

Machine Learning Security in the Real World

Dr. Maxime Cordy

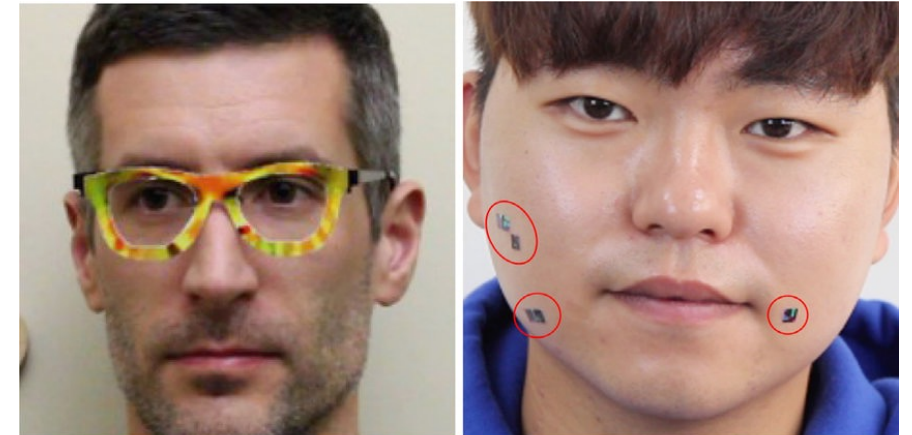
University of Luxembourg

Quality Assurance for Machine Learning: A Gentle Introduction

Part I



Crowd face recognition system



(a)

(b)

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Adversarial attacks by attaching noise markers on the face against deep face recognition

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ARTICLE INFO

ABSTRACT





WILL KNIGHT

BUSINESS NOV 19, 2019 9:15 AM

The Apple Card Didn't 'See' Gender—and That's the Problem

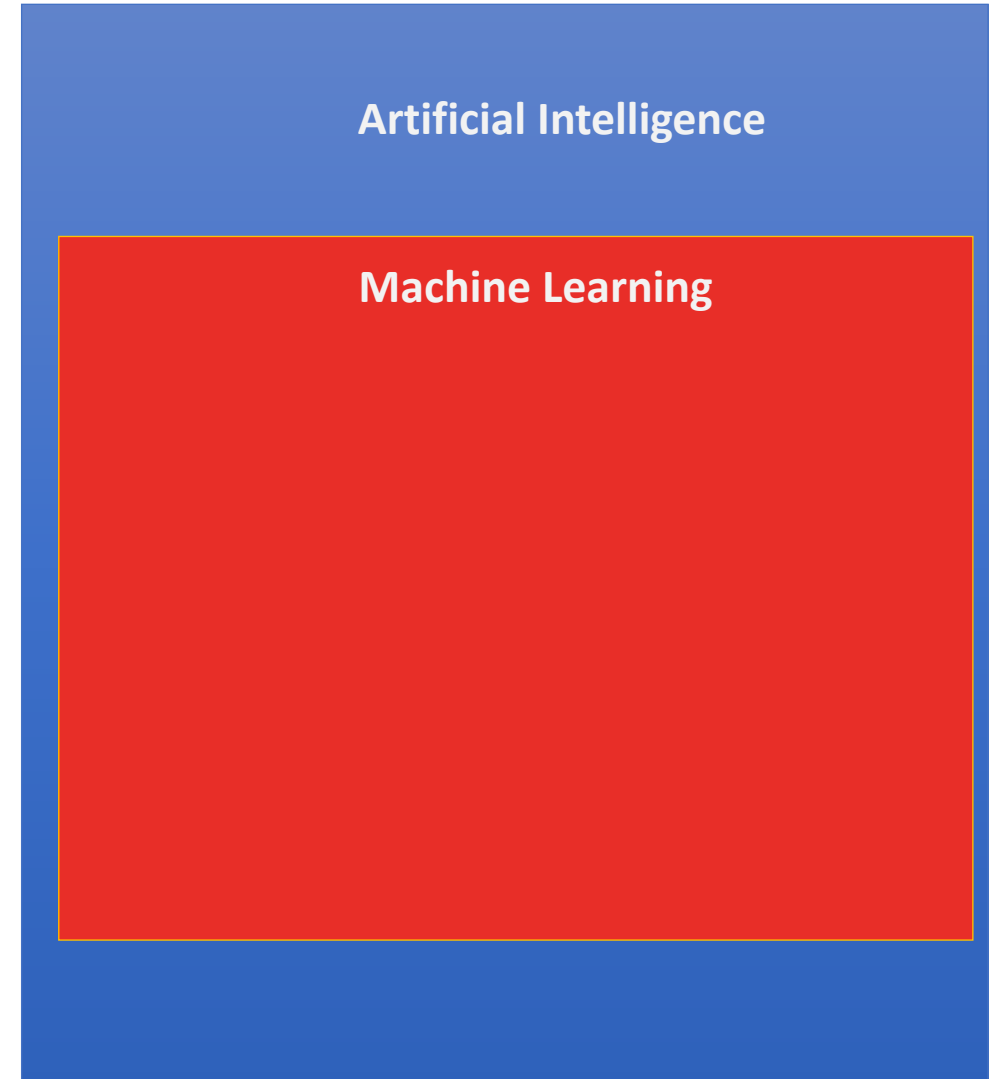
The way its algorithm determines credit lines makes the risk of bias more acute.

THE APPLE CREDIT card, launched in August, ran into major problems last week when users noticed that it seemed to offer smaller lines of credit to women than to men. The scandal spread on Twitter, with influential techies branding the Apple Card “fucking sexist,” “beyond f’ed up,” and so on. Even Apple’s amiable cofounder, Steve Wosniak, wondered, more politely, whether the card might harbor some misogynistic tendencies.]

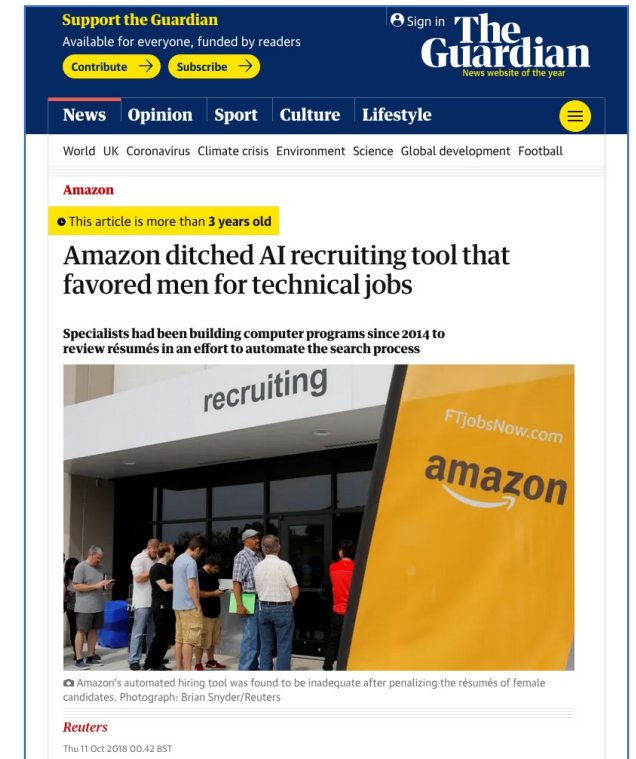
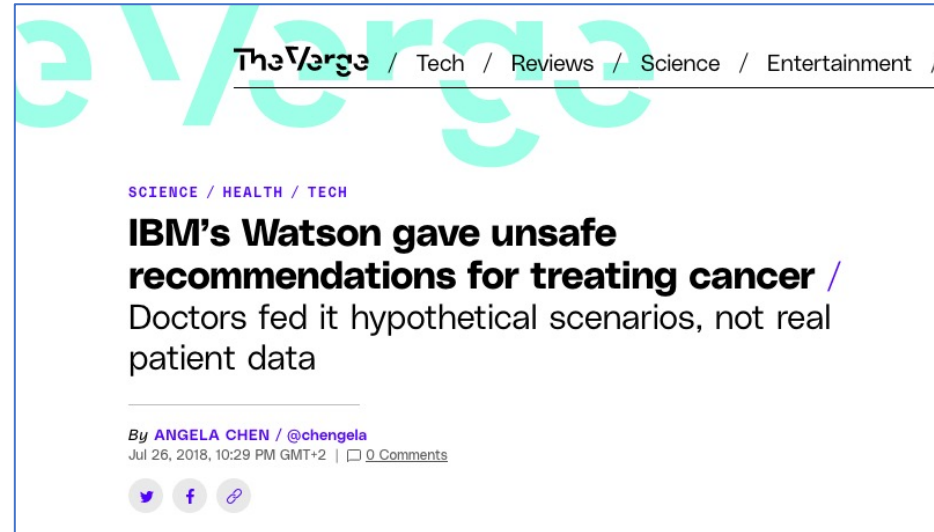
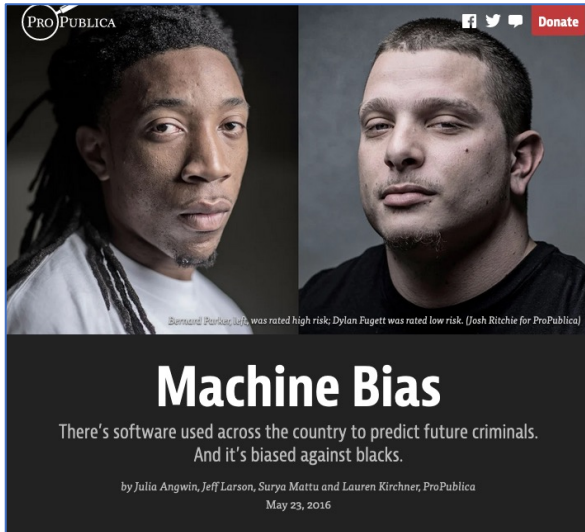


Machine learning

- **Machine learning:** a subfield of artificial intelligence building “*methods that 'learn', that is, methods that leverage data to improve performance on some set of tasks*” (Tom Mitchell)



Machine learning software can be inaccurate and fooled



WILL KNIGHT BUSINESS NOV 19, 2019 9:15 AM

The Apple Card Didn't 'See' Gender—and That's the Problem

The way its algorithm determines credit lines makes the risk of bias more acute.

