

Defending Neural ODE Image Classifiers from Adversarial Attacks with Tolerance Randomization

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🐙 <https://github.com/fabiocarrara/neural-ode-features>

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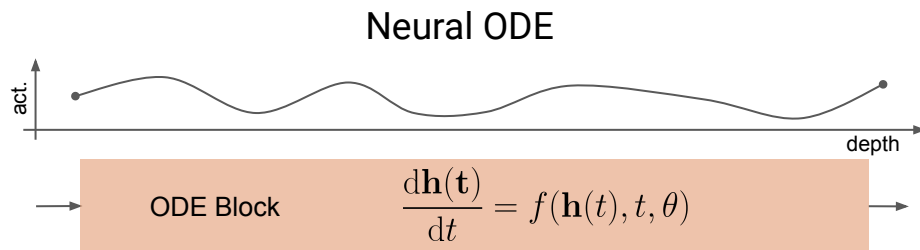
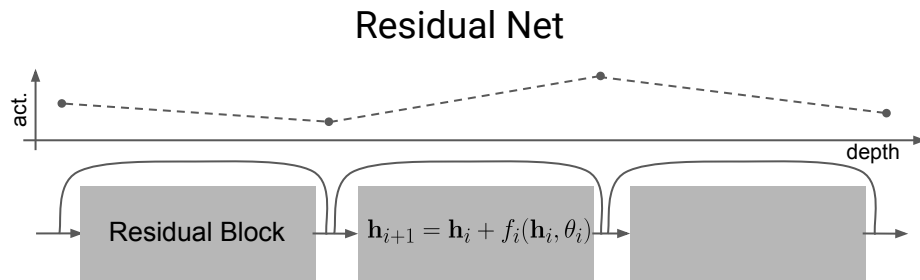


Summary

- Neural ODEs
 - what they are
 - how can be used
 - why they are interesting (adaptivity and the tolerance parameter)
- Carlini & Wagner Adversarial Attack
 - the gist of it
 - how Neural ODEs respond
- Tolerance Randomization
 - an adversarial detection scheme for Neural ODEs under strong adversarial inputs
 - experiments and results
- Conclusions and Future Work

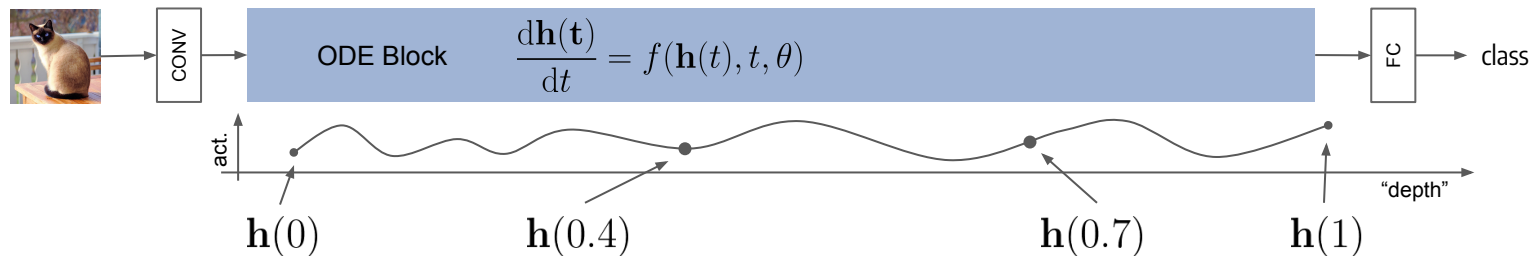
Neural Ordinary Differential Equations [9]

- Generalization of Residual Networks
 - **ResNet**: discrete number of coarse updates
 - **N-ODE**: continuous and smooth evolution (infinitesimal updates) defined by parametric ODE
- **Forward**: solve with ODE solver
- **Output**: final step of the solution
- **Fully Differentiable**: train the params of ODE with SGD



