

Towards Evaluating the Robustness of Neural Networks

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88% **tabby cat**



adversarial
perturbation



88% **tabby cat**



adversarial
perturbation



88% **tabby cat**



88% **tabby cat**

adversarial
perturbation



99% **guacamole**

Why should we care about
adversarial examples?

Make ML
robust

Make ML
better

Background: Adversarial Examples

- For a classification neural network $F(x)$
- Given an input X classified as label L ...
- ... it is easy to find an X' close to X
- ... so that $F(X') \neq L$

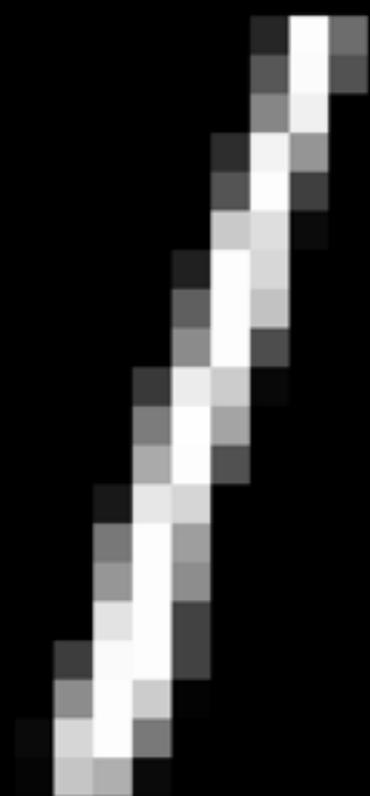
Distance Metrics

- "Adversarial examples are close to the original"
- How do we define **close**?
 - This is what lets us compare attacks.
- In what domain? Images.

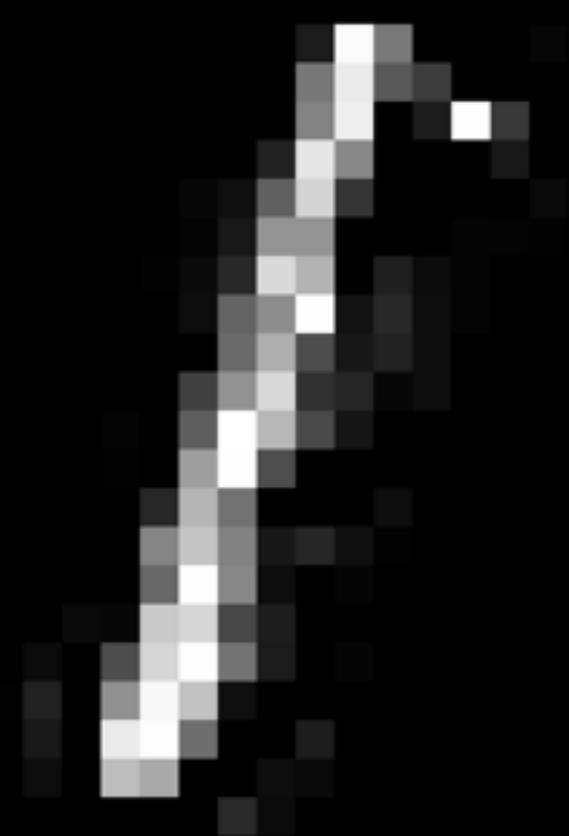
Distance Metrics

- L_p distance metrics:
 - L_0 - number of pixels changed
 - L_2 - standard Euclidian distance
 - L_{infinity} - amount each pixel can be changed

If any L_p distance is small,
the two images should be
visually similar



Classified as a 1



Classified as a 0

For this talk:

Assume complete knowledge
of model parameters

(but lots of work exists for other threat models)

Two ways to evaluate robustness:

1. Construct a proof of robustness
2. Demonstrate constructive attack

Proving Robustness

- It is possible to prove robustness
 - ... for specific input points
 - ... on simple datasets (~~MNIST~~ CIFAR-10)
 - ... for small networks (~~100~~ 10,000 neurons)
 - ... for ReLU activations

Finding Adversarial Examples

- Formulation: given input x , find x' where
minimize $d(x, x')$
such that $F(x') = T$
 x' is "valid"
- Gradient Descent to the rescue?
- Non-linear constraints are hard

Reformulation

- Formulation:
minimize $d(x, x') + g(x')$
such that x' is "valid"
- Where $g(x')$ is some kind of loss function on how close $F(x')$ is to target T
 - $g(x')$ is small if $F(x') = T$
 - $g(x')$ is large if $F(x') \neq T$

Reformulation

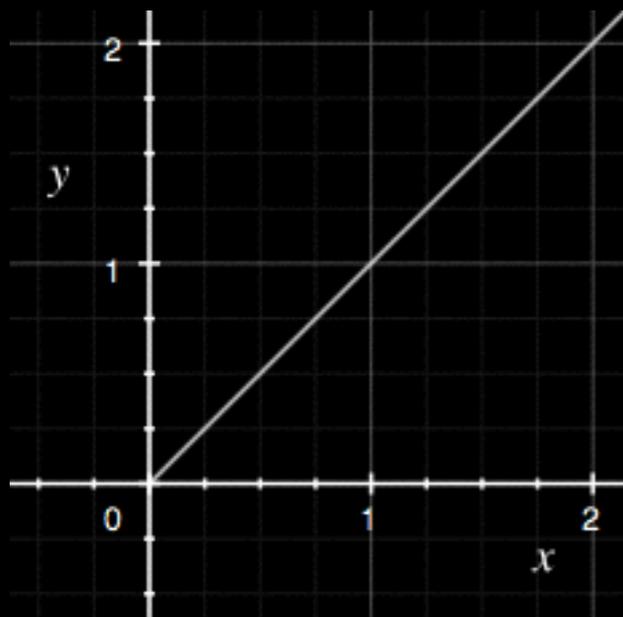
- For example
 - $g(x') = (1-F(x'))_{\top}$
- If $F(x')$ says the probability of T is 1:
 - $g(x') = (1-F(x'))_{\top} = (1-1) = 0$
- $F(x')$ says the probability of T is 0:
 - $g(x') = (1-F(x'))_{\top} = (1-0) = 1$

Does this work?

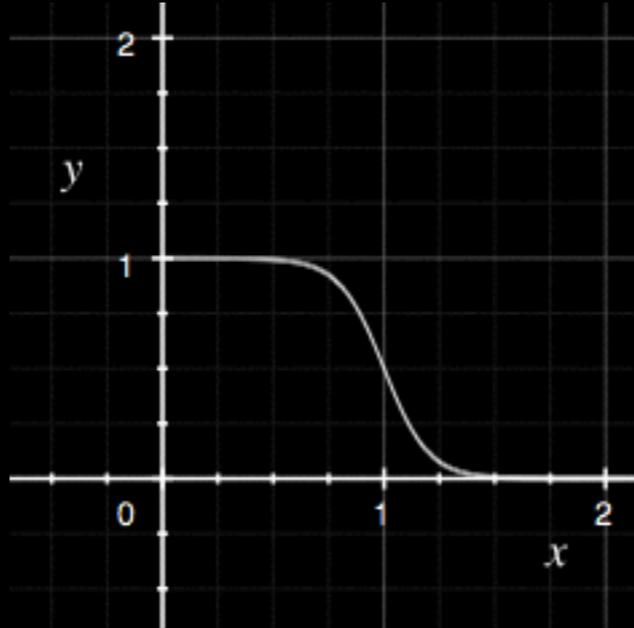
Problem 1:
Global minimum is not an
adversarial example

- For
mi
su

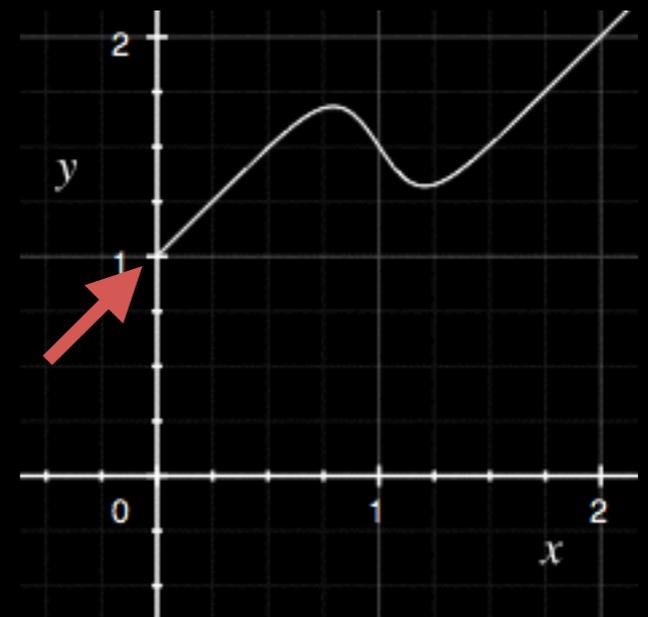
$$d(x, x') + g(x')$$



+



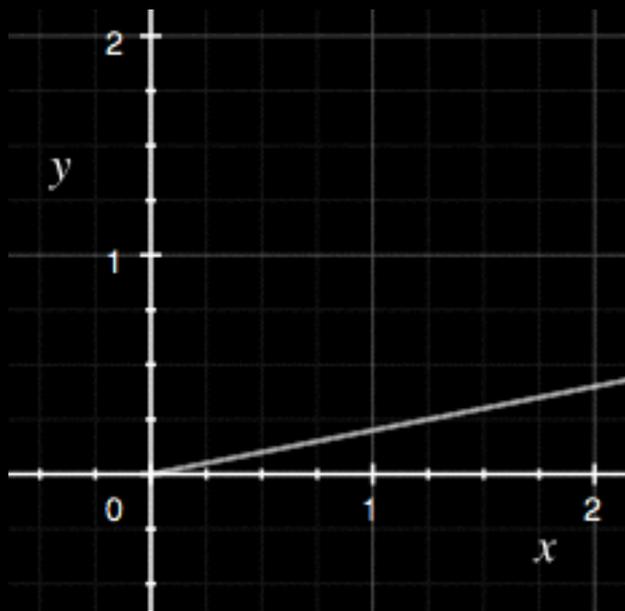
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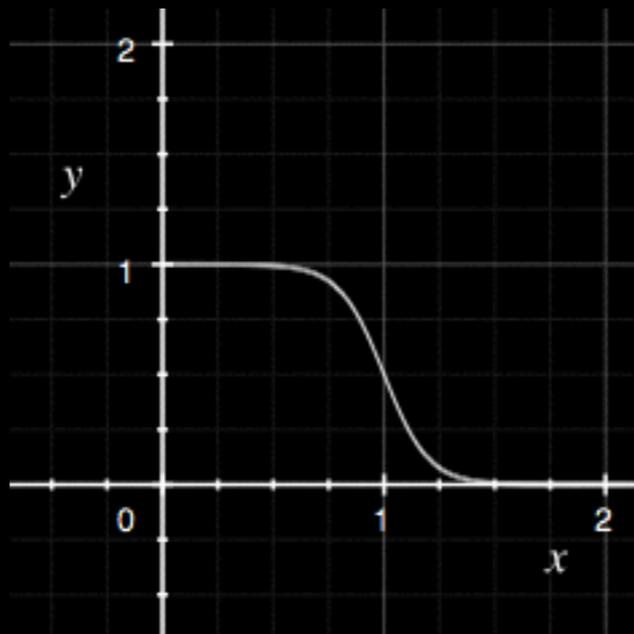
Does this work?