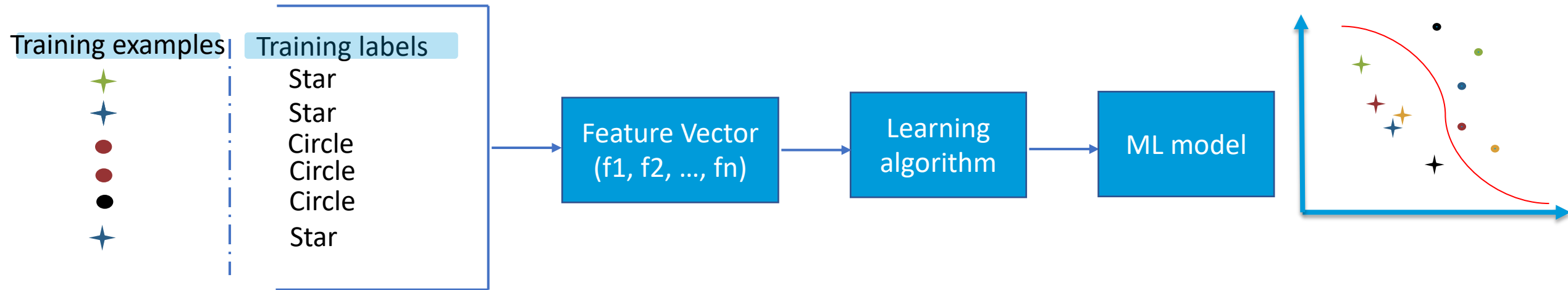
Software testing

Software testing, as defined in the ANSI/IEEE 1059 standard:

“A process of analyzing a software item to detect the differences between existing and required conditions (that is defects/errors/bugs) and to evaluate the features of the software item”

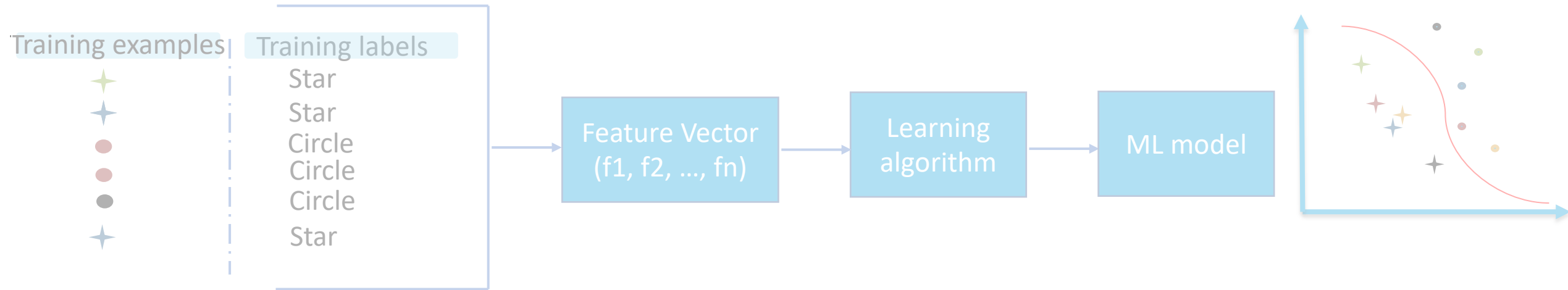
Machine learning basics

1) Train phase

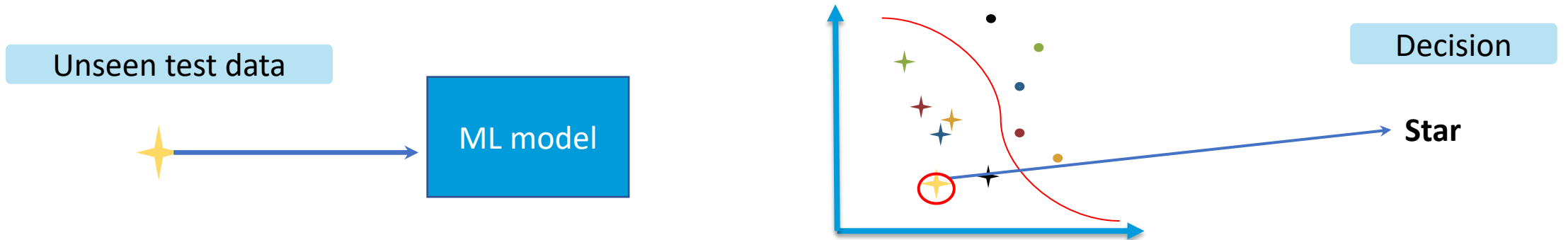


Machine learning basics

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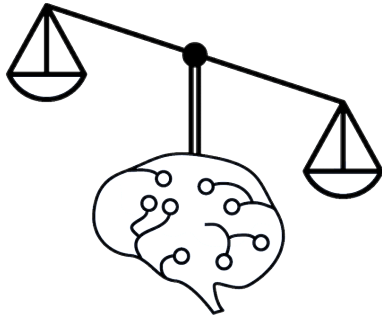


2) Test phase

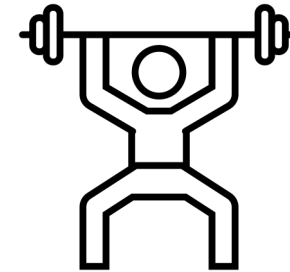


Why testing machine learning software for?

Two categories of defects in machine learning software:



Fairness



Robustness

Fairness



WILL KNIGHT

BUSINESS NOV 19, 2019 9:15 AM

The Apple Card Didn't 'See' Gender—and That's the Problem

The way its algorithm determines credit lines makes the risk of bias more acute.



[Apple Credit Card](#) – accused of offering smaller lines of credit to women than to men

“The algorithm doesn’t even use gender as an input”

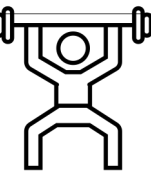
Sensitive attributes (race, gender etc.) might be learned from ML models by highly correlated attributes



Robustness

“the degree to which a model’s performance changes when confronted to data unseen during training”

- *“Natural”* robustness: model performance once put in production
- Robustness to distribution drift
- Robustness to security threats (adversarial attacks)



Robustness

“the degree to which a model’s performance changes when confronted to data unseen during training”

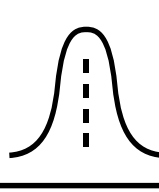
- **“*Natural*” robustness: model performance once put in production**
- Robustness to distribution drift
- Robustness to security threats (adversarial attacks)



Robustness

“the degree to which a model’s performance changes when confronted to data unseen during training”

- *“Natural”* robustness: model performance once put in production
- **Robustness to distribution drift**
- Robustness to security threats (adversarial attacks)



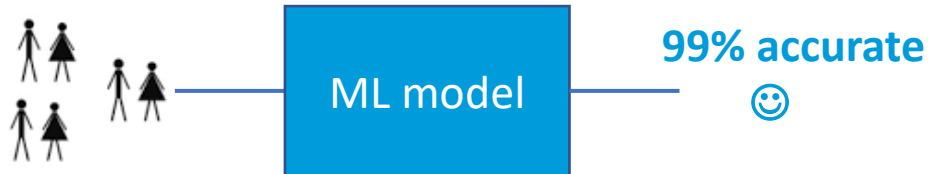
Robustness to distribution drift

Data changes over time => model become less accurate

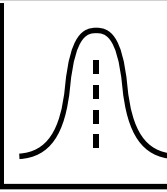
Train



Test

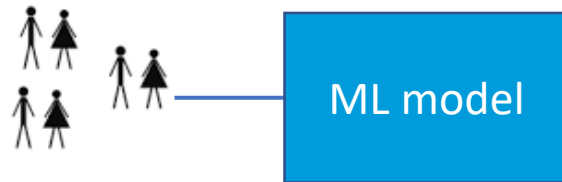


Robustness to distribution drift

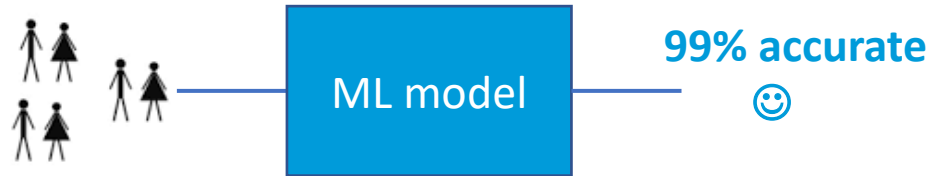


Data changes over time => model become less accurate

Train

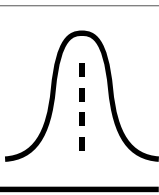


Test



Some years later...





Robustness to distribution drift

Types of drift

- Sudden drift
- Incremental drift
- Recurring drift

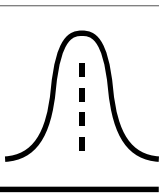
Detection

- Statistical methods
- Error rate based
- Detection model

Correction

- Periodic retraining
- Online learning

Research has successfully designed **methods** to **detect and mitigate** the effect of drifts BUT...



Robustness to distribution drift

Types of drift

- Sudden drift
- Incremental drift
- Recurring drift

Detection

- Statistical methods
- Error rate based
- Detection model

Correction

- Periodic retraining
- Online learning

Research has successfully designed **methods** to **detect and mitigate** the effect of drifts BUT...

... in the real world:

- Computational limitations (periodic retraining not affordable)
- Delay to acquire true labels (online learning not applicable)
- Non-immediate software deployment process (cat-and-mouse game)



Robustness

“the degree to which a model’s performance changes when confronted to data unseen during training”

- “*Natural*” robustness: model performance once put in production
- Robustness to distribution drift
- **Robustness to security threats (adversarial attacks)**



Robustness to adversarial attacks

The data themselves are a threat to ML software correctness:



Evasion attacks

Poisoning attacks

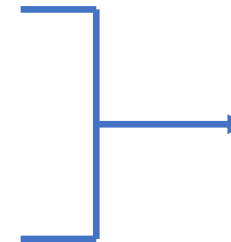
Trojans attacks

Backdoors attack

...



works at "test" time



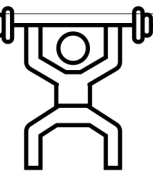
works at training time

Poisoning attack



Poisoning attack

- Tay bot used the interactions with its Twitter users as training data
- By repeatedly interacting with Tay using racist and offensive language, they were able to bias Tay's dataset towards that language as well
- Within 24 hours of its deployment, Tay had to be decommissioned



Evasion attack and adversarial examples

Original example



Small adversarial noise



Adversarial example



What humans still see

ML predicts:
"Panda"
(80% confidence)



What ML predicts: "Gibbon"
(99% confidence)

