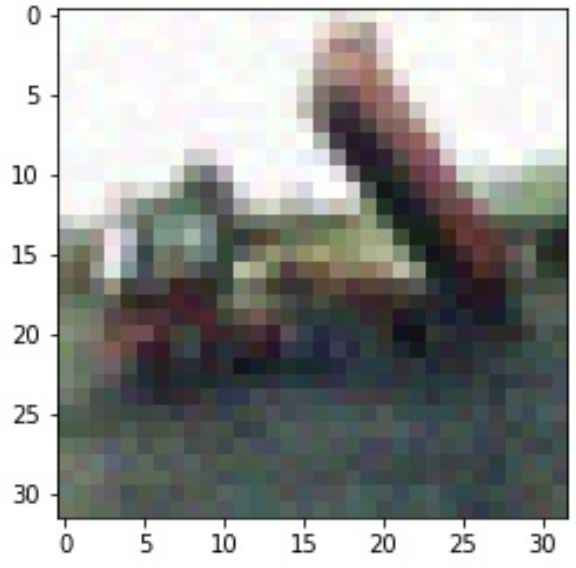


Information limitée aux rangs du top k ($k = 5$)



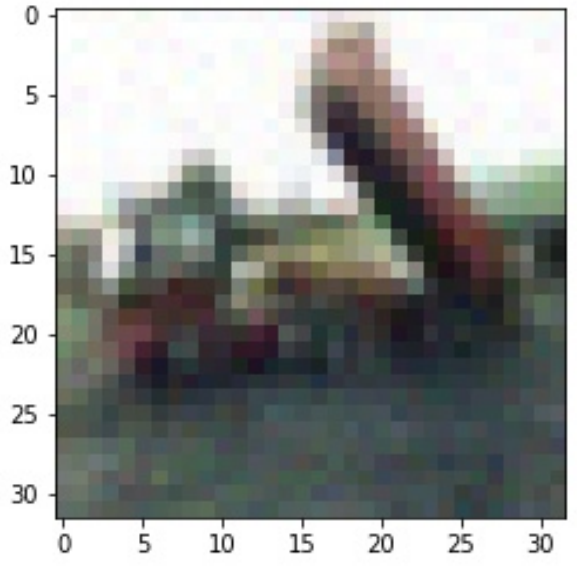
Comparaison avec la norme l_2

Norme l_∞, $\epsilon = .03$



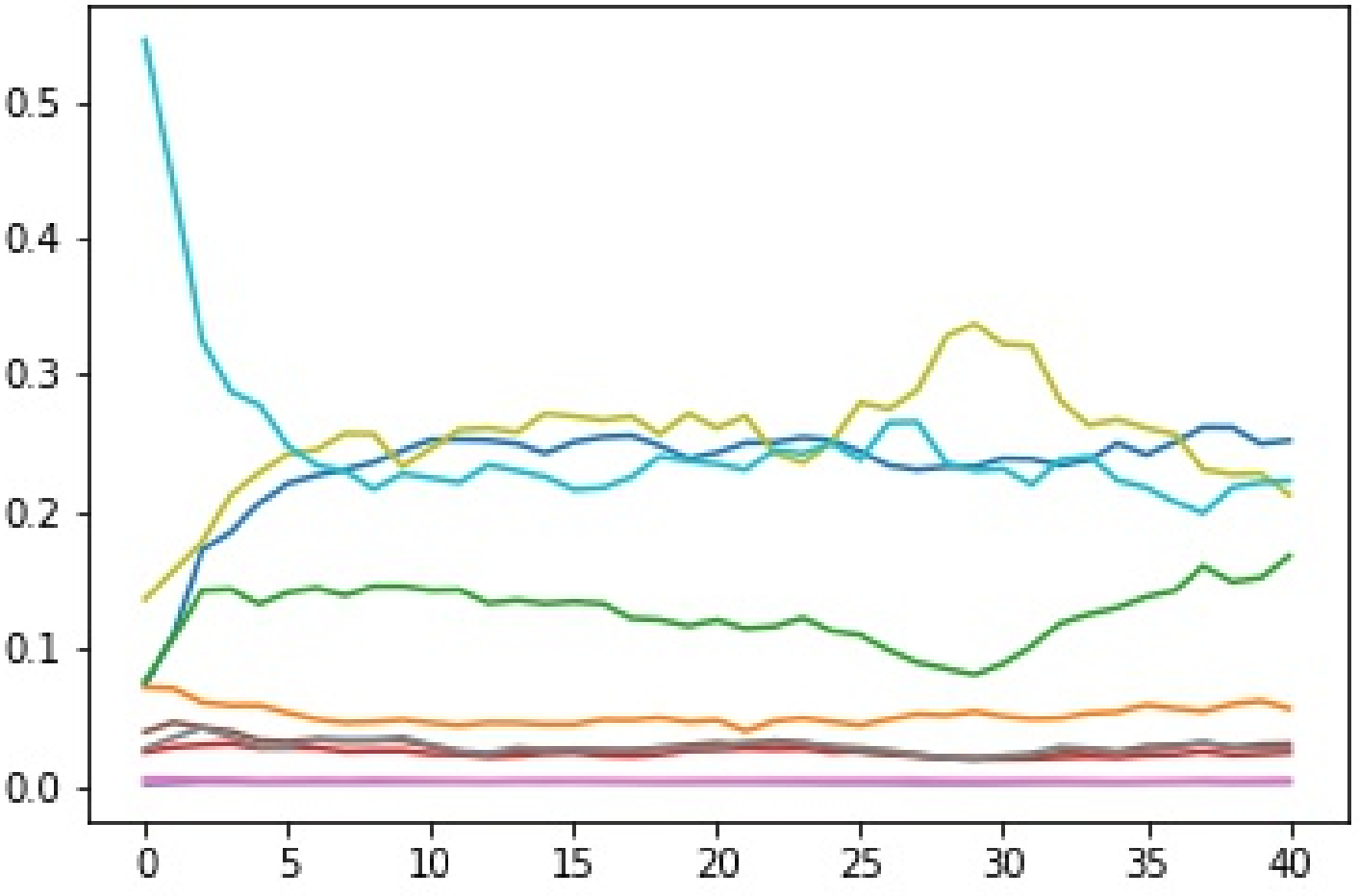
0.29 0.04 0.12 0.03 0.00
0.02 0.00 0.03 0.26 0.19

Norme l_2, $\epsilon = 1$



0.25 0.06 0.17 0.02 0.00
0.03 0.00 0.03 0.21 0.22

Pour la norme L2



Une meilleure norme ?

$$||x - y|| \rightarrow ||\text{grad}(x) - \text{grad}(y)||$$

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Ordre de grandeur :

$$||\text{grad}(x) - \text{grad}(y)||_\infty \leq .02$$

$$||x - y||_\infty \leq .1$$

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Projection ?