

# BlurNet: Defense by Filtering the Feature Maps

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Introduction

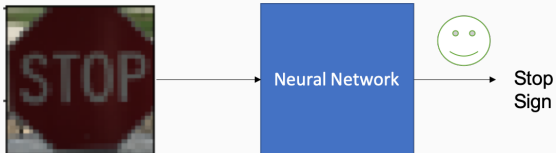
# Introduction

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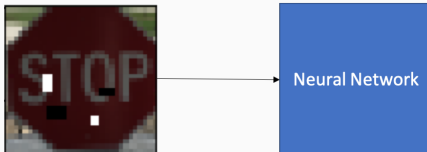
# Vulnerabilities in NNs



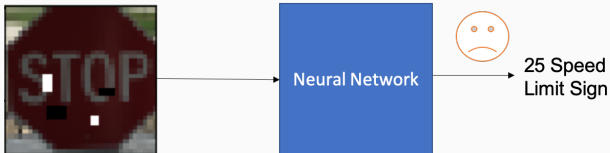
# Vulnerabilities in NNs



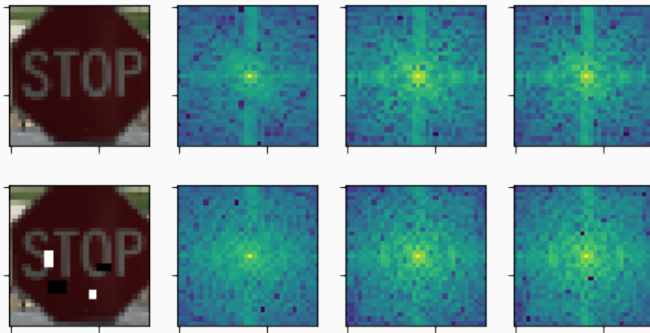
# Vulnerabilities in NNs



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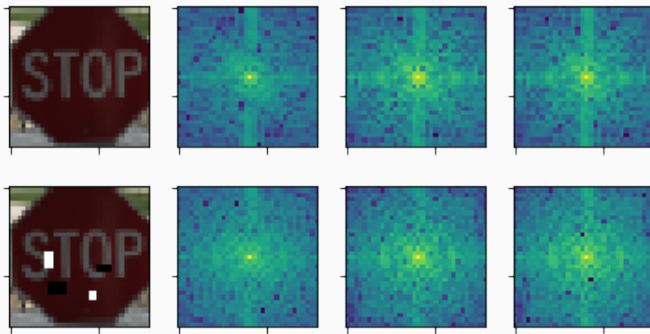


## FFT Spectrum of channels



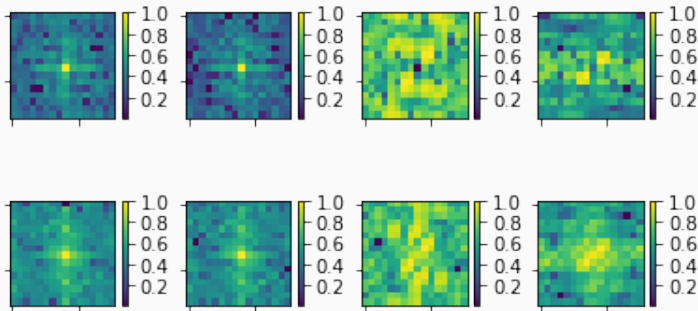


# FFT Spectrum of channels



- Log-shifted and normalized frequency spectrum of RGB channels of a natural and perturbed stop sign image
- Lower frequencies correspond to the center and higher ones to the edge.

# FFT of First Layer

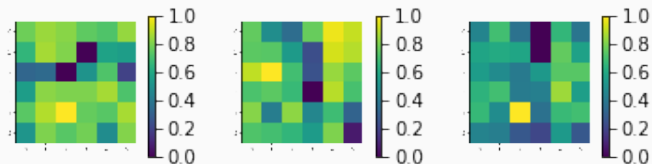


## Filtering input vs. Filtering Feature Maps

**Table 1:** Results from black box evaluation

	<b>Accuracy</b>	<b>Attack Success Rate</b>
Baseline	100%	90%
Input filter 3x3	100%	87.5%
Input filter 5x5	100%	67.5%
3x3 filter on L1 feature maps	100%	65%
5x5 filter on L1 feature maps	87.5%	17.5%

## Filtering in the higher layers



**Table 2:** Results from white box evaluation

	$\alpha$	Legitimate Acc.	Average Success Rate	Worst Success Rate	$L_2$ Distortion
Baseline	0	91%	49.18%	90%	0.207
3x3 conv	$10^{-5}$	86.3%	30%	55%	0.201
5x5 conv	0.1	86.3%	24.11%	47.5%	0.189
7x7 conv	0.1	87%	11.61%	30%	0.203
TV	$10^{-4}$	85.6%	7.92%	17.5%	0.224
TV	$10^{-5}$	82.3%	8.47%	30%	0.199

# L2 vs Attack Plot