Gibbon

Adversarial examples beyond pixels

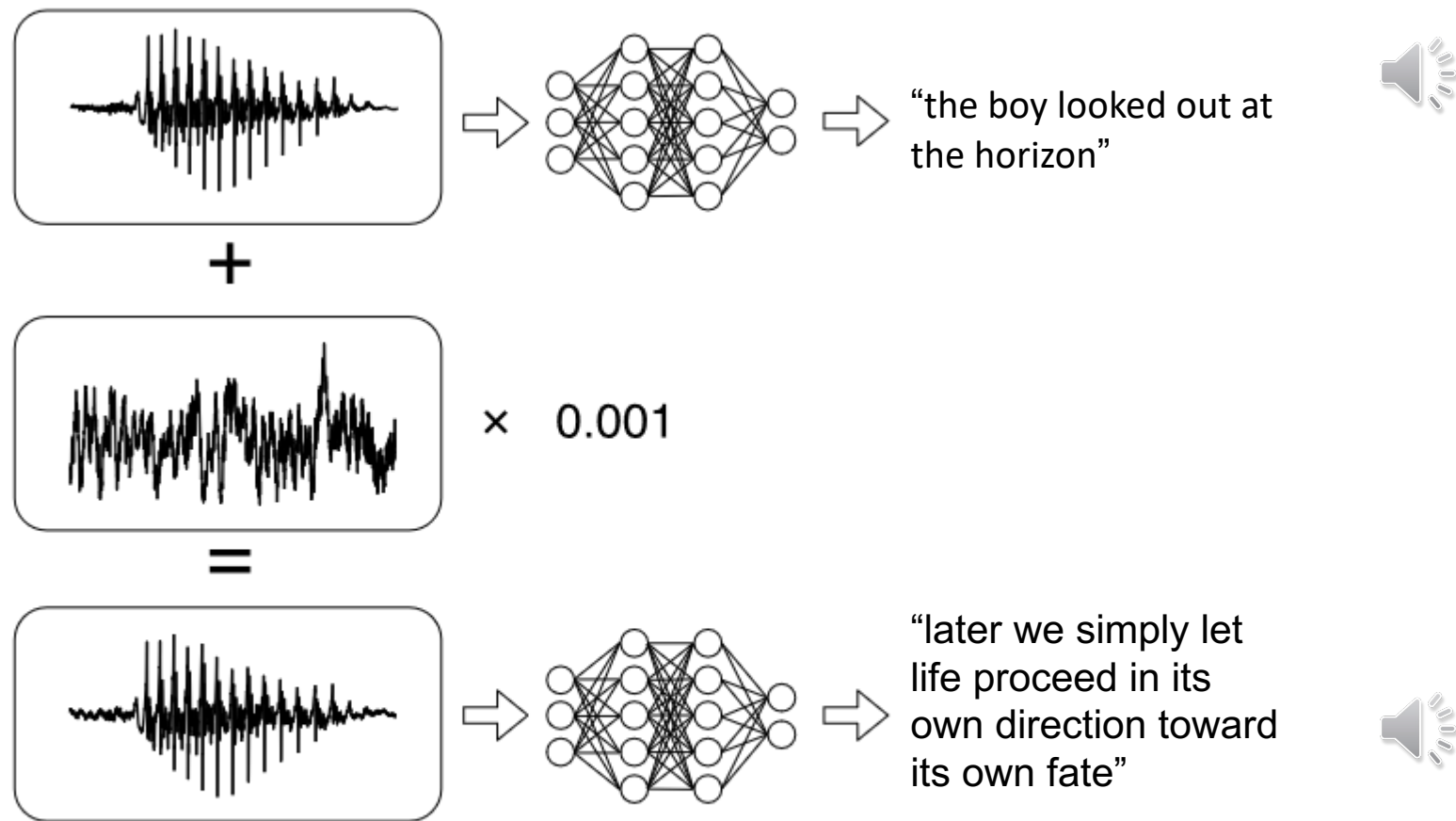
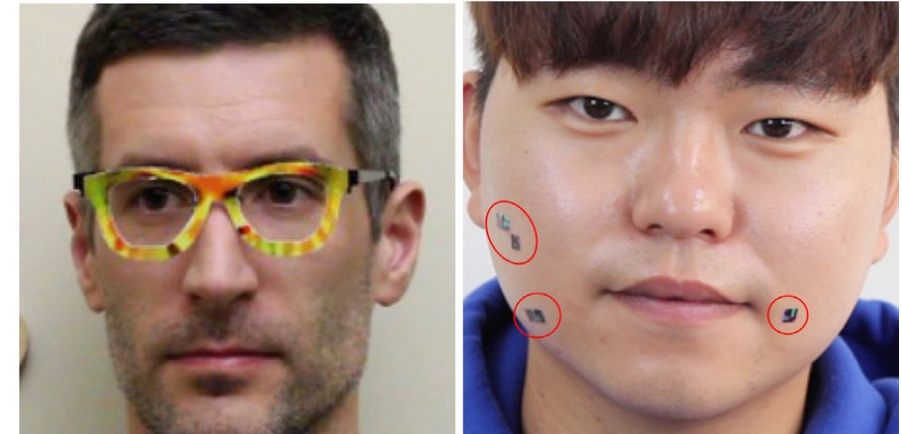


Figure 1. Illustration of our attack: given any waveform, adding a small perturbation makes the result transcribe as any desired target phrase.

Adversarial examples in the physical world



Crowd face recognition system



(a)

(b)

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Adversarial attacks by attaching noise markers on the face against deep face recognition

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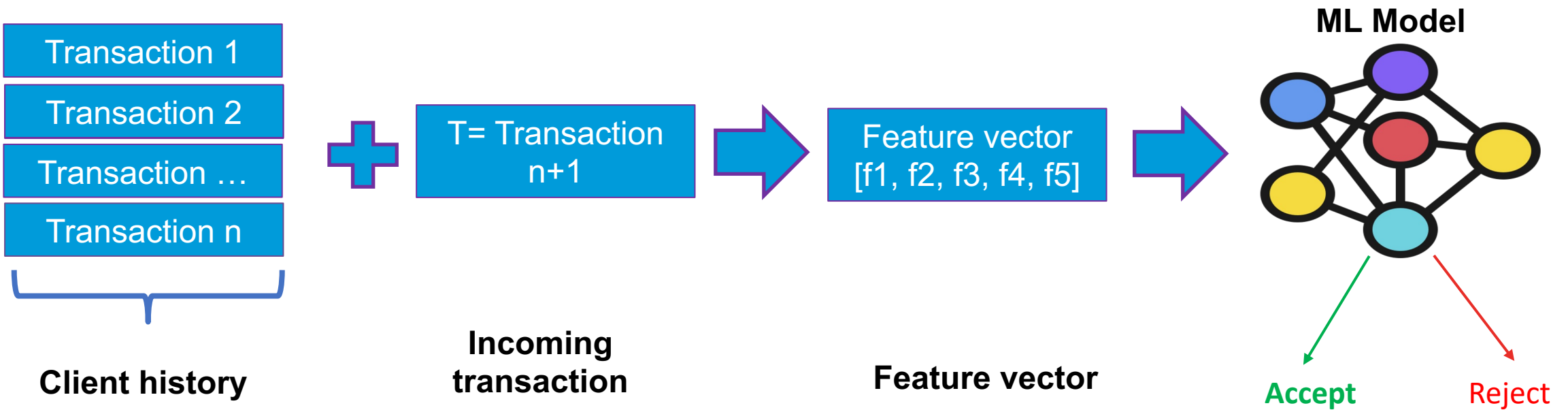
ARTICLE INFO

ABSTRACT



My focus: adversarial examples in the real world

Automated decision software in finance



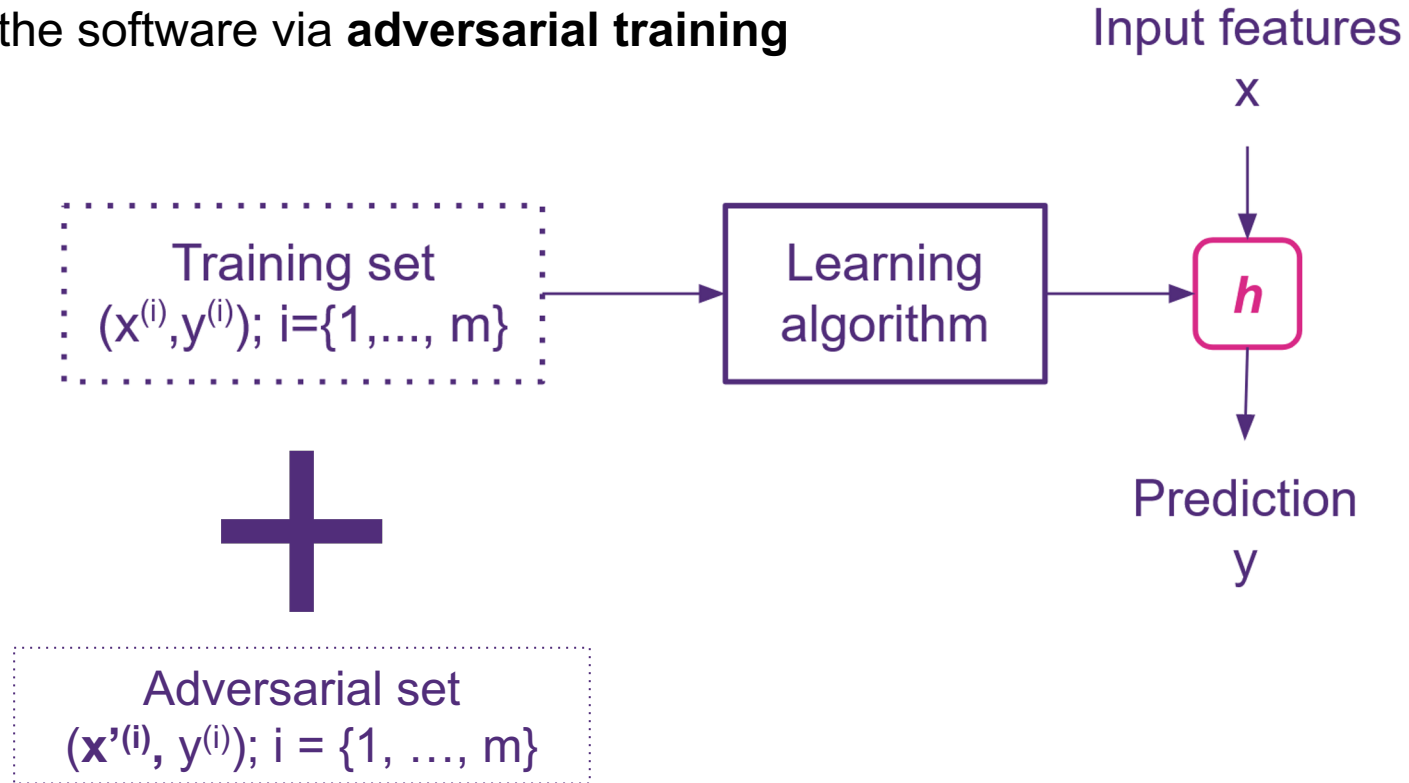
Evasion attack goal

Make the smallest change in transaction n+1
Such that the decision changes from reject to accept

Learning from adversarial examples

Generating adversarial examples is useful to:

- Discover the limits of ML software (corner case testing)
- Improve the software via **adversarial training**