- Formulation:
minimize $d(x, x')/5 + g(x')$
such that x' is "valid"

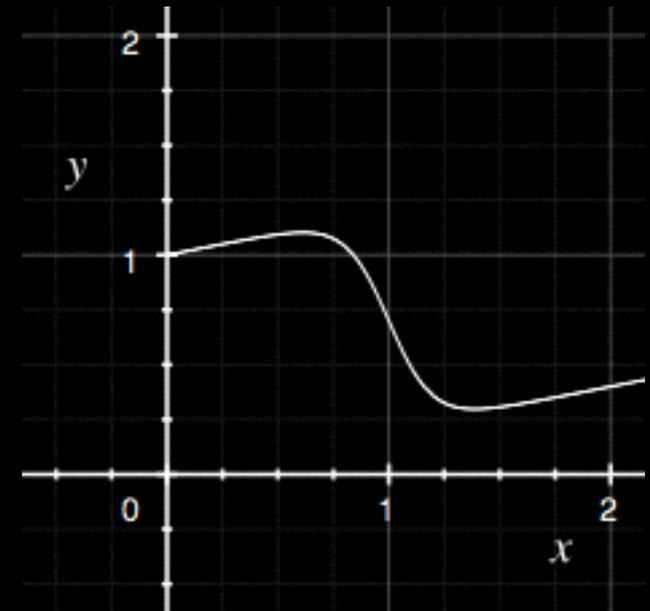
$$d(x, x')/5 + g(x')$$



+



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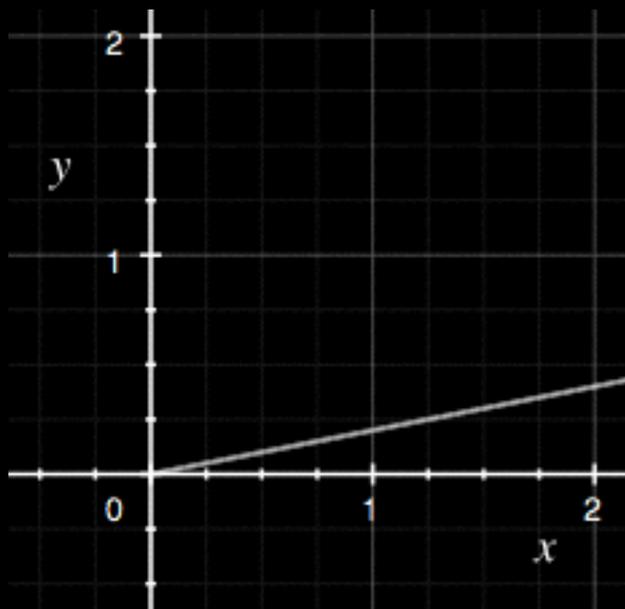


Does this work?

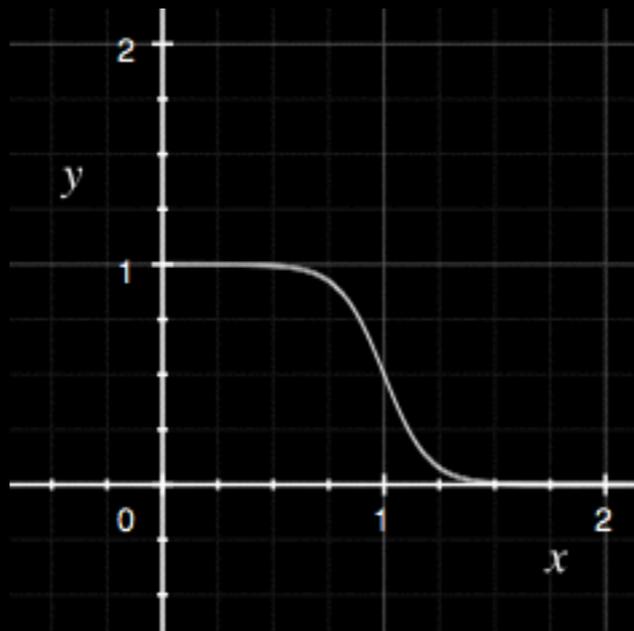
Problem 2:

Gradient direction does not point toward the global minimum

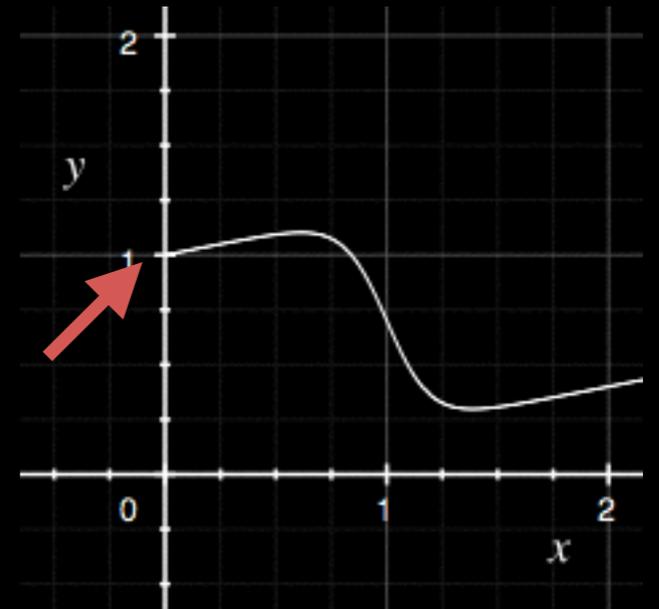
$$d(x, x')/5 + g(x')$$



+



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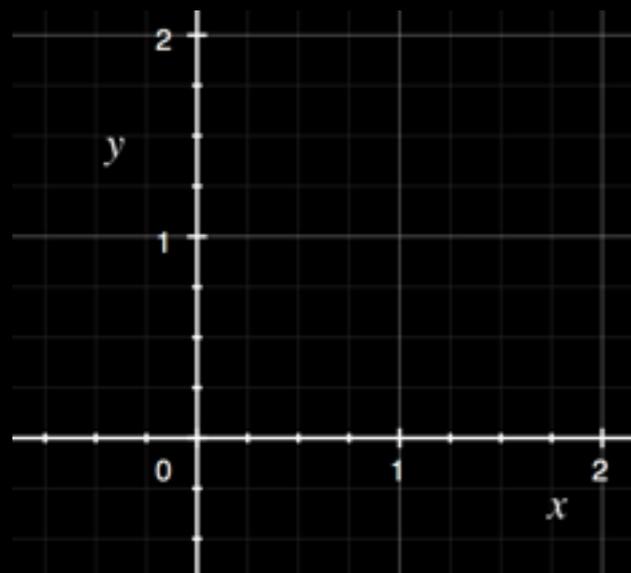


Does this work?

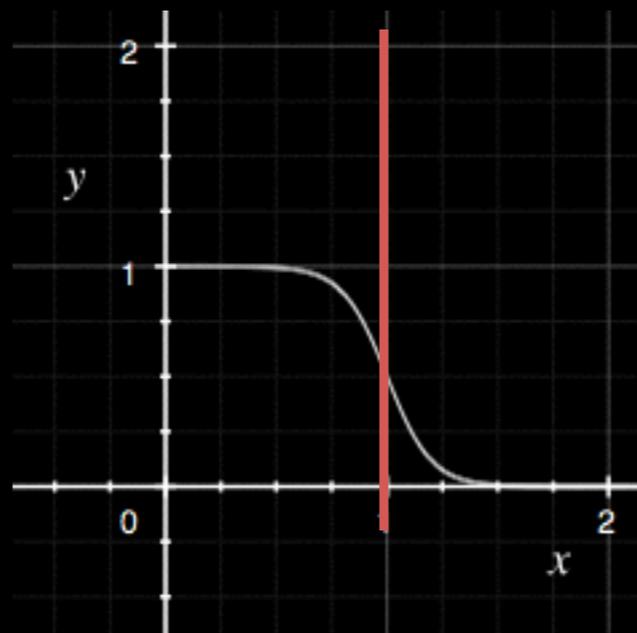
Problem 3:

- Global minimum is not the minimally perturbed adversarial example

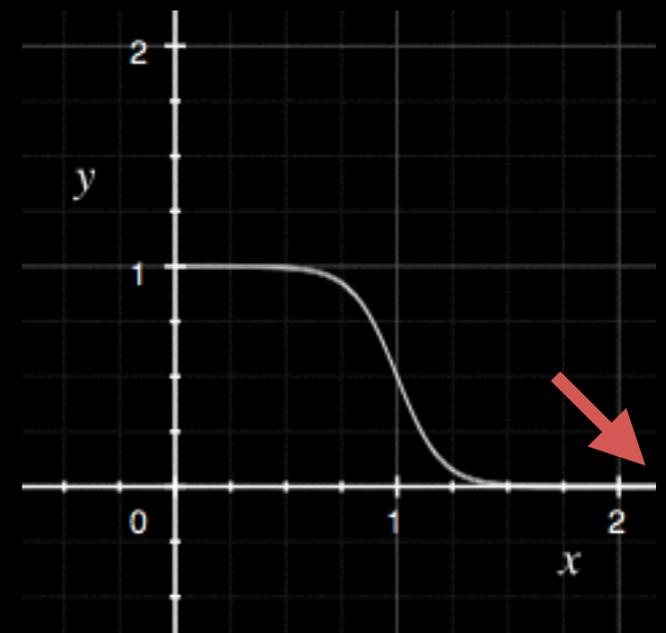
$$d(x, x')/1e10 + g(x')$$



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Constructing a better loss function