Neural ODE Image Classifiers

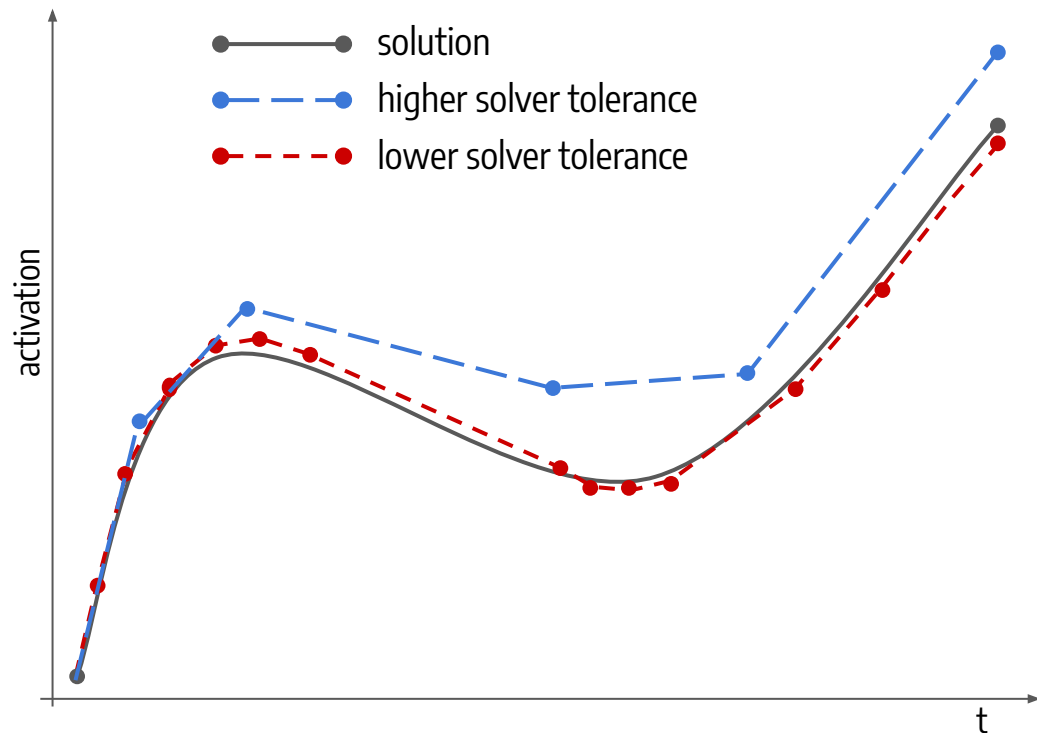
- Neural ODE for Image Classification



- $f(\mathbf{h}(t), t, \theta)$ is implemented as a **small convnet** (comparable to a residual block)
- in the **forward pass**, an **ODE solver is used** to find the output $\mathbf{h}(1)$
- in the training phase, we **learn dynamics** (by optimizing θ with SGD) that evolve inputs to discriminative features **for classification**
- performance comparable to standard convnet models

Neural ODE Adaptivity

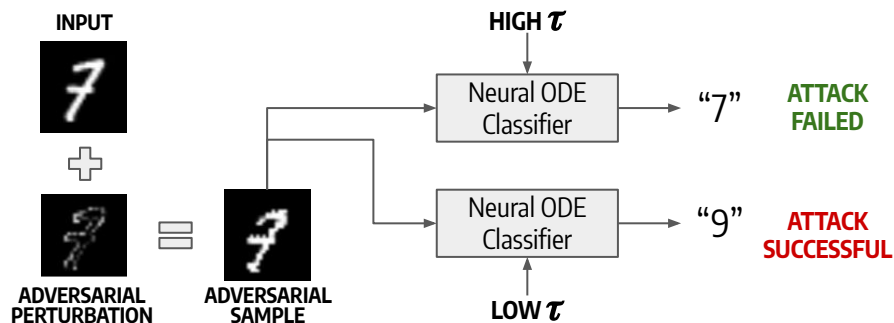
- ODE Solvers
 - compute solution by taking small steps in time
- Adaptive ODE Solvers
 - step size is adaptively chosen at each iteration
- Tolerance parameter τ
 - controls the **speed-precision trade-off** of the solver
 - **high τ** \Rightarrow less steps, less precise & less computational expensive solution
 - **lower τ** \Rightarrow more steps, more precise solution, more compute needed



Effects of Tolerance

- Tolerance τ affects classification performance
 - MNIST and CIFAR-10
 - ResNet as benchmark
 - $\tau_{\text{train}} = 10^{-3}$, τ_{test} varies
 - **Classification Error vs τ_{test}**
- Tolerance τ affects adversarial robustness [5]
 - high $\tau \Rightarrow$ robustness increases vs weak attacks (PGD)
 - adversarial perturbation is more difficulty propagated through the network

	ResNet	Neural ODE (τ)				
		10^{-4}	10^{-3}	10^{-2}	10^{-1}	10^0
MNIST						
Classification Error (%)	0.4	0.5	0.5	0.6	0.8	1.2
CIFAR-10						
Classification Error (%)	7.3	9.1	9.2	9.3	10.6	11.3



[5] Carrara, F., Caldelli, R., Falchi, F. and Amato, G., 2019, December. *On the robustness to adversarial examples of neural ode image classifiers*. In 2019 IEEE International Workshop on Information Forensics and Security (WIFS '19) (pp. 1-6). IEEE.