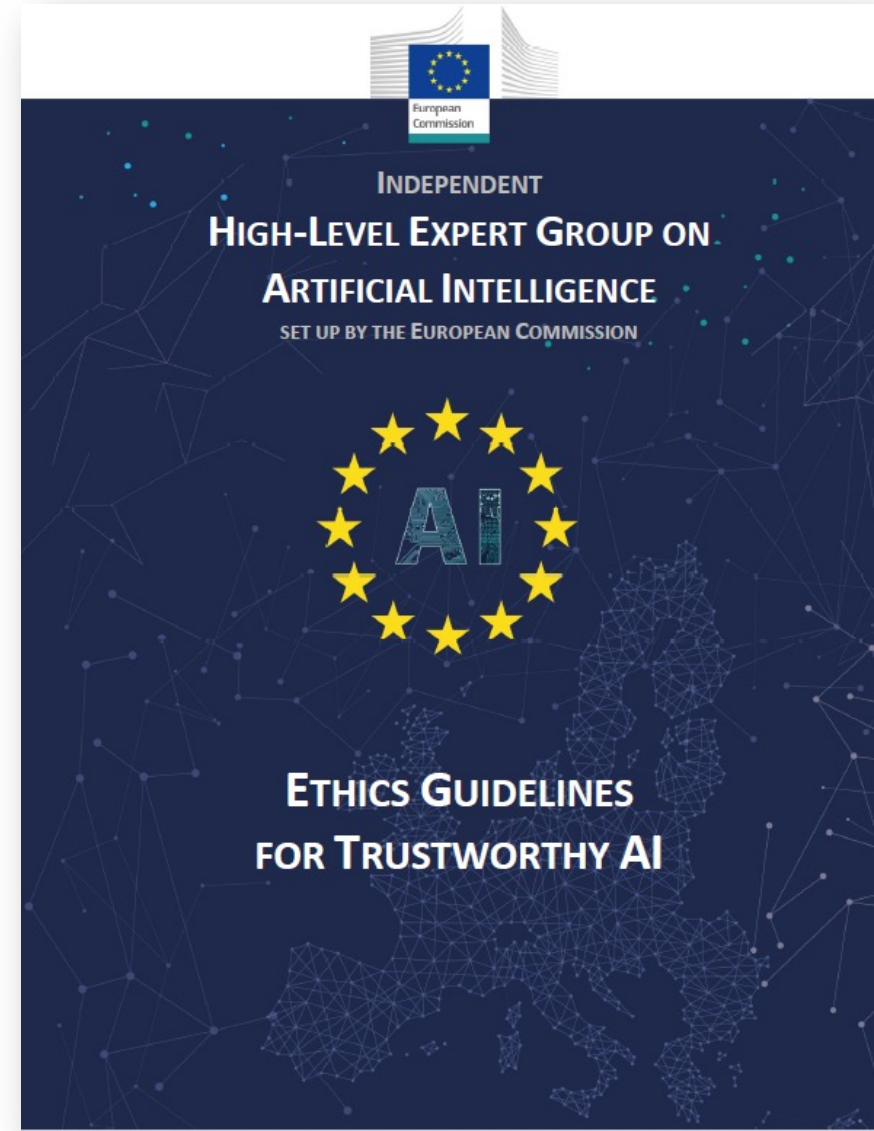
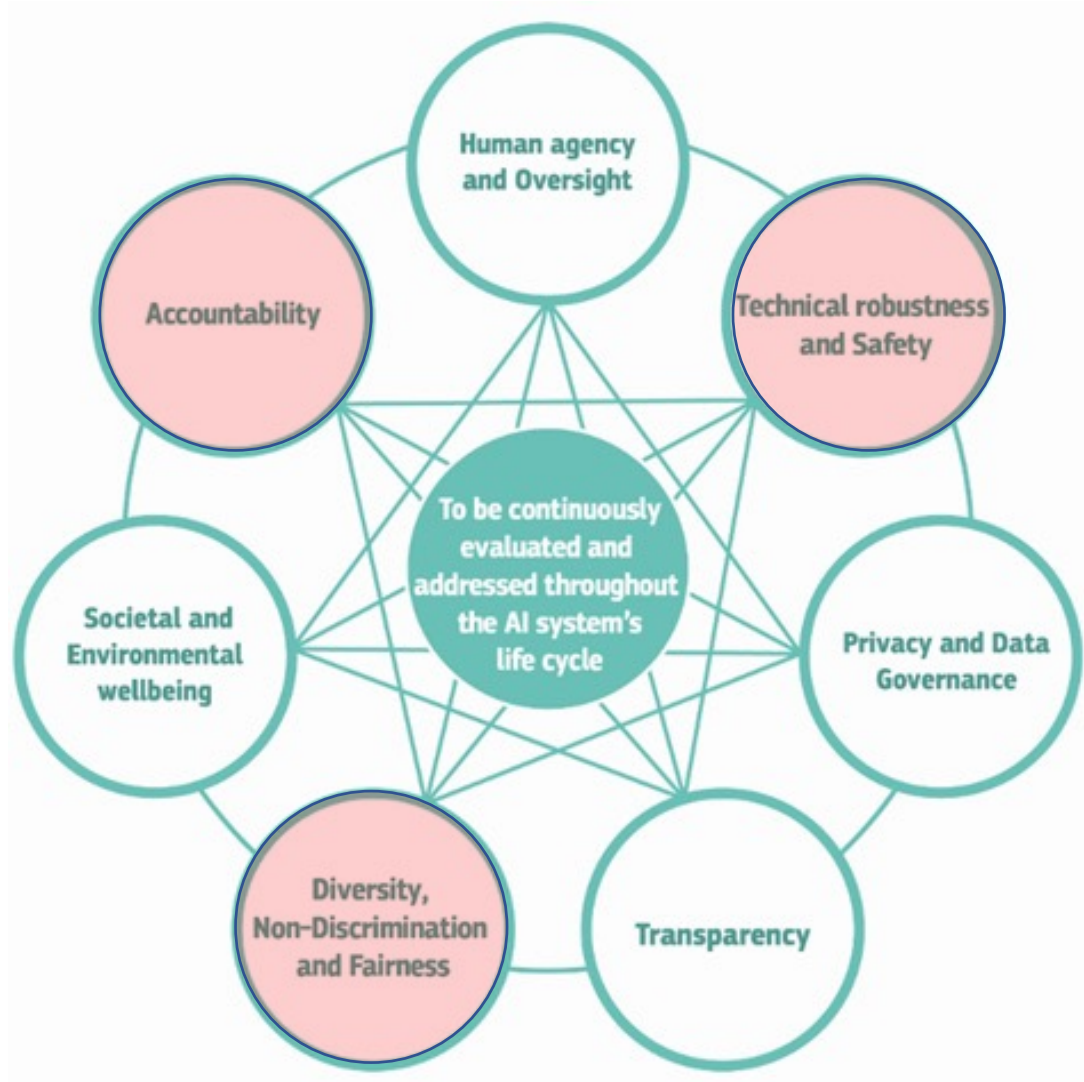


Machine learning software can be inaccurate and fooled

... also in the real world

... and regulations are coming

Ethics guidelines for trustworthy AI – European Commission (2019)



EU AI ACT (2021)

A proposed European law on artificial intelligence (AI)



The Act requires providers to **ensure before placing on market** that their systems conform with the essential requirements listed above, as well as to comply with a number of other tasks including registering AI systems on a database, **having an appropriate quality management system in place**.²⁶

Providers in the main will only have to demonstrate conformity by an 'assessment based on internal control' i.e. **self-certification** (Article 43(1)(a)).

Providers are tasked to 'establish and document a **post-market monitoring** system in a manner that is proportionate to the nature of the artificial intelligence technologies and the risks of the high-risk AI system'.³⁰ This

These are, unlike notified bodies, public bodies with regulatory power e.g. to require access to **training, validation and testing datasets** used by the provider, and the **AI source code**.³²

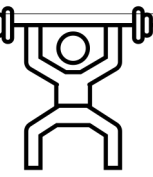
Adversarial Examples in Real-World Software

Part II

Research Questions

RQ1. Are real-world machine learning software vulnerable to evasion attacks?

RQ2. How to effectively defend these software?



Evasion attack and adversarial examples

Original example



Small adversarial noise



Adversarial example



What humans still see

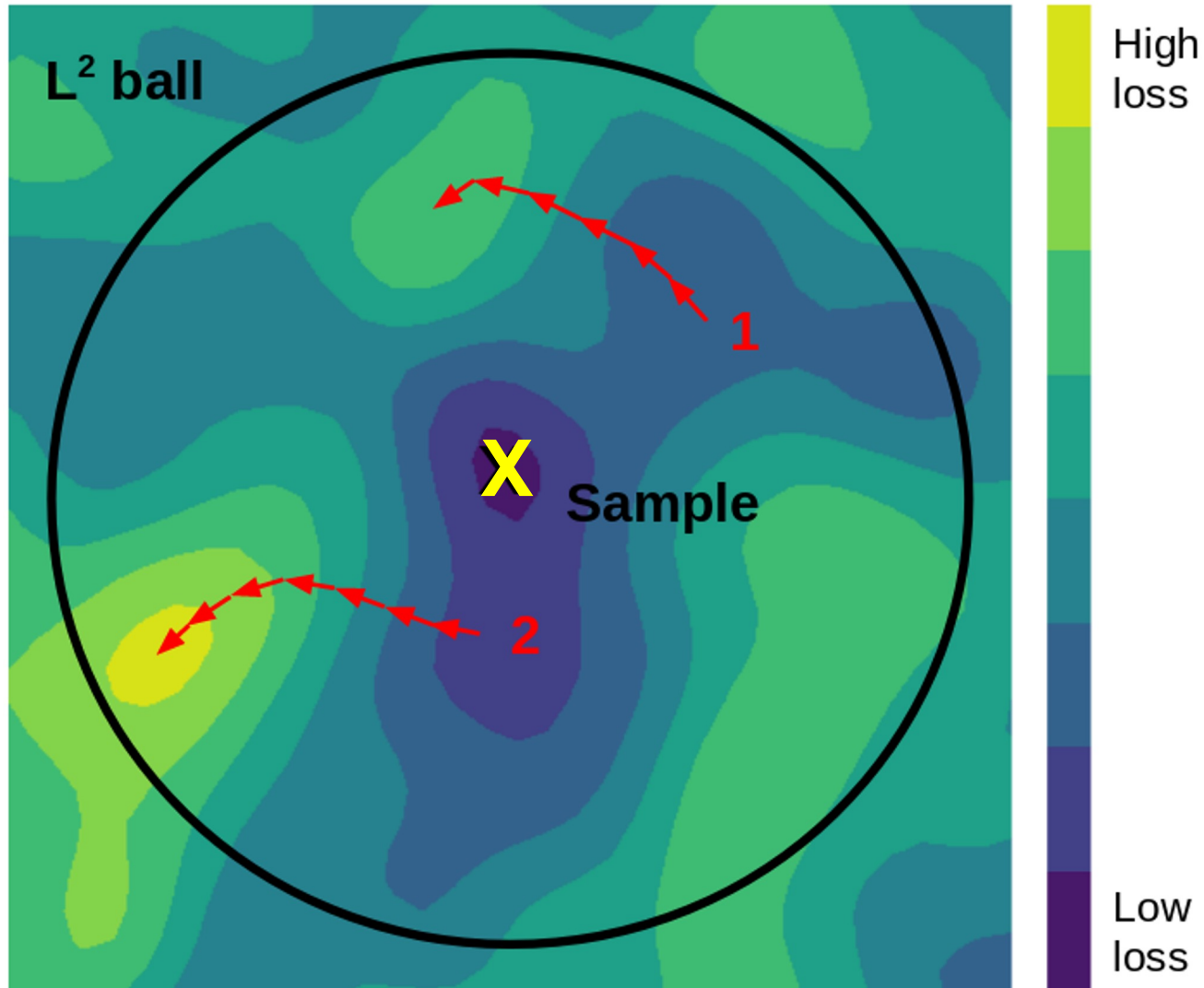
ML predicts:
"Panda"
(80% confidence)



What ML predicts: "Gibbon"
(99% confidence)

Gibbon

Gradient-based attack algorithm

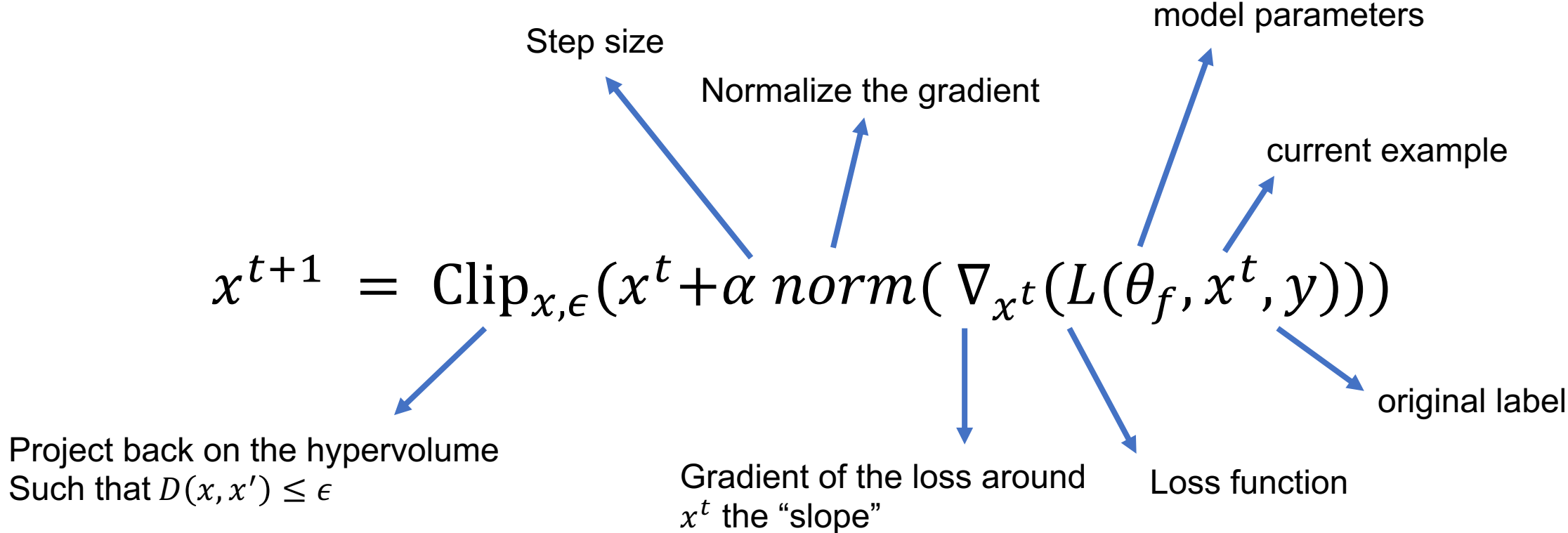


Objective: for x find δ

- ✓ With $f(x) \neq f(x + \delta)$
- ✓ With $L_p(x, x + \delta) < \epsilon$

Projected Gradient Descent (PGD)