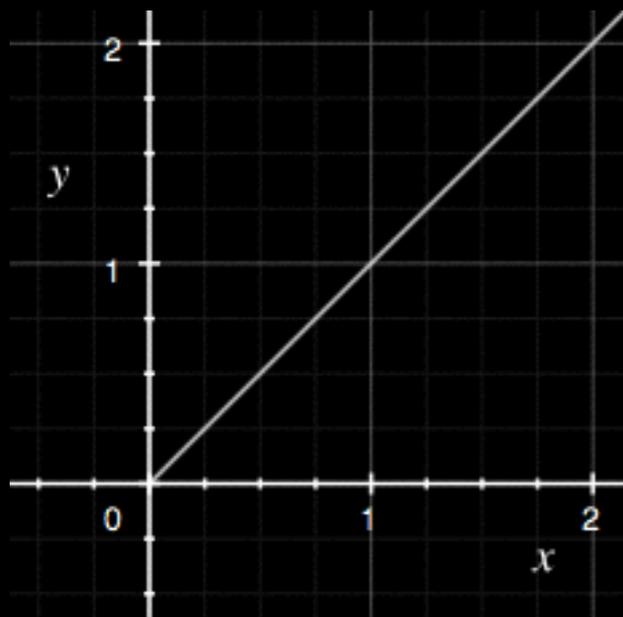
1. Global minimum at the decision boundary
2. Gradient points towards the global minimum

$$\max \left(\max_{t' \neq t} \{ \log(F(x)')_t \} - \log(F(x)_t), 0 \right)$$

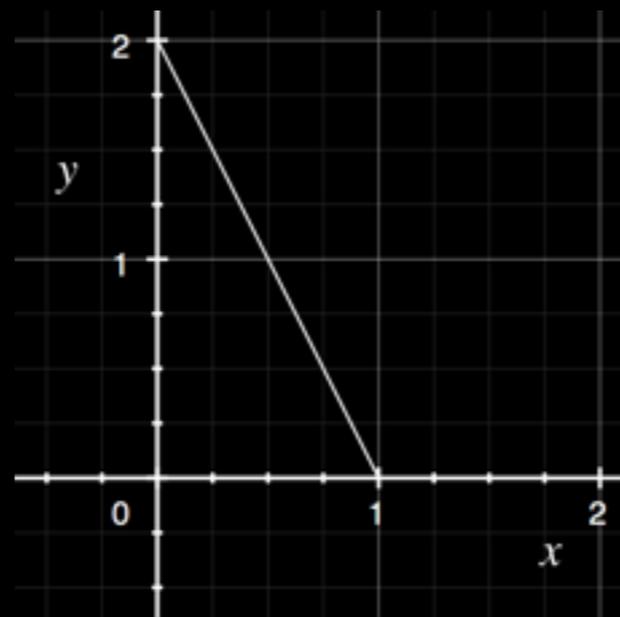
Improved Formulation

- Formulation:
minimize $d(x, x') + g(x')$
such that x' is "valid"

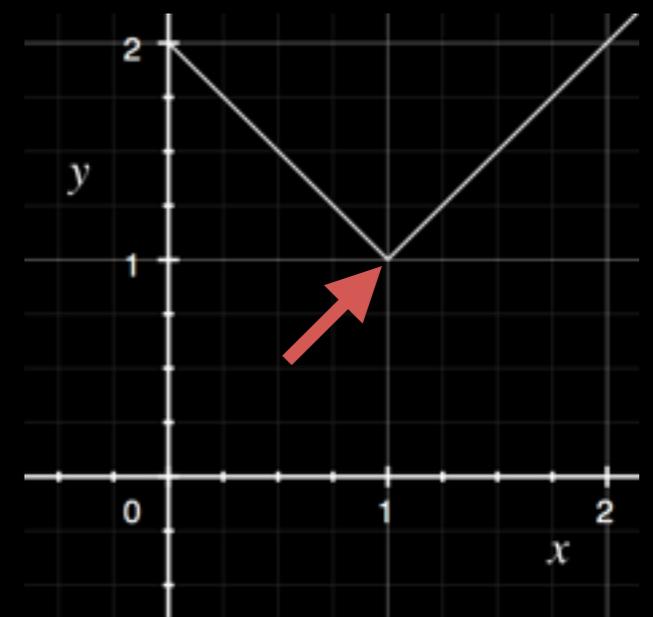
$$d(x, x') + g(x')$$

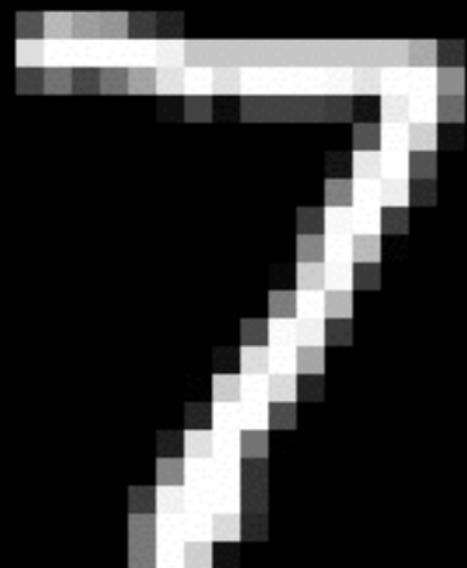


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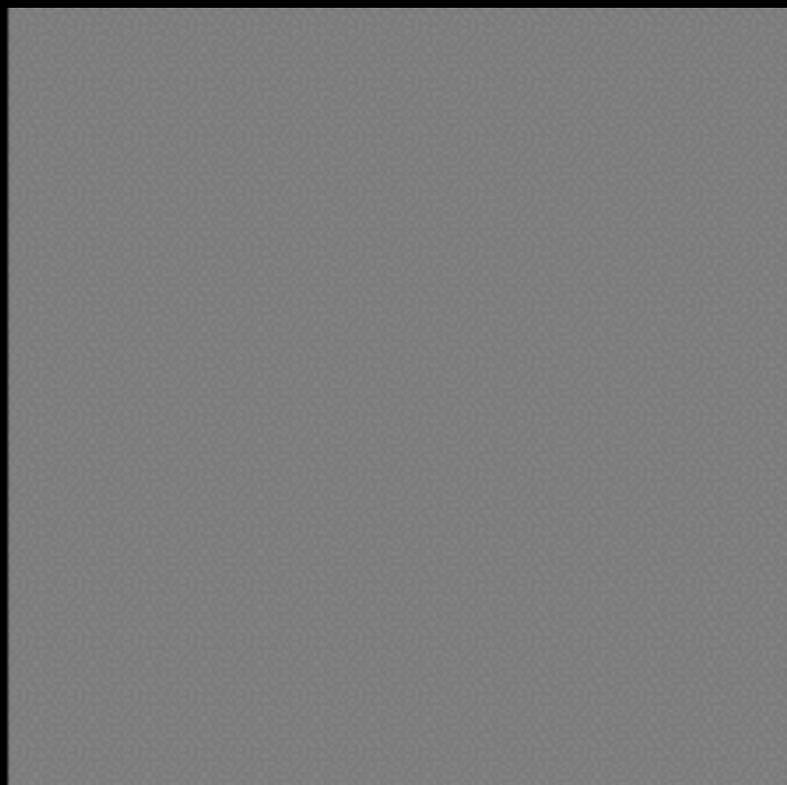


=





+



=



20

g

0

6

d

0

4

12

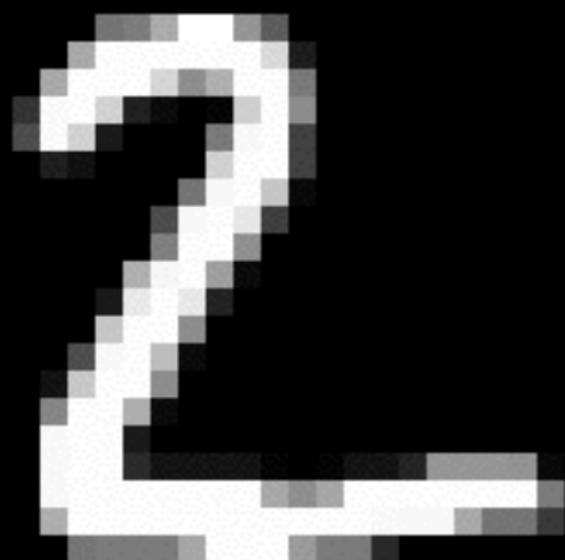
0

L_0 from L_2

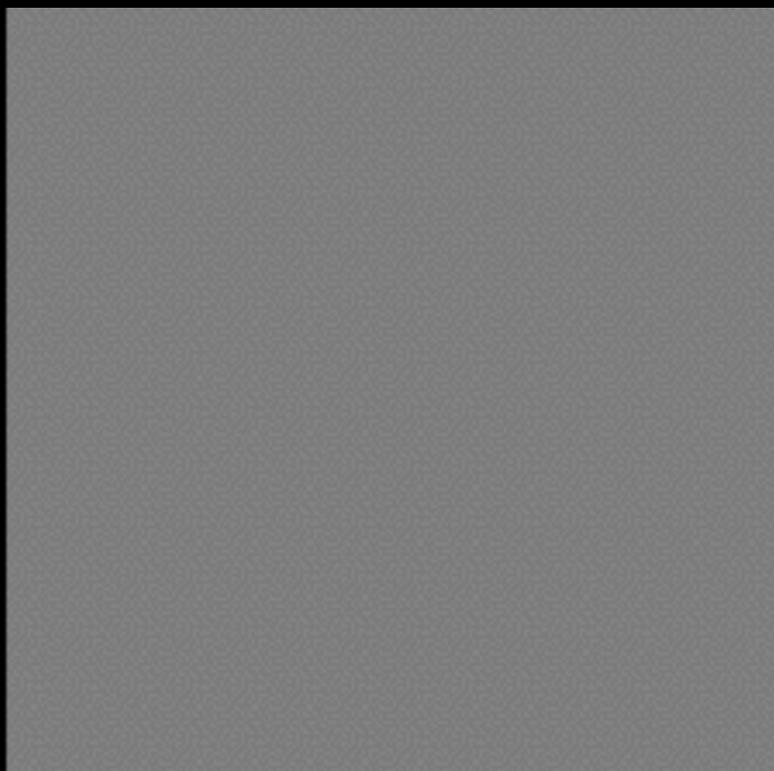
- First attempt:
- minimize $d(x, x') + g(x')$
such that x' is "valid"
- Where the distance d is the L_0 distance

L_0 from L_2

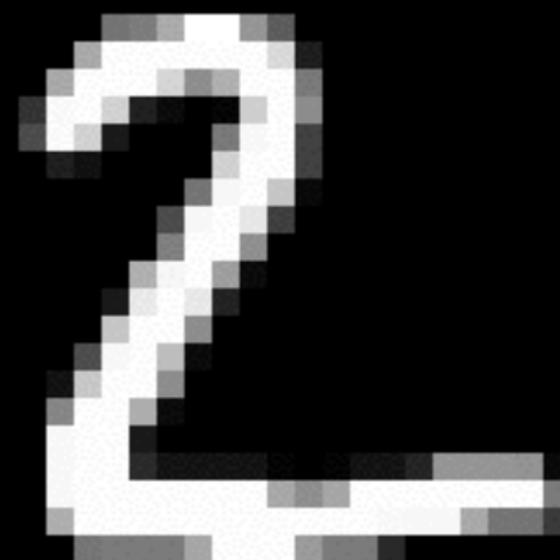
- Solve the L_2 minimization problem and identify the least changed pixel
- Force that pixel to remain constant
- Re-solve the L_2 minimization problem with that pixel fixed at the initial value
- Repeat, finding the new least-changed pixel