Carlini and Wagner (CW) Attack

- Proposed by Carlini and Wagner [3]
 - Considered a strong attack
 - bypassed several proposed defenses for standard neural networks

- Optimization-based attack
 - \mathbf{x} is the natural sample
 - \mathbf{x}^{adv} is the adversarial sample
 - $g()$ is the misclassification objective
 - $\|\mathbf{x}^{\text{adv}} - \mathbf{x}\|_2$ is the magnitude of the perturbation
 - c is grid-searched

$$\min \left(\underbrace{c \cdot g(\mathbf{x}^{\text{adv}})}_{\text{misclassification objective}} + \underbrace{\|\mathbf{x}^{\text{adv}} - \mathbf{x}\|_2^2}_{\text{small perturbation objective}} \right)$$

- Usually finds very small perturbations leading to misclassification

Neural ODE vs CW Attacks

- Neural ODEs are still vulnerable
 - MNIST and CIFAR-10
 - Carlini and Wagner (CW) Adversarial Attack
 - $\tau_{\text{attack}} = \tau_{\text{test}}$

- How τ affects robustness to CW attacks?

- Attack Success Rate vs τ
- Mean Adversarial Perturbation Norm vs τ
- **higher $\tau \Rightarrow$**
 - **lower attack success rate**, or
 - **higher perturbation magnitude**



	ResNet	Neural ODE (τ)				
		10^{-4}	10^{-3}	10^{-2}	10^{-1}	10^0
MNIST						
Classification Error (%)	0.4	0.5	0.5	0.6	0.8	1.2
Attack Success Rate (%)	99.7	99.7	90.7	74.4	71.6	69.7
Mean L2 Perturb ($\times 10^{-2}$)	1.1	1.4	1.7	1.9	1.7	1.9
CIFAR-10						
Classification Error (%)	7.3	9.1	9.2	9.3	10.6	11.3
Attack Success Rate (%)	100	100	100	100	100	100
Mean L2 Perturb ($\times 10^{-5}$)	2.6	2.2	2.4	4.1	8	13.7

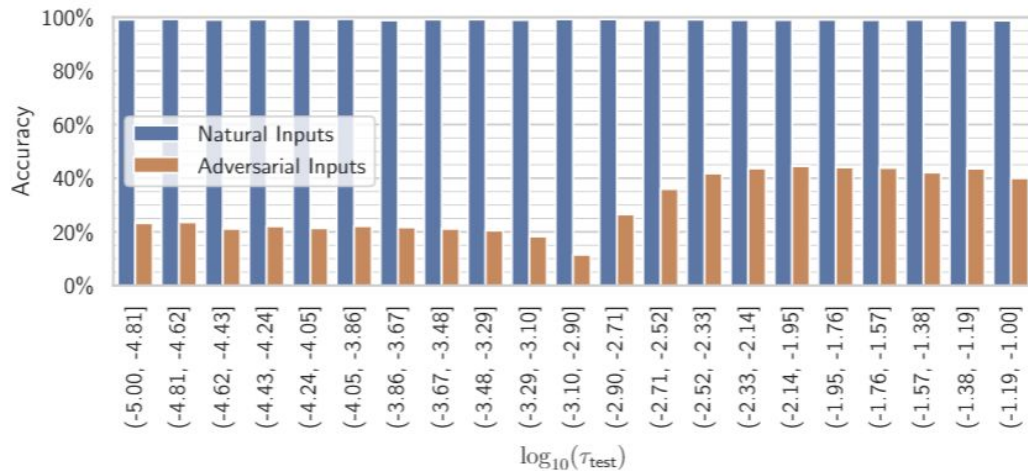
Attacking & Defending

- **Attack assumption:**
assuming no defense, the best strategy for an attacker is to set