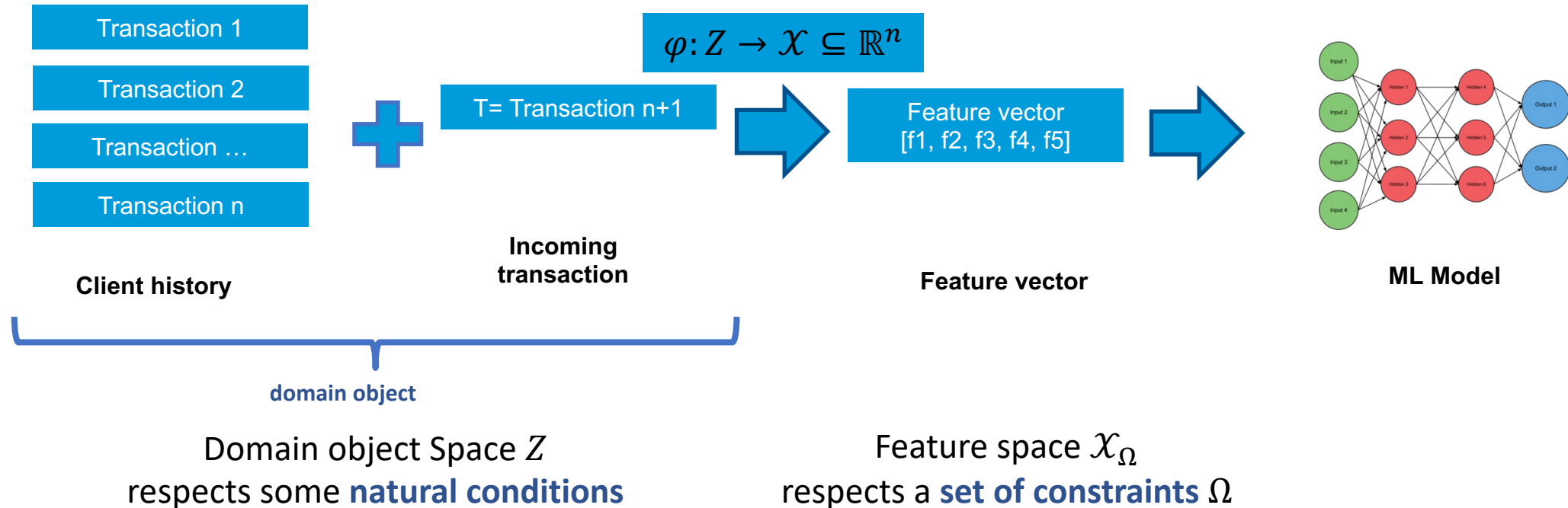
Iteratively compute:





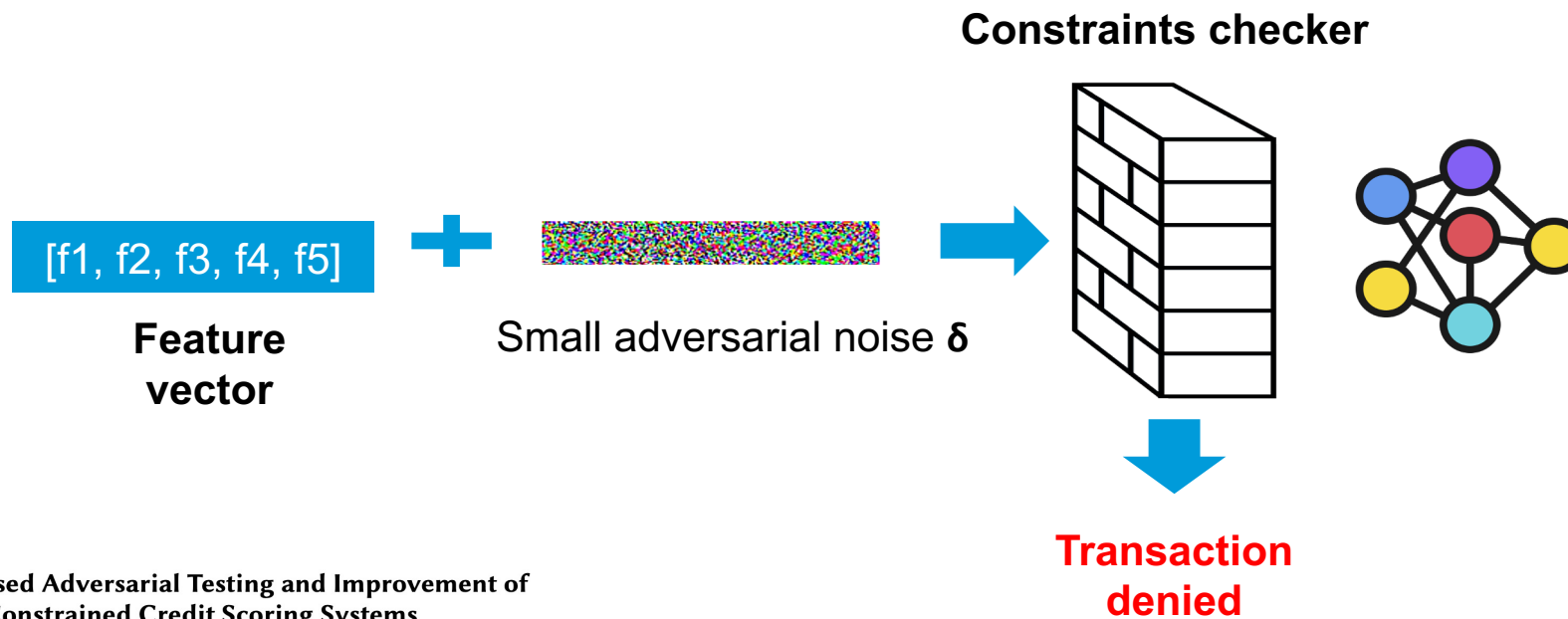
Evasion attack in real-world software

ML model is integrated in a larger software system that takes as **input domain objects**.



$$open_acc \leq total_acc$$
$$installment = loam_amount \times \frac{int_rate \times (1 + int_rate)^{term}}{(1 + int_rate)^{term} - 1}$$

Input validation as a first line of defense



0% success rate from traditional evasion attacks

Search-Based Adversarial Testing and Improvement of Constrained Credit Scoring Systems

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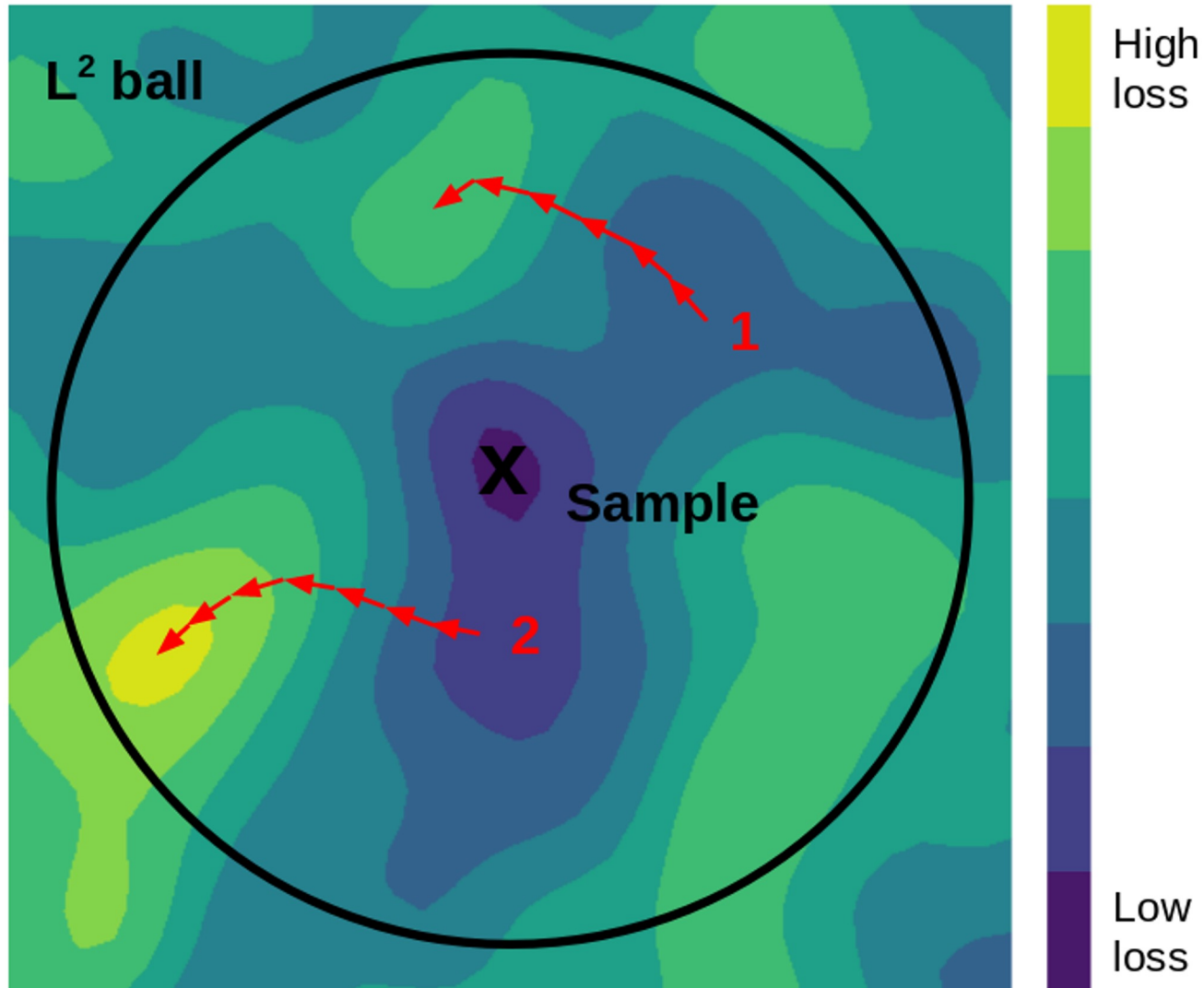
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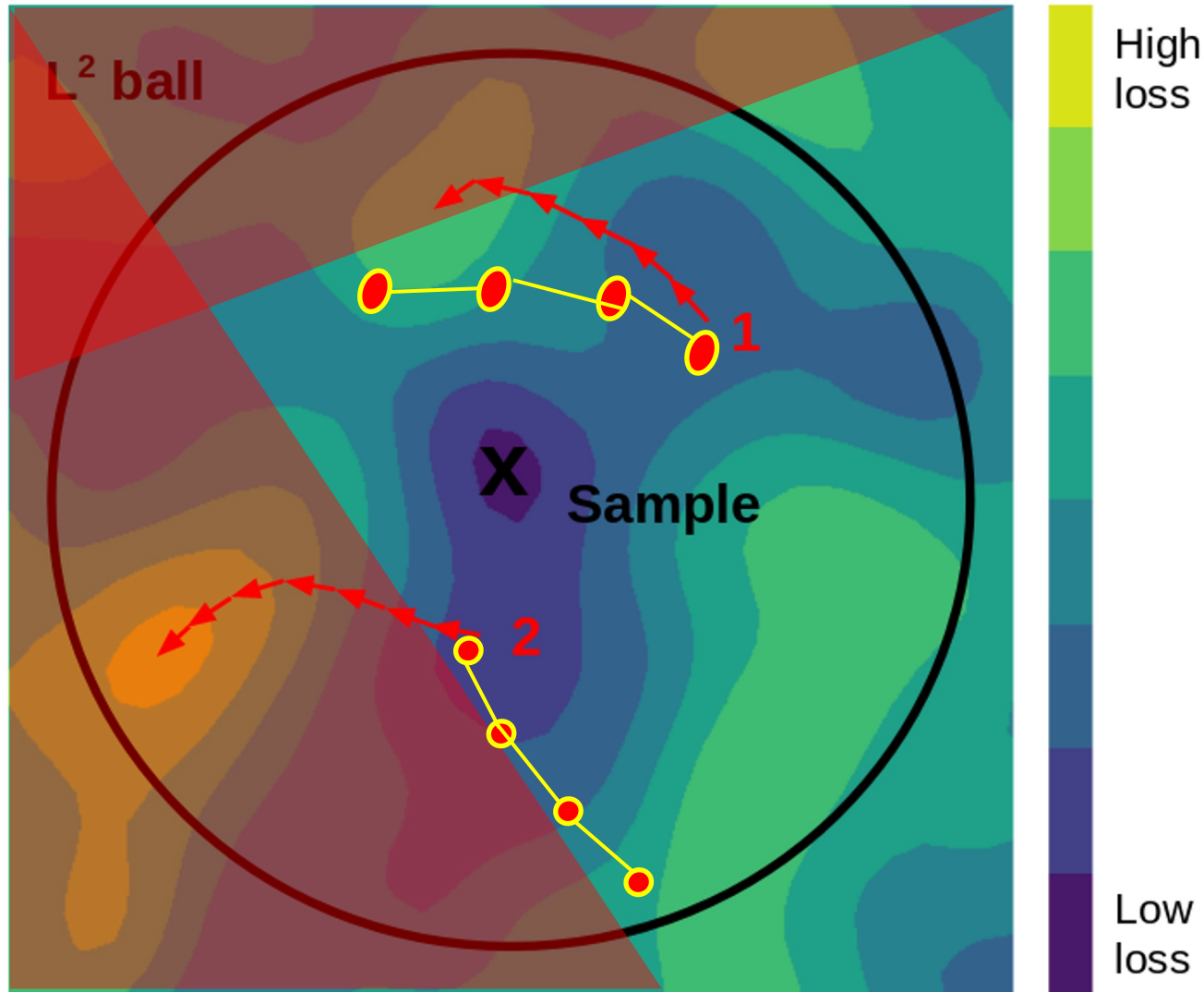
Existing attacks generate infeasible examples!