+



=



30

g

-13

20

d

0

90

10

0

L_{∞} from L_2

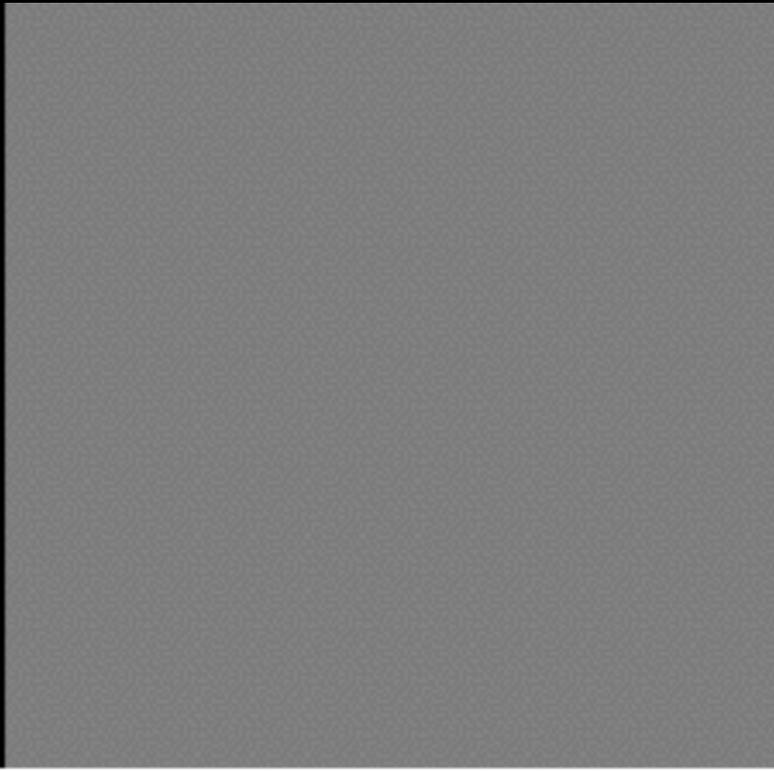
- Formulation:
minimize $d(x, x') + g(x')$
such that x is "valid"

L_{∞} from L_2

- Initially set a budget $\Delta=1$
- Formulation:
minimize $\sum[\max(|x_i-x'_i| - \Delta, 0)] + g(x')$
such that x is "valid"
- Decrease Δ and solve again