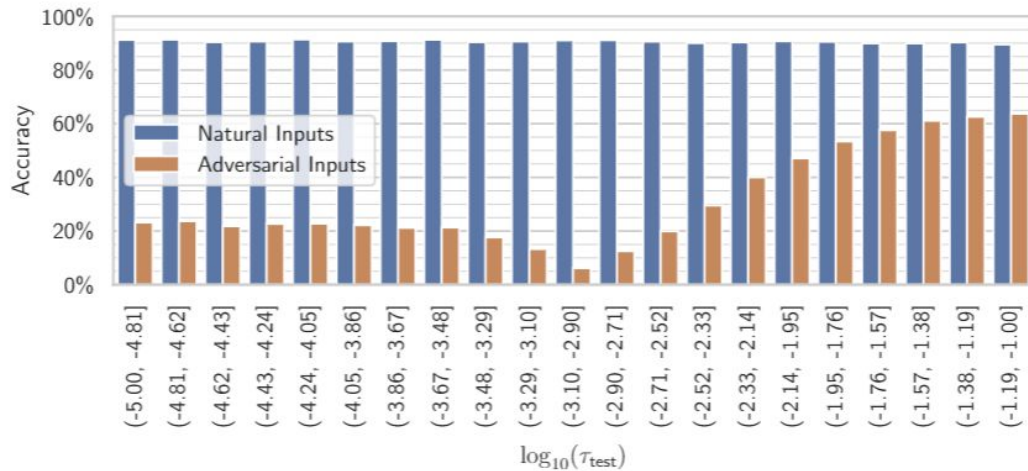
$$\tau_{\text{attack}} = \tau_{\text{train}}$$

- **Defense strategy:**
use $\tau_{\text{test}} \neq \tau_{\text{train}}$ in prediction
 - increased robustness
 - negligible performance drop

(a) MNIST

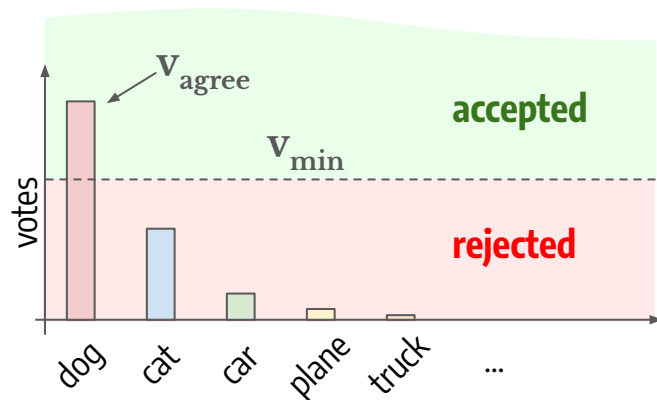
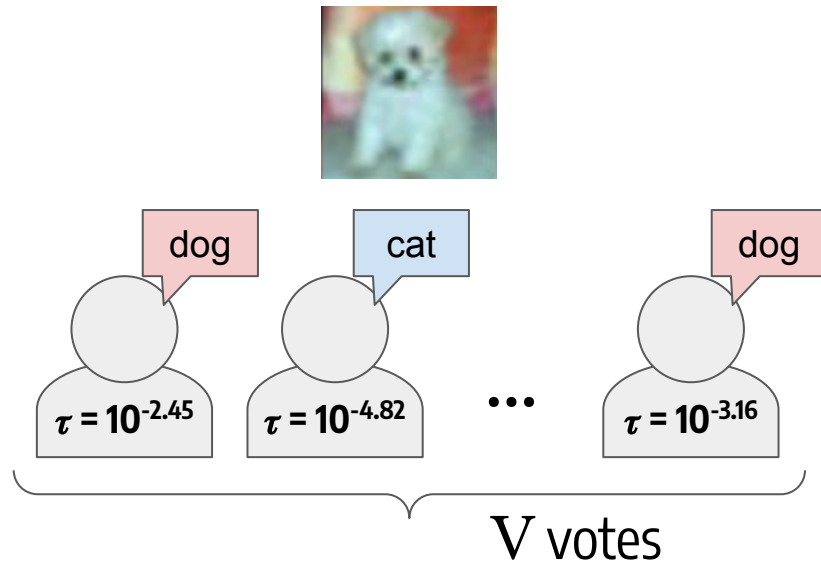