Objective: for x find δ

- ✓ With $f(x) \neq f(x + \delta)$
- ✓ With $L_p(x, x + \delta) < \epsilon$

Existing attacks generate infeasible examples!



Objective: for x find δ

- ✓ With $f(x) \neq f(x + \delta)$
- ✓ With $L_p(x, x + \delta) < \epsilon$
- ✓ $x + \delta \in \mathcal{X}_\Omega$

Our Contributions

A unified framework for adversarial attack and defense in constrained feature space

$$\omega := \omega_1 \wedge \omega_2 \mid \omega_1 \vee \omega_2 \mid \psi_1 \succeq \psi_2 \mid f \in \{\psi_1 \dots \psi_k\}$$

$$\psi := c \mid f \mid \psi_1 \oplus \psi_2 \mid x_i$$

Constraints formulae

Penalty function

$$\omega_1 \wedge \omega_2$$

$$\omega_1 + \omega_2$$

$$\omega_1 \vee \omega_2$$

$$\min(\omega_1, \omega_2)$$

$$\psi \in \Psi = \{\psi_1, \dots, \psi_k\}$$

$$\min(\{\psi_i \in \Psi : |\psi - \psi_i|\})$$

$$\psi_1 \leq \psi_2$$

$$\max(0, \psi_1 - \psi_2)$$

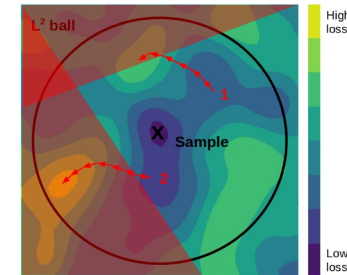
$$\psi_1 < \psi_2$$

$$\max(0, \psi_1 - \psi_2 + \tau)$$

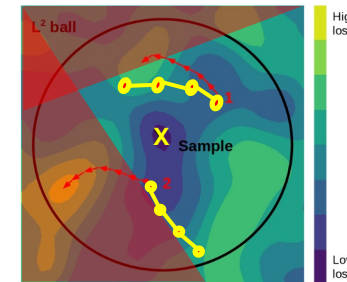
$$\psi_1 = \psi_2$$

$$|\psi_1 - \psi_2|$$

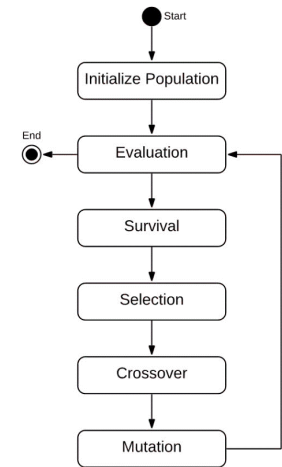
Generic constraints language



PGD + "Repair"



Constrained PGD



Multi-Objective Evolutionary Adversarial Attack (MoEvA2)

Three constrained evasion attacks



Encoding constraints as a penalty function

Constraint grammar

$$\omega := \omega_1 \wedge \omega_2 \mid \omega_1 \vee \omega_2 \mid \psi_1 \succeq \psi_2 \mid f \in \{\psi_1 \dots \psi_k\}$$

$$\psi := c \mid f \mid \psi_1 \oplus \psi_2 \mid x_i$$

$f \in F$ is the value of feature f for a given input x' ,

c is a constant real value,

$\omega, \omega_1, \omega_2$ are constraint formulae,

$\succeq \in \{<, \leq, =, \neq, \geq, >\}$,

$\psi, \psi_1, \dots, \psi_k$ are numeric expressions,

$\oplus \in \{+, -, *, \setminus\}$, and

x_i is the value of the i^{th} feature of the clean input x

Mapping to penalty functions

Constraints formulae	Penalty function
$\omega_1 \wedge \omega_2$	$\omega_1 + \omega_2$
$\omega_1 \vee \omega_2$	$\min(\omega_1, \omega_2)$
$\psi \in \Psi = \{\psi_1, \dots, \psi_k\}$	$\min(\{\psi_i \in \Psi : \psi - \psi_i \})$
$\psi_1 \leq \psi_2$	$\max(0, \psi_1 - \psi_2)$
$\psi_1 < \psi_2$	$\max(0, \psi_1 - \psi_2 + \tau)$
$\psi_1 = \psi_2$	$ \psi_1 - \psi_2 $

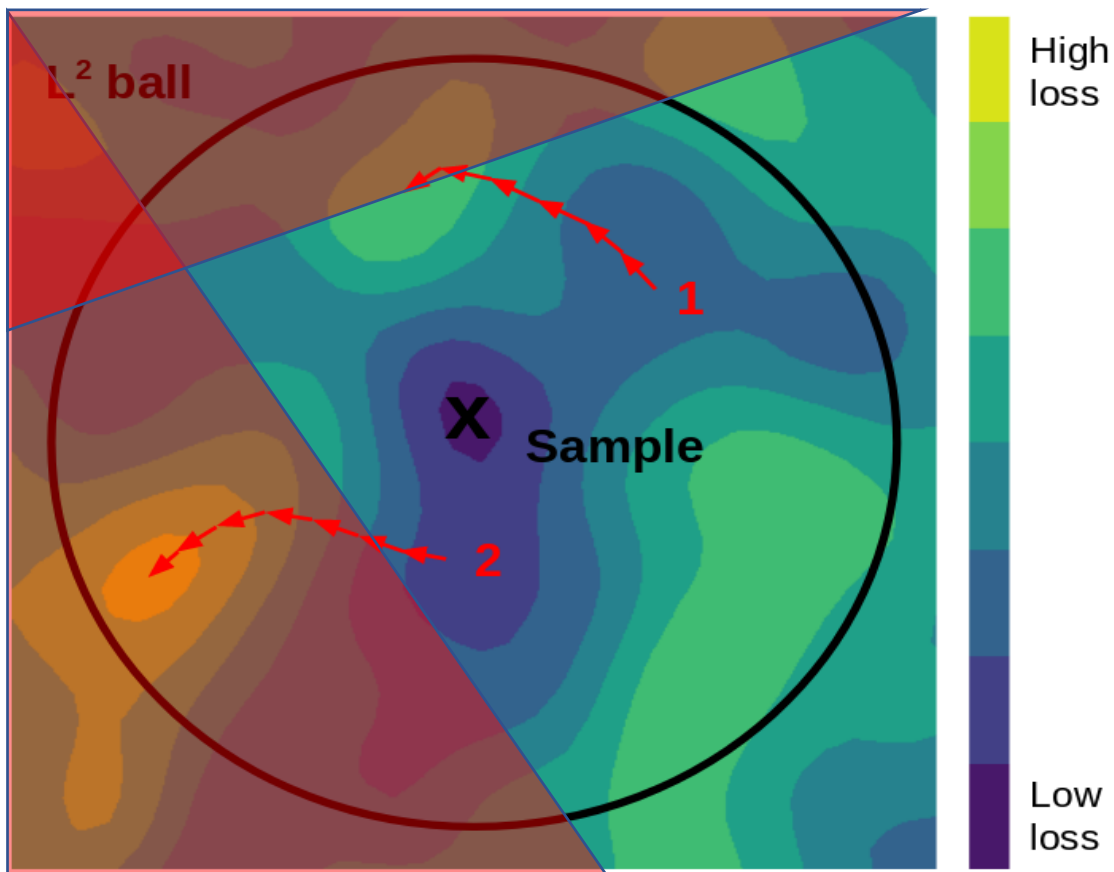
Table 1: From constraint formulae to penalty functions. τ is an infinitesimal value.