+



=



30

g

0

10

d

0

1

1i

0

Visualizations

Random

Direction

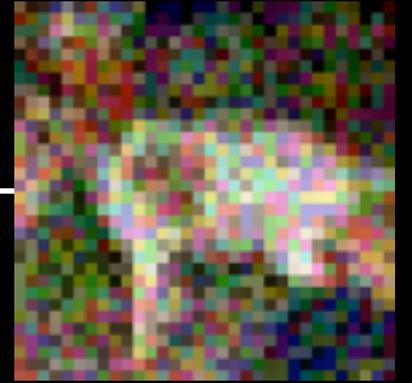
Random
Direction

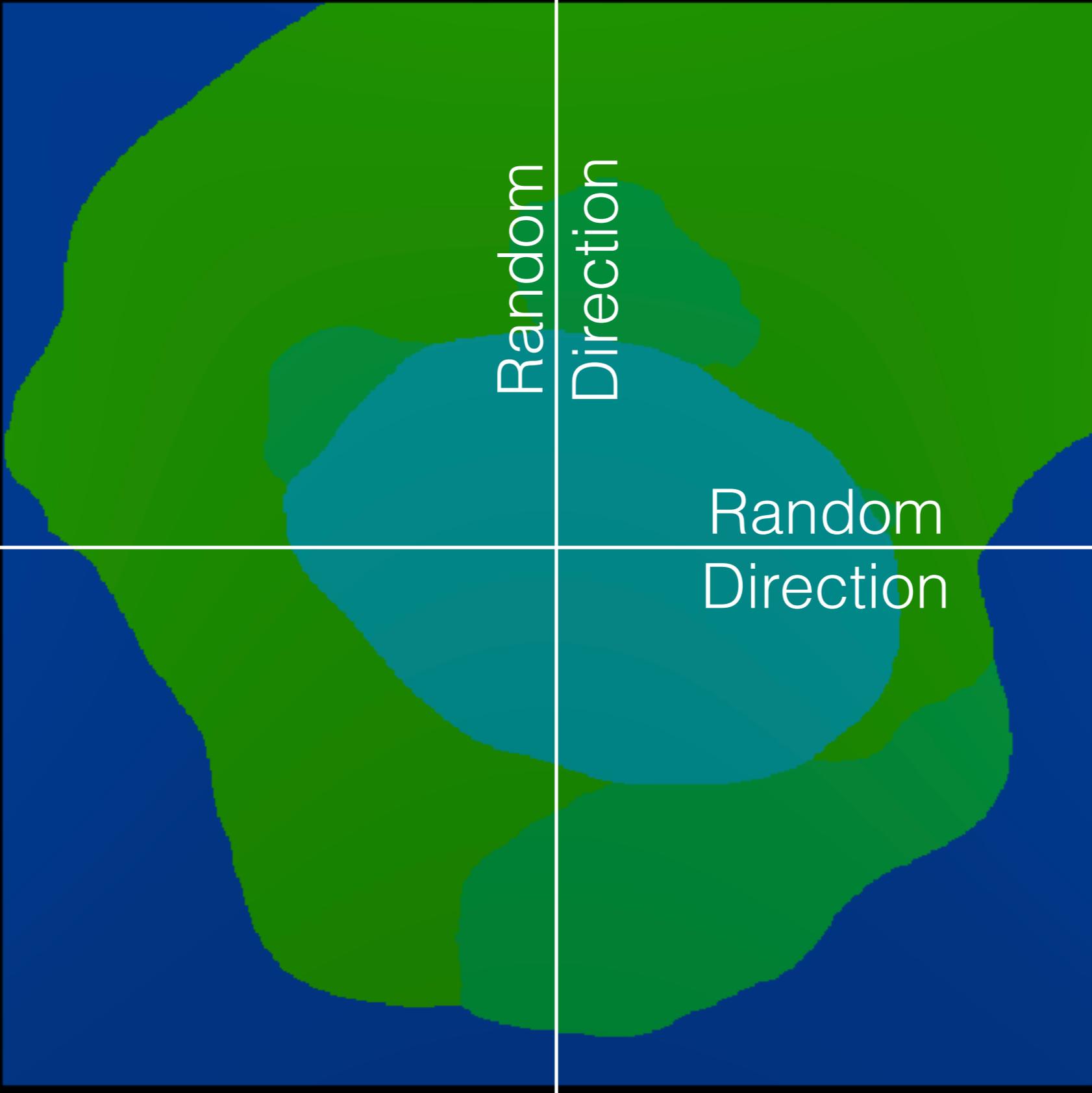


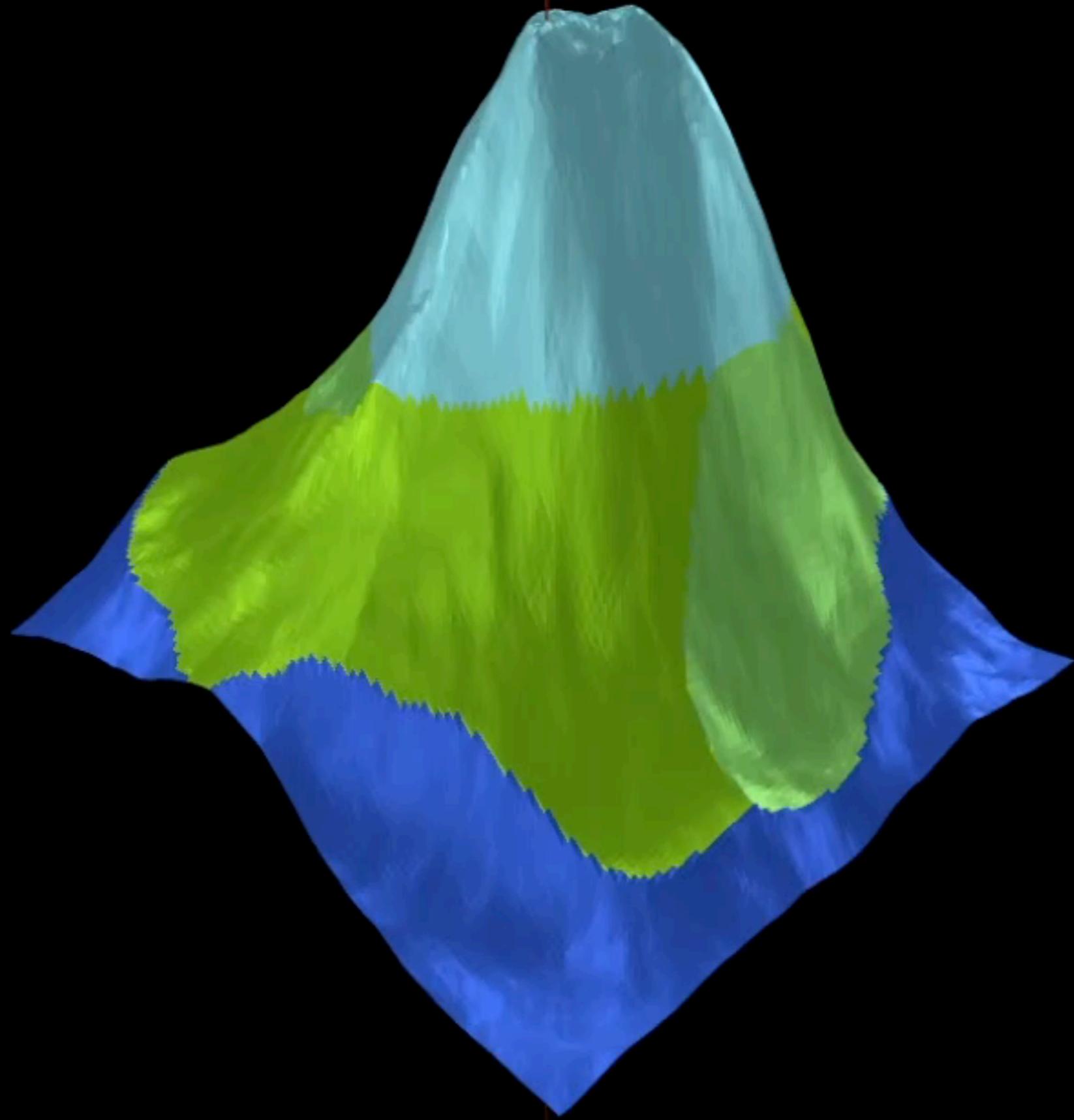
Random
Direction

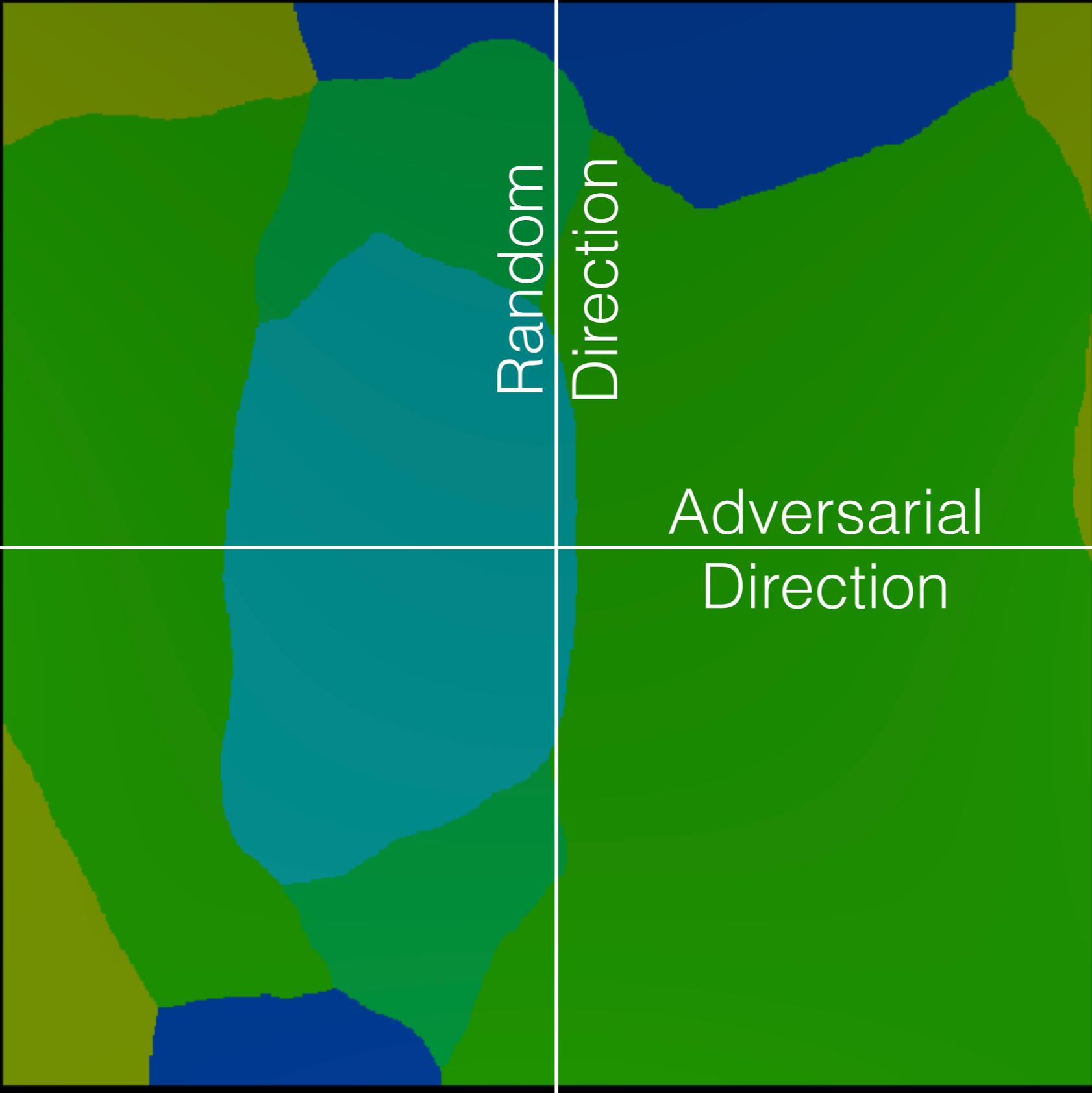


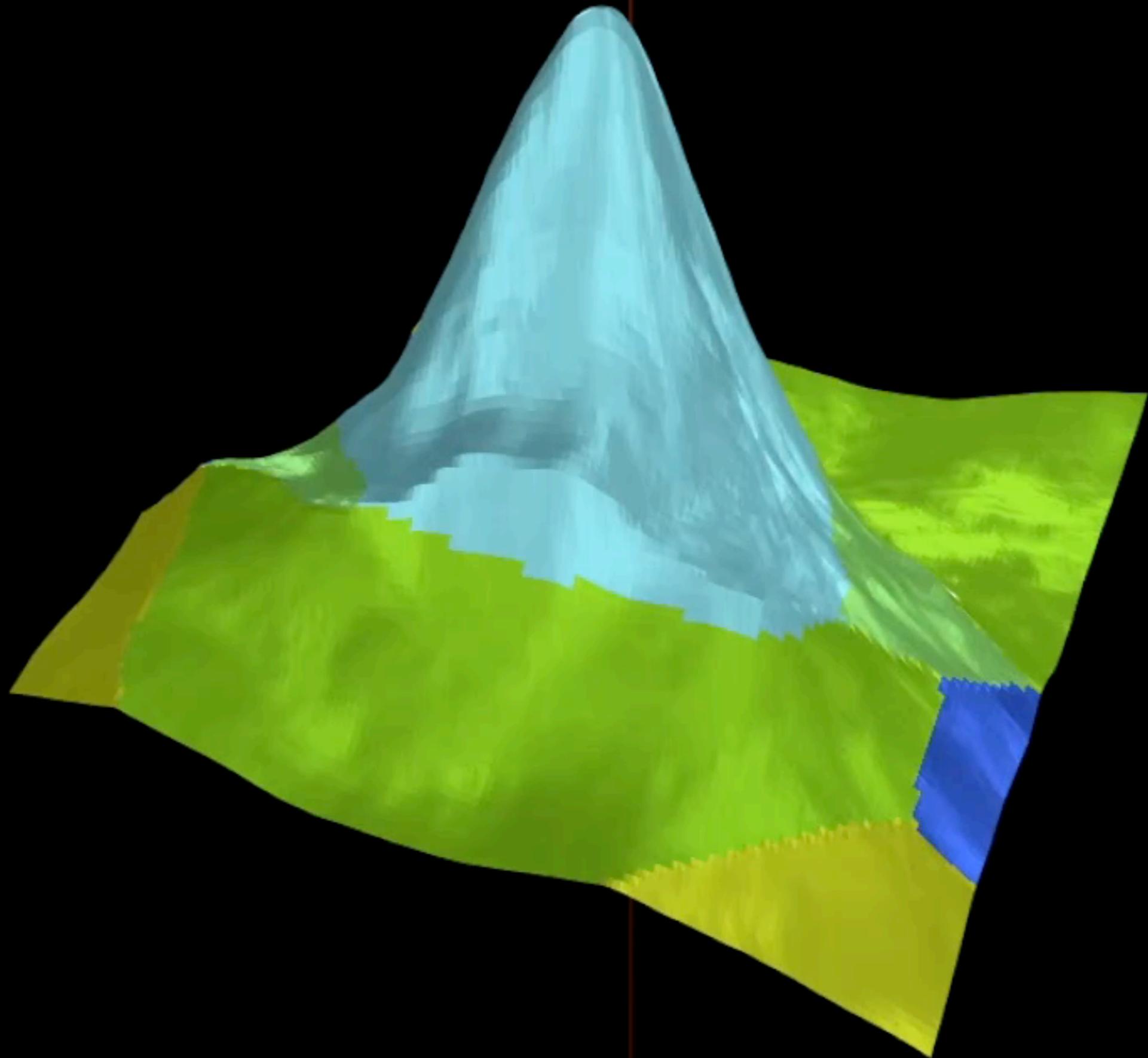
Random
Direction











A **defense** is a neural network
that

1. Is accurate on the test data
2. Resists adversarial examples

Defense Idea #1: Thermometer Encoding

Claim:
Neural networks don't
generalize

Normal Training

$\begin{pmatrix} 7 & 7 \\ 8 & 3 \end{pmatrix}$

Training

Adversarial Training (1)

(7, 7)

(8, 3)

(7, 7)

(8, 3)

Attack

Adversarial Training (2)

(7, 7)

(8, 3)

(7, 7)

(8, 3)

Training

Defense Idea #2: Thermometer Encoding

Claim:

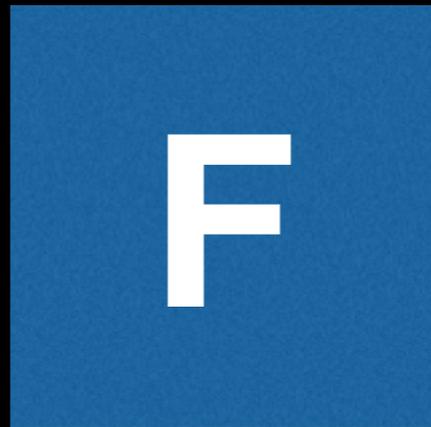
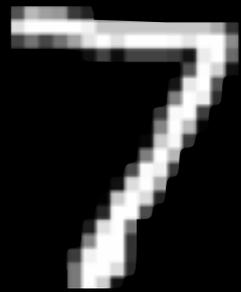
Neural Networks are "overly linear"

Jacob Buckman, Aurko Roy, Colin Raffel, and Ian Goodfellow. 2018. Thermometer encoding: One hot way to resist adversarial examples. In International Conference on Learning Representations.