(b) CIFAR-10



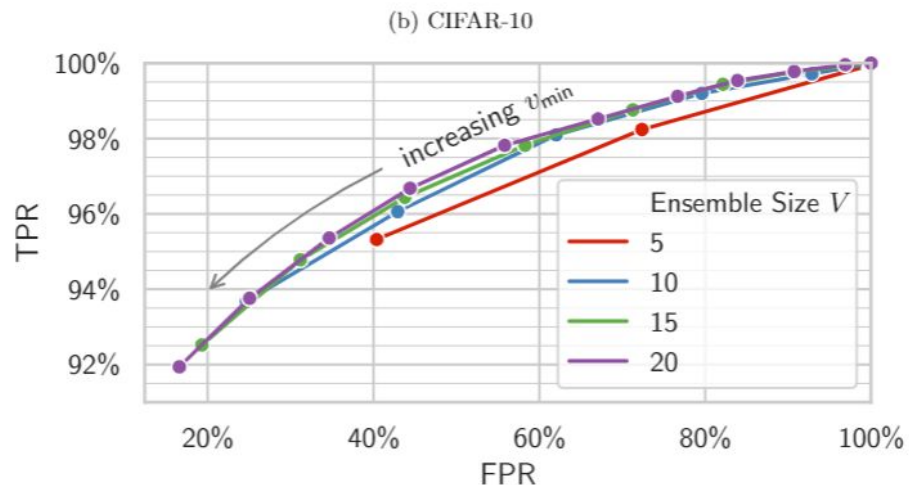
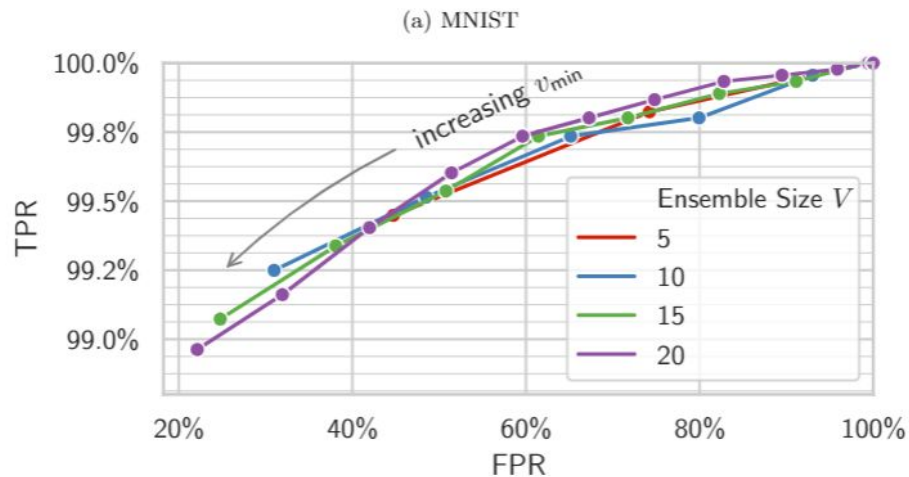
Tolerance Randomization Defense

- Randomize τ_{test} at prediction time
 - Randomly sample τ_{test} from log-uniform interval $[10^{-5}; 10^{-1}]$
 - Perform the prediction V times on the same image with the same model using the sampled τ_{test}
- Create an Ensemble
 - **Super-Majority (Qualified Majority) Voting**
 - V_{agree} = number of votes given to the most voted class
 - V_{min} = minimum number of votes needed to accept a class
 - if $V_{\text{agree}} > V_{\text{min}}$, we accept the classification, otherwise we discard it (may be adversarial)



Experiment and Results

- MNIST and CIFAR-10
- Neural ODE Image Classifier ($\tau_{\text{train}} = 10^{-3}$)
- Carlini and Wagner attacks ($\tau_{\text{attack}} = \tau_{\text{train}}$)
 - 5.000 pristine + 5.000 adversarial images
- Tolerance τ_{test} randomized in log-uniform interval $[10^{-5}; 10^{-1}]$
- Ensemble Size $V = \{5, 10, 15, 20\}$
- ROC Curve varying v_{min}
 - Positive = Natural
 - Negative = Adversarial



Conclusions and Future Work

- Analysis of Neural ODE as image classifiers robust to adversarial example
- We proposed **Tolerance Randomization** for defending Neural ODEs
- Preliminary experiments on white-box, zero-knowledge attacks:
 - reject $\sim 80\%$ strong Carlini and Wagner adversarial images
 - accept $+90\%$ pristine images
- **Future Work**
 - thorough analysis of attack robustness under $(\tau_{\text{train}}, \tau_{\text{test}}, \tau_{\text{attack}})$ decoupling
 - devise attacks and defenses for more stringent scenarios (attacker knows about defense)