Constraint is satisfied if and only if $g(\omega, x) = 0$

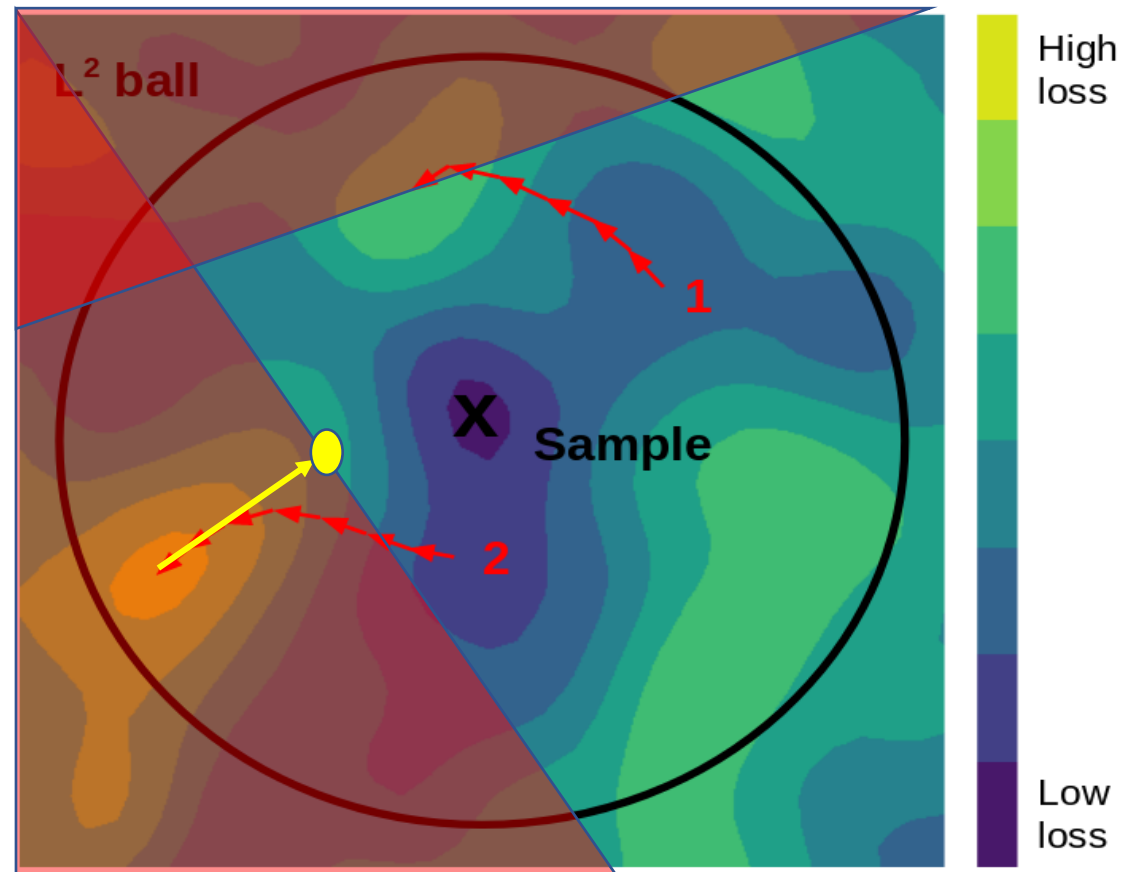
Sufficient expressiveness to instantiate constraints in different domains

Approach 1: Vanilla PGD + “Repair”

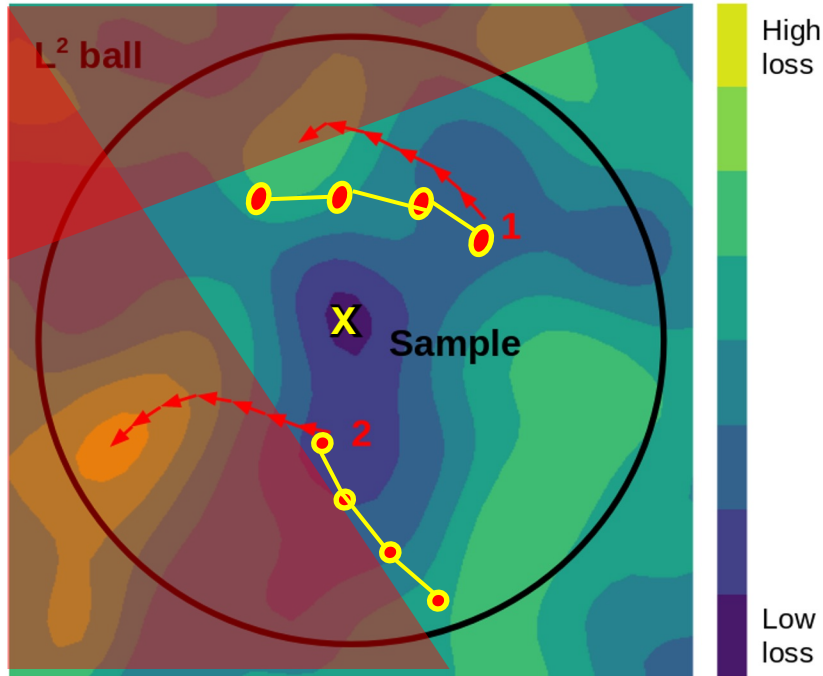
1) Apply PGD



2) Project the solution back to the feasible space (using mathematical programming solver)



Approach 2: Constrained PGD: gradient-based constraint satisfaction



Projected Gradient Descent (PGD)

$$x^{t+1} = \text{Clip}_{x,\epsilon}(x^t + \alpha \text{norm}(\nabla_{x^t}(L(\theta_f, x^t, y))))$$

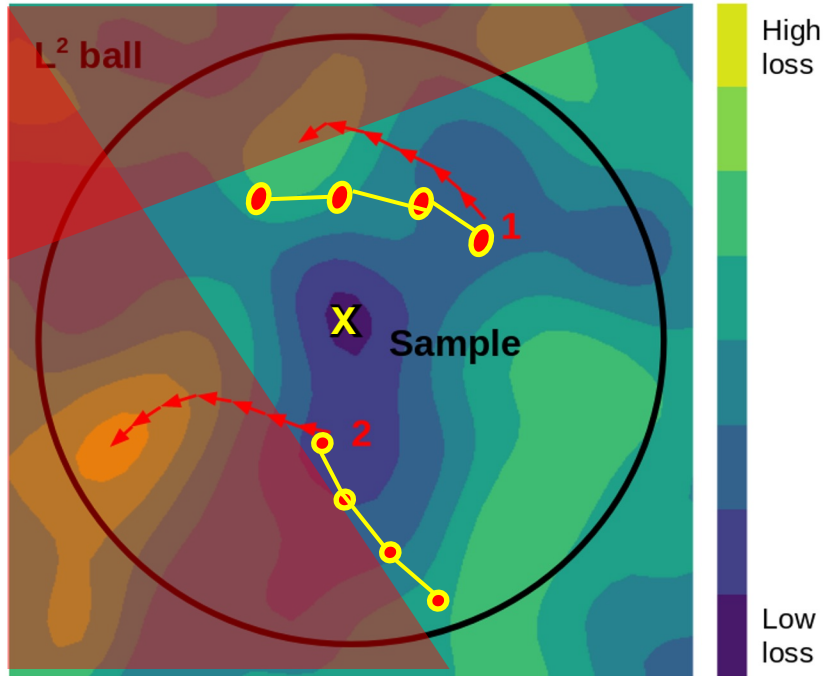
Constraints regularization

$$\nabla_{x^t}L(\theta_f, x^t, y) - \nabla_{x^t}\text{penalty}(x^t)$$



**Should be differentiable
and ideally convex
to increase convergence likelihood!**

Approach 2: Constrained PGD: gradient-based constraint satisfaction



Projected Gradient Descent (PGD)

$$x^{t+1} = \text{Clip}_{x,\epsilon}(x^t + \alpha \text{norm}(\nabla_{x^t}(L(\theta_f, x^t, y))))$$

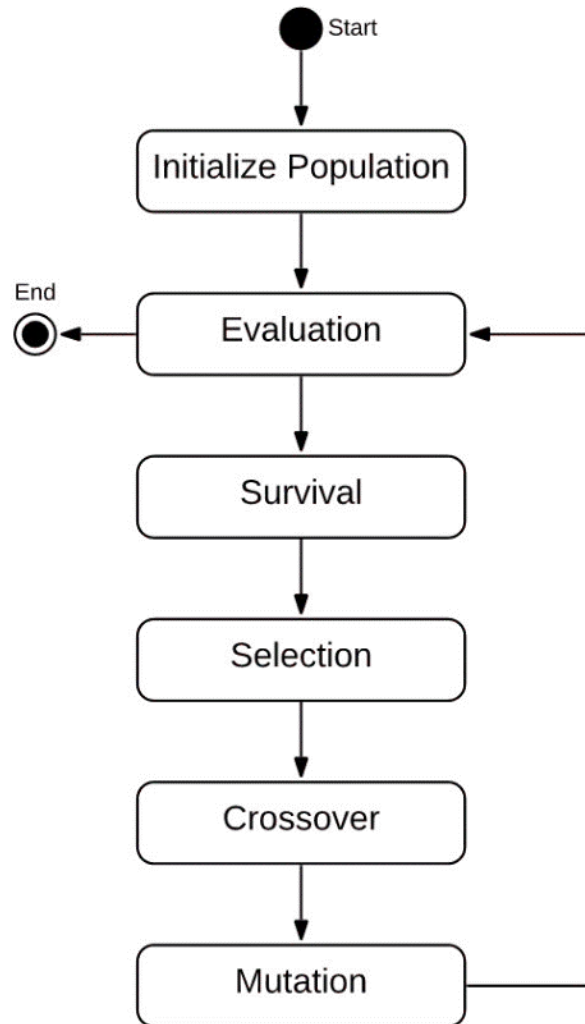
Constraints regularization

$$\nabla_{x^t}L(\theta_f, x^t, y) - \nabla_{x^t}\text{penalty}(x^t)$$

Constrained Projected Gradient Descent (C-PGD)

$$x^{t+1} = \text{Clip}_{x,\epsilon}(x^t + \alpha \text{norm}(\nabla_{x^t}L(\theta_f, x^t, y) - \nabla_{x^t}\text{penalty}(x^t)))$$

Approach 3: Multi-Objective Evolutionary Adversarial Attack (MoEvA2)



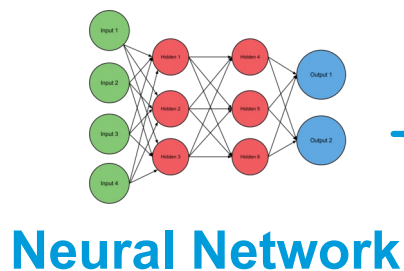
Multi-objective genetic algorithm (NSGA-III)







$$\textit{maximise } g_1(x) \equiv L(\theta_f, x, y)$$

$$\textit{minimise } g_2(x) \equiv L_p(x - x_0)$$

$$\textit{minimise } g_3(x) \equiv \sum_{\omega_i \in \Omega} \textit{penalty}(x, \omega_i)$$

How effective are our approaches at generating adversarial examples?