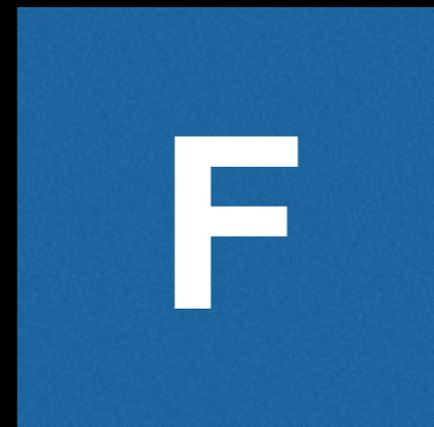
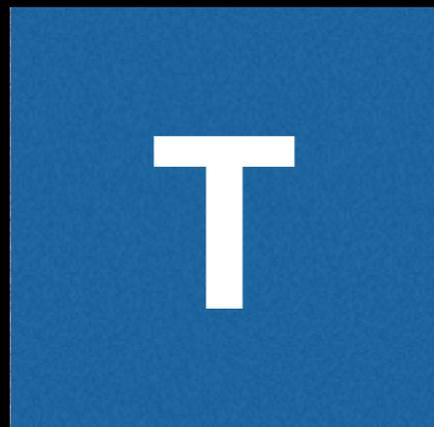
Thermometer Encoding

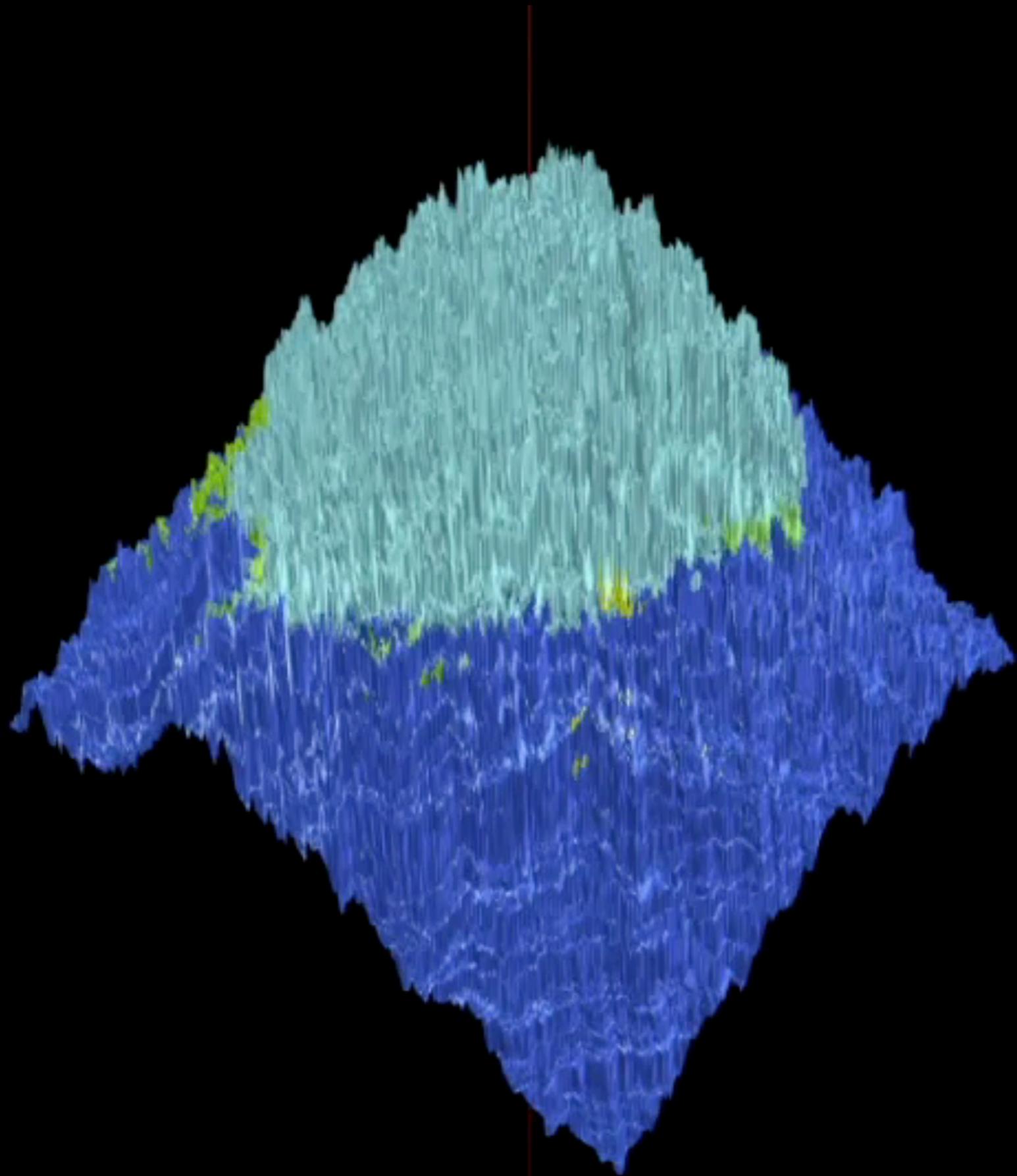
- Break linearity by changing input representation
- $T(0.13) = 1\ 1\ 0\ 0\ 0\ 0\ 0\ 0\ 0\ 0$
- $T(0.66) = 1\ 1\ 1\ 1\ 1\ 1\ 0\ 0\ 0\ 0$
- $T(0.97) = 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1\ 1$

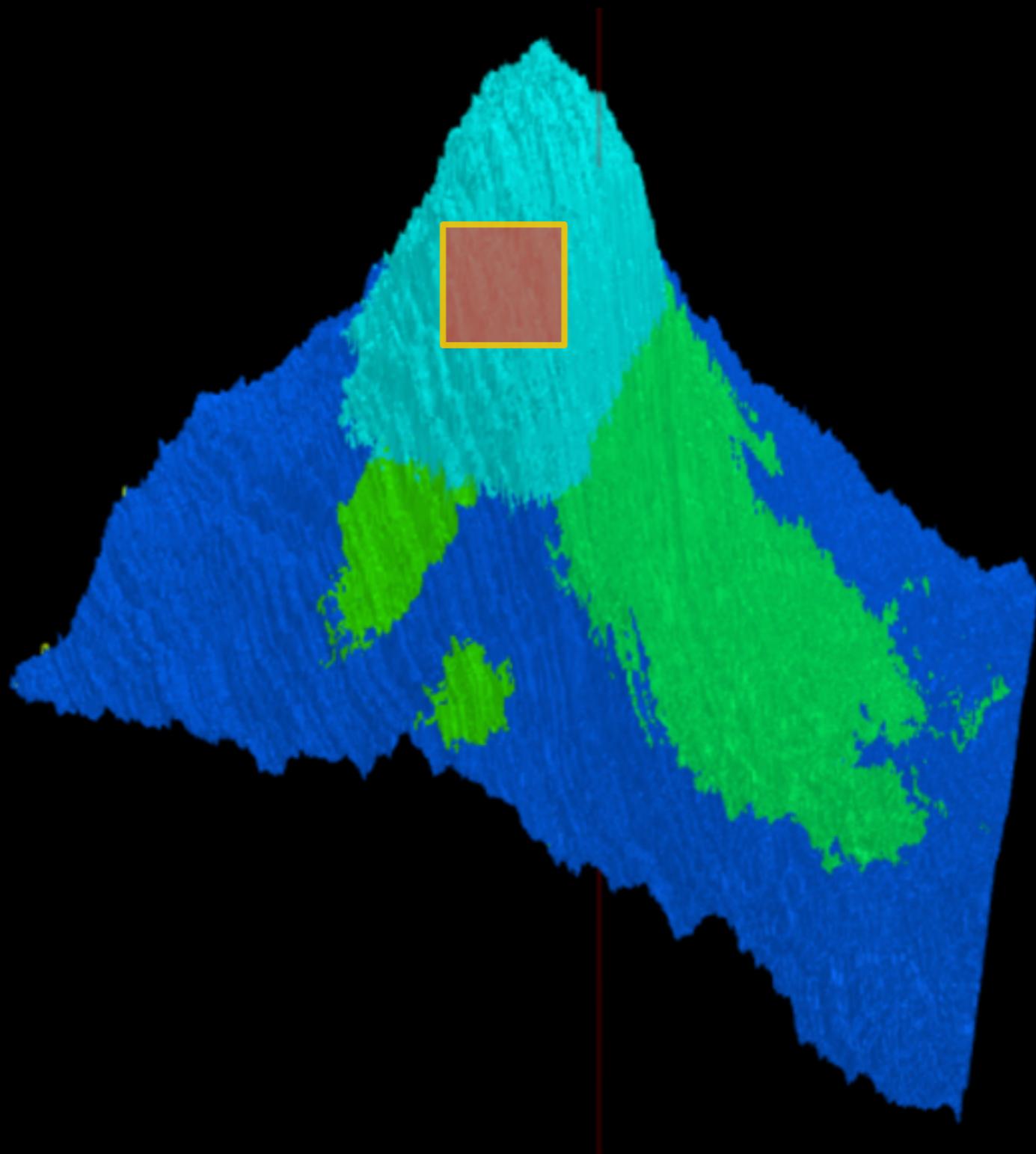
Standard Neural Network

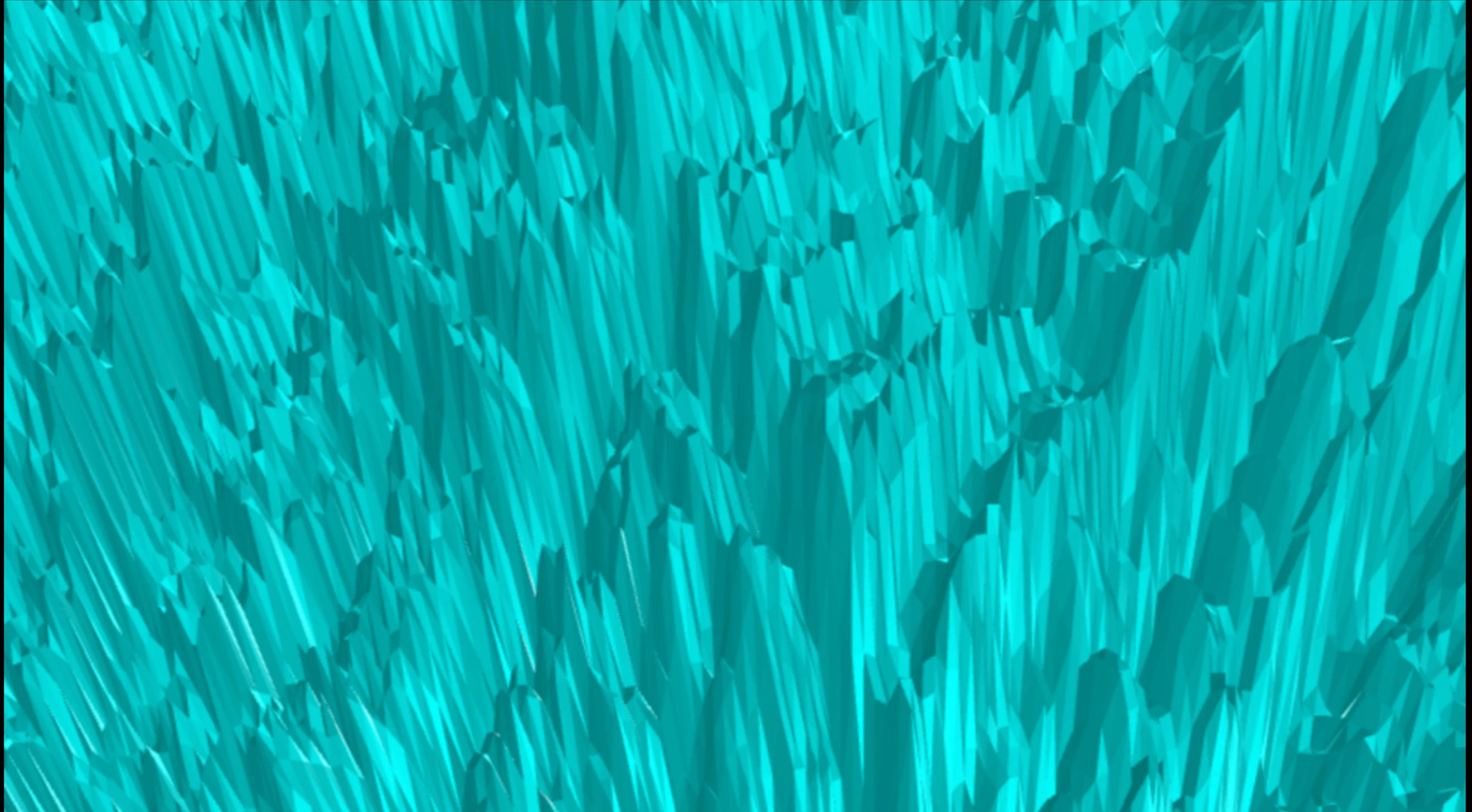


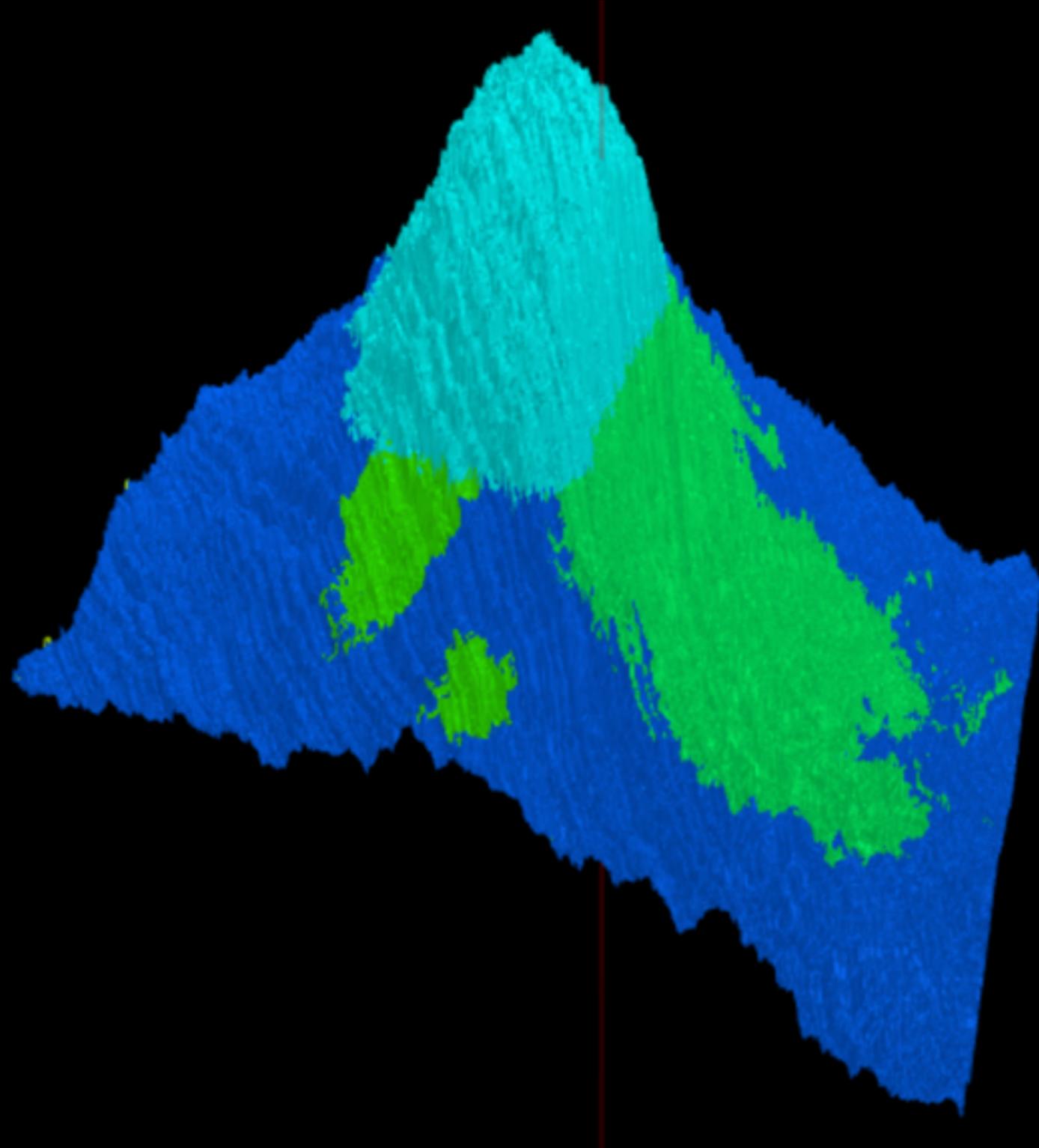
With Thermometer Encoding

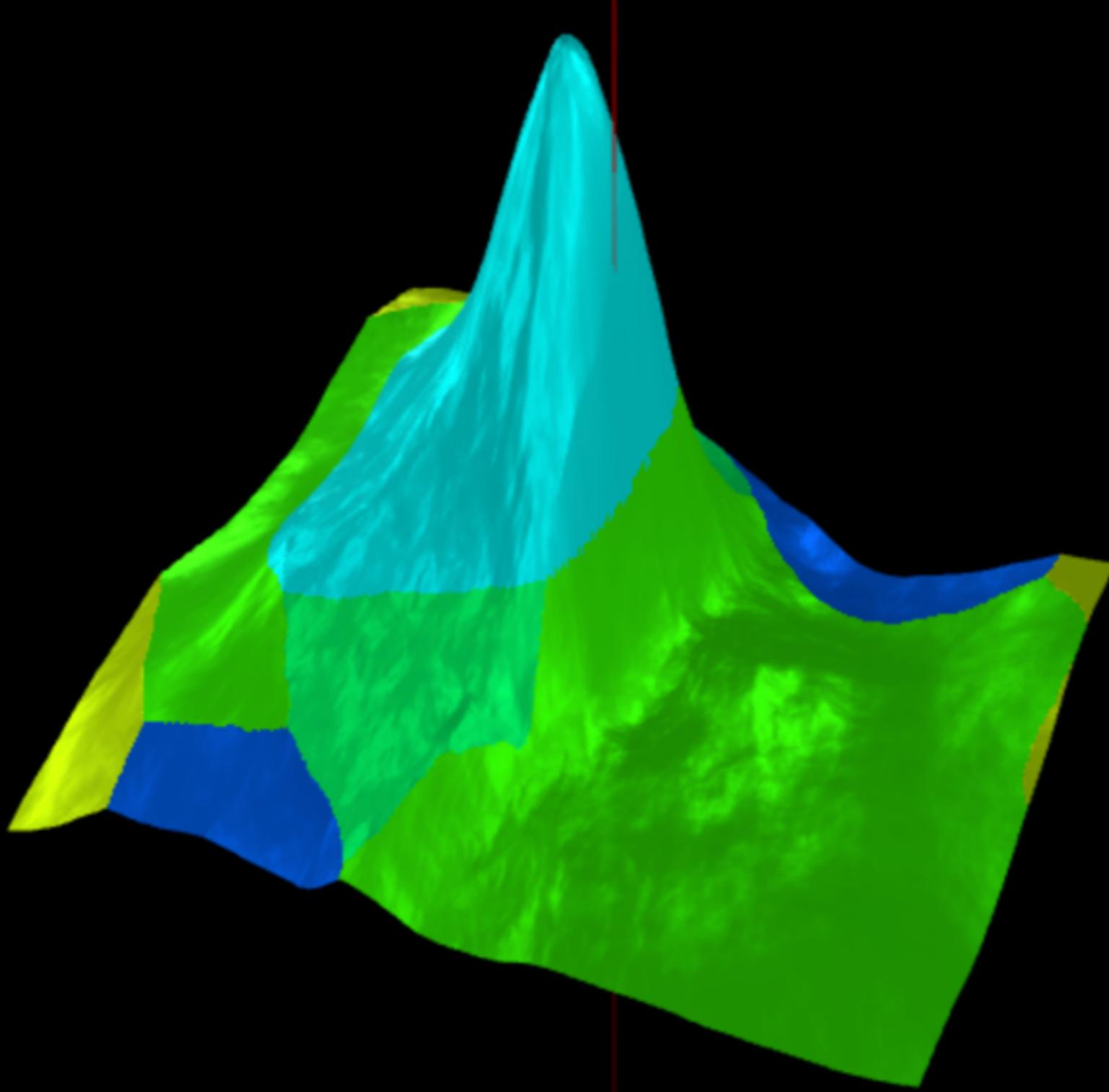




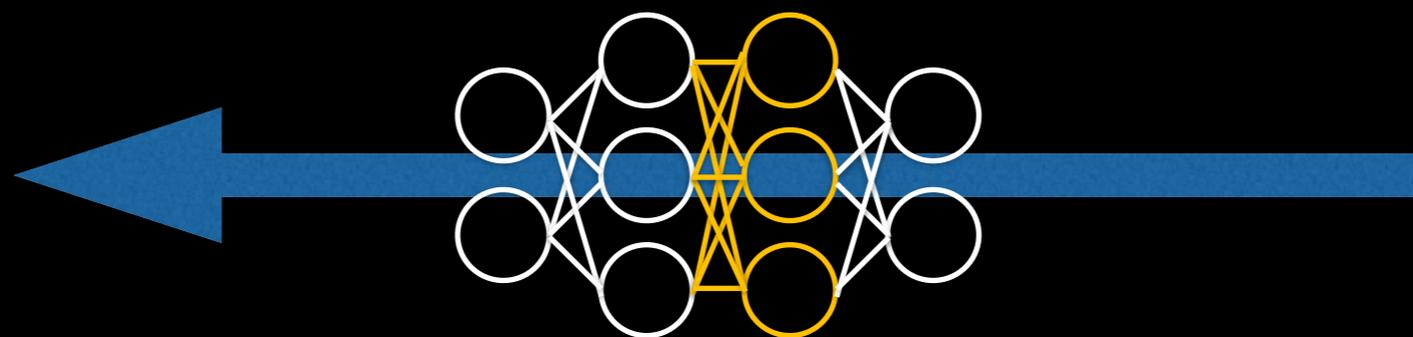
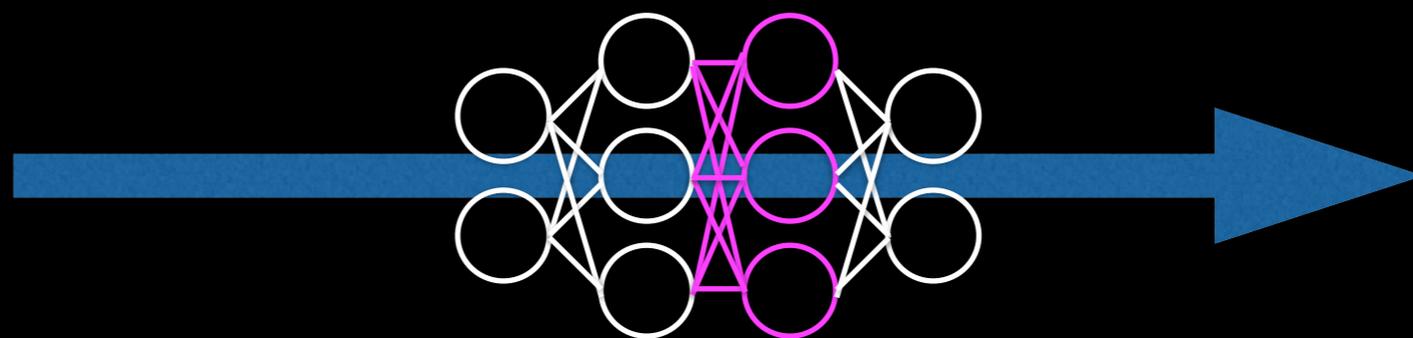
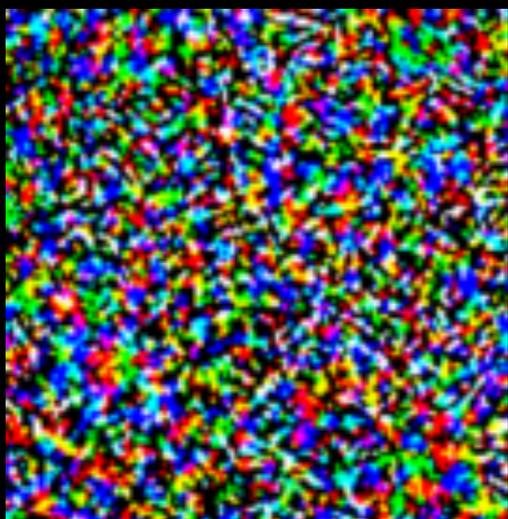






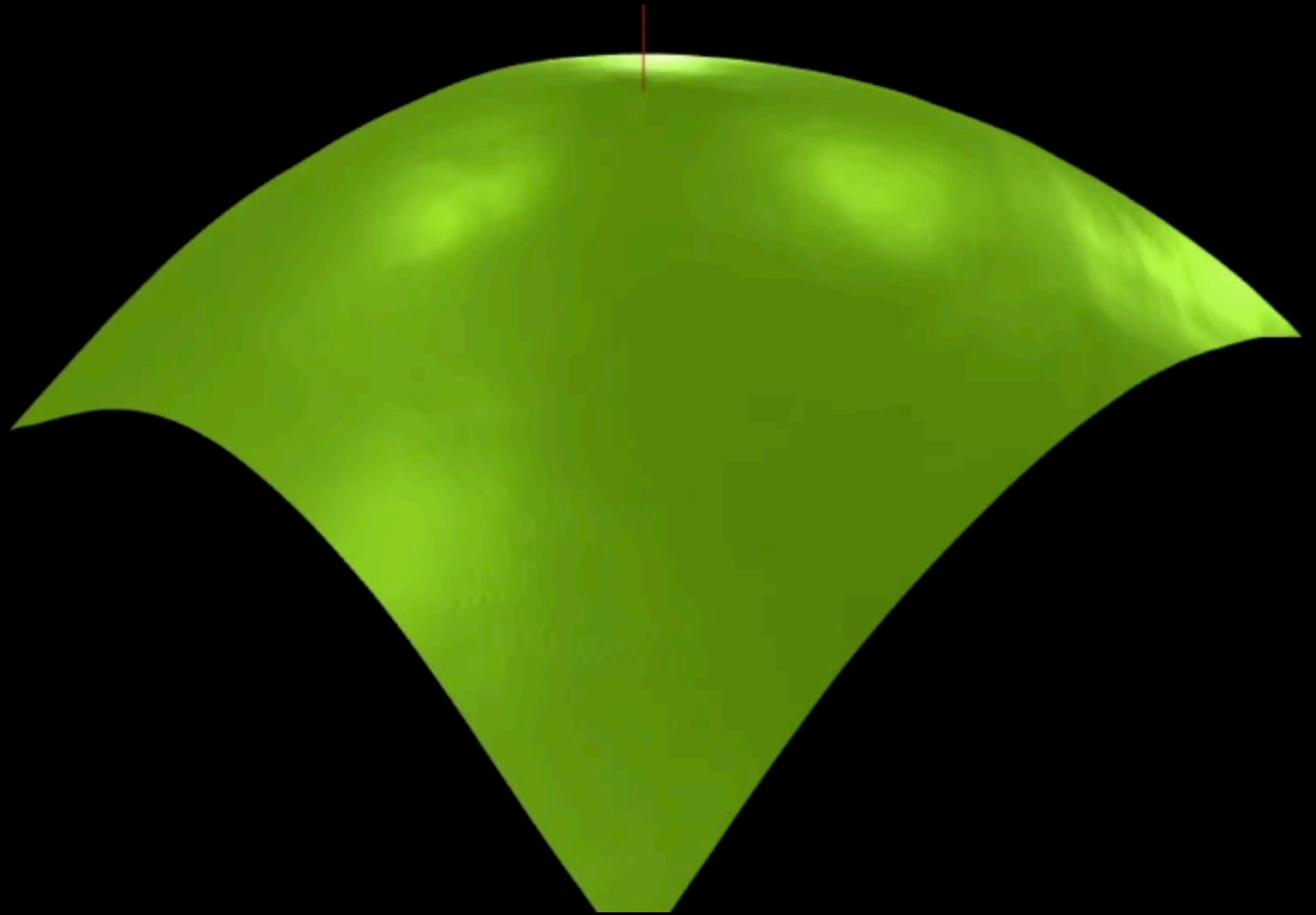


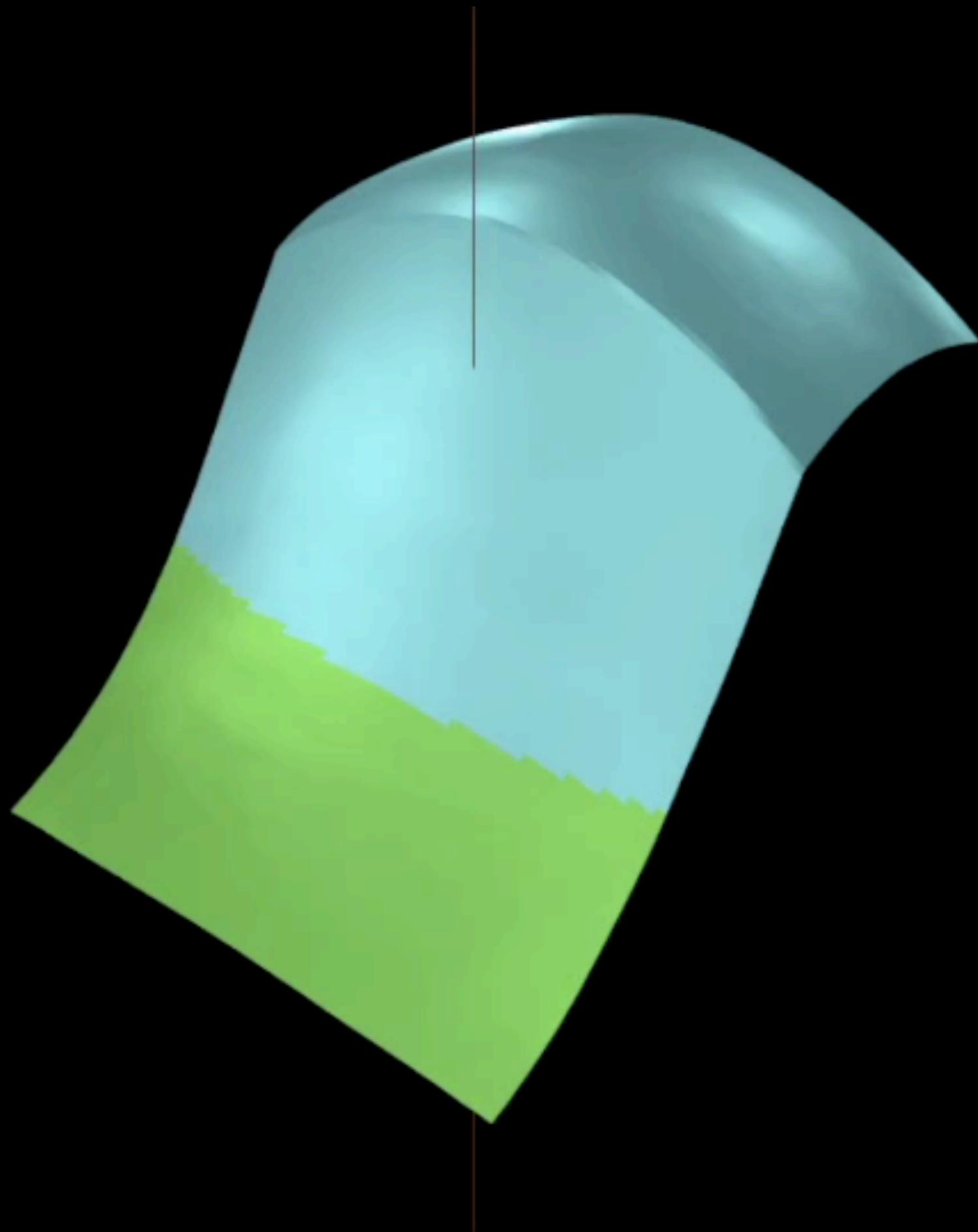
"Fixing" Gradient Descent



**[0.1,
0.3,
0.0,
0.2,**

What does adversarial training do?





... so that's images

what about other domains?

Audio has these
same issues, too

N Carlini and D Wagner. "Audio Adversarial Examples:
Targeted Attacks on Speech-to-Text". 2018.

"now I would drift gently
off to dream land"

[adversarial]

It was the best of times, it was the
worst of times, it was the age of
wisdom, it was the age of
foolishness, it was the epoch of
belief, it was the epoch of incredulity

original or adversarial?

original or adversarial?

On audio, traditional ML methods are not vulnerable to adversarial examples

Questions?

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