Dataset	Attack	Success rate
LCLD 	PGD	0.00
	PGD + REP.	0.00
	C-PGD	9.85
	MoEvA2	97.48
CTU-13 	PGD	0.00
	PGD + REP.	0.00
	C-PGD	0.00
	MoEvA2	100.00
LCLD 	Papernot *	0.00
	MoEvA2	41.51
CTU-13 	Papernot *	0.0
	MoEvA2	5.41
Malware 	Papernot *	0.00
	MoEvA2	39.30
URL 	Papernot *	8.50
	MoEvA2	31.89



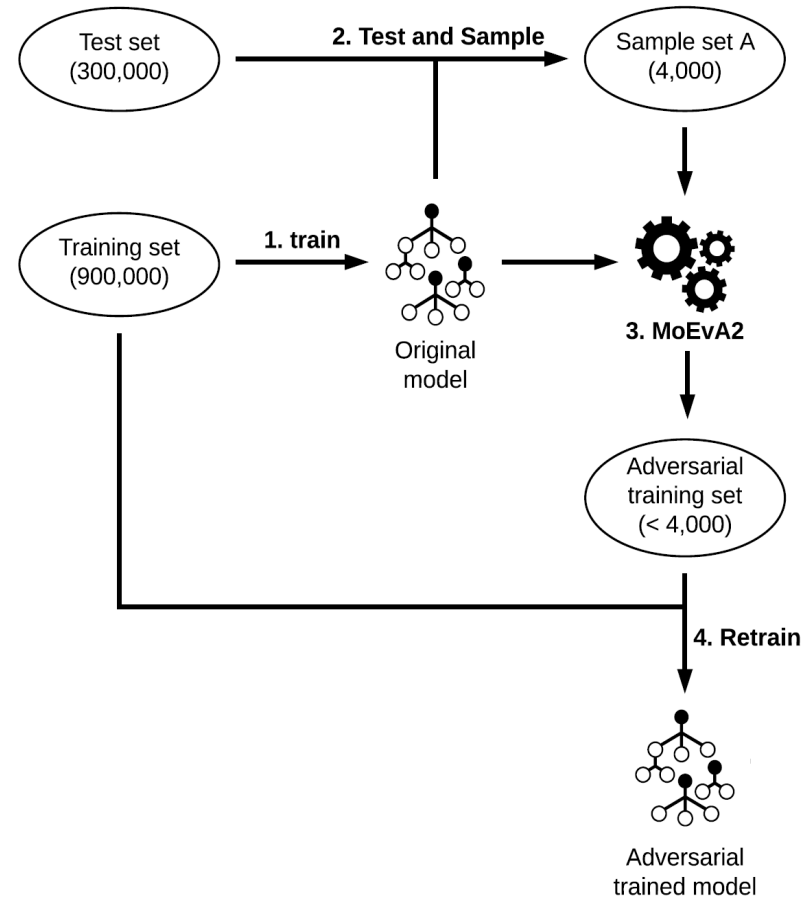
Attacks unaware of domain constraints most often fail.

C-PGD worked on a **single** dataset (out of two).

MoEvA2 has successfully attacked **all models**.

* Extended to random forest

How to increase robustness?



Adversarial retraining

How to increase robustness?

We hypothesize that **augmenting** Ω with a set of engineered constraints can **robustify a model**.

We engineer a **new feature**

$$f_e = f_1 \oplus f_2$$

We have the **new constraint**

$$\omega_e \models (f_e = f_1 \oplus f_2)$$

How effective are defense techniques ?



Defense	Attack	LCLD	CTU-13
None	C-PGD	9.85	0.00
None	MoEvA2	97.48	100.00
C-PGD Adv. retraining *	C-PGD	8.78	NA
C-PGD Adv. retraining *	MoEvA2	94.90	NA
MoEvA2 Adv. retraining *	C-PGD	2.70	NA
MoEvA2 Adv. retraining *	MoEvA2	85.20	0.8
Constraints augment.	C-PGD	0.00	NA
Constraints augment.	MoEvA2	80.43	0.00
MoEvA2 Adv. retrain. †	MoEvA2	82.00	NA
Combined defenses †	MoEvA2	77.43	NA

Success rate of C-PGD and MoEvA2 after adversarial retraining and constraint augmentation (on neural networks). For a fair comparison, the model denoted by the same symbols (* or †) are trained with the same number of adversarial examples, generated from the same original samples.

How effective are defense techniques ?



Defense	Attack	LCLD	CTU-13
None	C-PGD	9.85	0.00
None	MoEvA2	97.48	100.00
C-PGD Adv. retraining *	C-PGD	8.78	NA
C-PGD Adv. retraining *	MoEvA2	94.90	NA
MoEvA2 Adv. retraining *	C-PGD	2.70	NA
MoEvA2 Adv. retraining *	MoEvA2	85.20	0.8
Constraints augment.	C-PGD	0.00	NA
Constraints augment.	MoEvA2	80.43	0.00
MoEvA2 Adv. retrain. †	MoEvA2	82.00	NA
Combined defenses †	MoEvA2	77.43	NA

Adversarial training remains effective in constrained feature space

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MoEvA2 Adv. retrain. †	MoEvA2	82.00	NA
Combined defenses †	MoEvA2	77.43	NA

Adversarial training remains effective in constrained feature space

Constraint augmentation is an effective alternative defense to adversarial retraining.

Success rate of C-PGD and MoEvA2 after adversarial retraining and constraint augmentation (on neural networks). For a fair comparison, the model denoted by the same symbols (* or †) are trained with the same number of adversarial examples, generated from the same original samples.

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Combined defenses †	MoEvA2	77.43	NA

Adversarial training remains effective in constrained feature space

Constraint augmentation is an effective alternative defense to adversarial retraining.

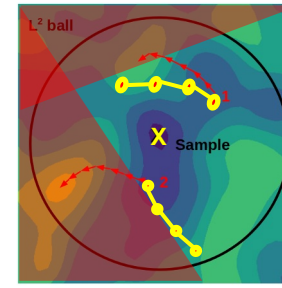
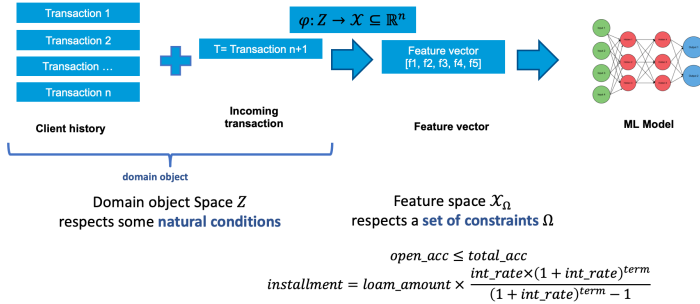
Constraint augmentation and adversarial retraining have complementary effects.

Success rate of C-PGD and MoEvA2 after adversarial retraining and constraint augmentation (on neural networks). For a fair comparison, the model denoted by the same symbols (* or †) are trained with the same number of adversarial examples, generated from the same original samples.

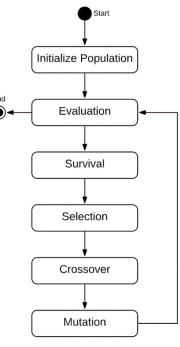
Conclusion

Evasion attack in real-world software

ML model is integrated in a larger software system that takes as input domain objects.



C-PGD



MoEvA2

Constrained Attacks

How effective are our approaches at generating adversarial examples?

	Dataset	Attack	C&M
NN	LCLD	PGD	0.00
		PGD + SAT	0.00
		C-PGD	9.85
		MoEvA2	97.48
Random Forest	CTU-13	PGD	0.00
		PGD + SAT	0.00
		C-PGD	0.00
		MoEvA2	100.00
LCLD	Papernot *	0.00	
	MoEvA2	41.51	
CTU-13	Papernot *	0.0	
	MoEvA2	5.41	
Malware	Papernot *	0.00	
	MoEvA2	39.30	
URL	Papernot *	8.50	
	MoEvA2	31.89	

Attacks unaware of domain constraints most often fail.

C-PGD worked on a single dataset (out of two).

MoEvA2 has successfully attacked all models.

* Extended to random forest

$$\omega_e \models (f_e = f_1 \oplus f_2)$$

Constrained Augmentation

New defense method as effective as adversarial retraining and complementary

Our related work...

From white-box to black-box threat models: transferability of adversarial examples

LGV: Boosting Adversarial Example Transferability from Large Geometric Vicinity

Martin Gubri¹, Maxime Cordy¹, Mike Papadakis¹, Yves Le Traon¹, and Koushik Sen²

¹ University of Luxembourg, Luxembourg, LU firstname.lastname@uni.lu
² University of California, Berkeley, CA, USA

Abstract. We propose transferability from Large Geometric Vicinity (LGV), a new technique to increase the transferability of black-box adversarial attacks. LGV starts from a pretrained surrogate model and collects multiple weight sets from a few additional training epochs with a constant and high learning rate. LGV exploits two geometric properties

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Efficient and Transferable Adversarial Examples from Bayesian Neural Networks

Martin Gubri¹ Maxime Cordy¹ Mike Papadakis¹ Yves Le Traon¹ Koushik Sen²

¹University of Luxembourg, Luxembourg, LU
²University of California, Berkeley, CA, USA

Abstract

An established way to improve the transferabil-

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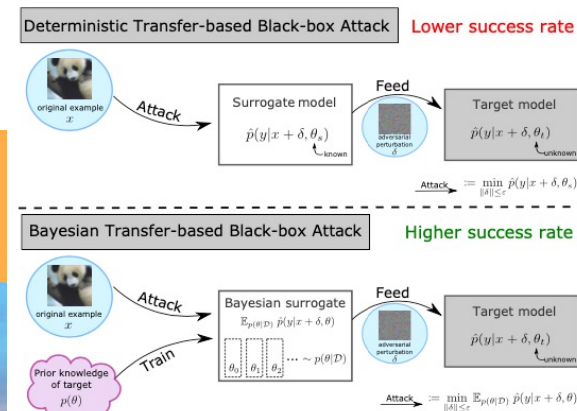


Figure 1: Illustration of the proposed approach.

gan et al., [2019]. However, a common pitfall of these models is that they are vulnerable to adversarial examples, i.e.,

Our related work...

Defense at low cost: using infeasible examples to protect against real-world attacks

On The Empirical Effectiveness of Unrealistic Adversarial Hardening Against Realistic Adversarial Attacks

Abstract—While the literature on security attacks and defenses of Machine Learning (ML) systems mostly focuses on unrealistic adversarial examples, recent research has raised concern about the under-explored field of realistic adversarial attacks and their implications on the robustness of real-world systems. Our paper paves the way for a better understanding of adversarial robustness against realistic attacks and makes two major contributions. First, we conduct a study on three real-world use cases (text classification, botnet detection, malware detection) and five datasets in order to evaluate whether unrealistic adversarial examples can be used to protect models against realistic examples. Our results reveal discrepancies across the use cases, where unrealistic examples can either be as effective as the realistic ones or may offer only limited improvement. Second, to explain these results, we analyze the latent representation of the adversarial examples generated with realistic and unrealistic attacks. We shed light on the patterns that discriminate which unrealistic examples can be used for effective hardening. We release our code, datasets and models to support future research in exploring how to reduce the gap between unrealistic and realistic adversarial attacks.

Index Terms—adversarial attacks, constrained feature space, problem space, hardening

However, recent studies [3], [10] have shown that in many domains, traditional adversarial attacks (e.g. PGD [11]) cannot be used for proper robustness assessment because these attacks produce examples that are not feasible (i.e. do not map to real-world objects). Indeed, while in computer vision the perturbations are simply independent pixel alterations that produce a similar image, in other domains the produced adversarial examples should satisfy specific domain constraints in order to represent real-world objects.

As a result, research has developed domain-specific adversarial attacks that either manipulate real objects through a series of problem-space transformations (i.e. *problem-space attacks*) or generate feature perturbations that satisfy domain constraints (i.e. *constrained feature space attacks*). These attacks produce examples that are realistic by design, however, at the cost of an increased computational cost compared to traditional attacks. This additional cost can be so high that it prevents the number of examples that ML engineers can use to assess and improve robustness.

In face of this dilemma between realism and computational cost, we pose the question whether we could improve model robustness against realistic examples through adversarial hardening on non-realistic examples. A positive answer would enable model hardening at affordable

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Time for Q&A!