Adversarial Machine Learning Course

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Info&contacts

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IPlab@UNICT

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Core Competences: Computer Vision and Multimedia

Overall Team (~15 – Lead by Prof. Sebastiano Battiato)

- Results: ~30 patents, >300 papers
- Current topics:
 - Data Analisys
 - Multimedia Forensics and Security
 - Context Aware Enhancement
 - Social Media Mining
- R&D projects:
 - Funded projects: ENIAC (1). PO/FESR (4), KDT (1) MISE HZ2020(1), others (4), PON NRR (PE AI, Cyber, - CN HPC)
- International Events: IFOSS (since 2022), ICVSS (since 2007), ICIAP 2017, ACIVS 2015, VISAPP





JOINTOPENLAB

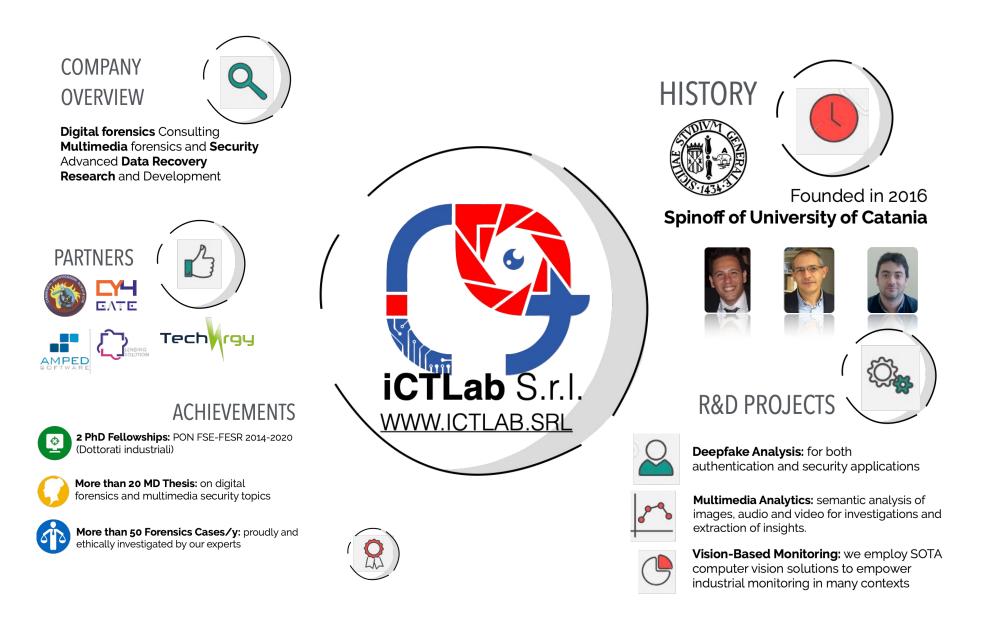
GATE

Centro Studi

3 FULL PROFESSORS2 ASSOCIATE PROFESSOR4 ASSISTANT PROFESSOR3 POST DOC15 PHD STUDENTS



Digital and Multimedia Forensics Image and Video Understanding Data Analysis and Applications Computer Vision and Applications (e.g. First Person View, Medical Imaging, etc.) Social Media Mining Video Analytics (e.g. Video Surveillance, etc.) Archeomatica (Imaging for Cultural Heritage)



Georgia Fargetta - Univer



Watch a preview!

ETHICAL AND LEGAL CHALLENGES IN AI-DRIVEN FORENSIC SCIENCE

International Forensics Summer School

JULY 14-20, 2024

School Directors





PROF. SEBASTIANO BATTIATO, PH.D. University of Catania

PROF. DONATELLA CURTOTTI, PH.D. University of Foggia

PROF. GIOVANNI ZICCARDI, PH.D. University of Milan



ALESSANDRO TRIVILINI Scuola universitaria professionale Faculty of Information Technology, della svizzera italiana (SUPSI)

MARTIN DRAHANSKÝ

Brno University of Technology

PROF. DR. **DIDIER MEUWLY** University of Twente

School location

The school will take place at Sampieri, Sicily https://www.hotelbaiasamuele.it/en/

Social Network

others coming

SOON..

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Outline

- Introduction to Artificial Neural Networks
- Generative Adversarial Networks (GAN)
- Deepfakes and countermeasures
- Adversarial Machine Learning
- Adversarial Machine Learning and Game Theory

Introduction to Machine Learning and Deep Neural Networks

Georgia Fargetta, Ph.D.

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One of the most important components of a data analysis process is constituted by the quantitative and qualitative characteristics of the data.

The proliferation of devices acquiring and communicating information leads to a growth in data that must be transmitted, stored, and interpreted.

Often, the outcome of data analysis determines subsequent behaviors and actions.

Considering the quantity and variety of information, the analysis of these data requires specific processes and techniques.

The term "Big Data" refers to a set of data that grows along three dimensions (3V):

Volume: the quantity of data generated over time from heterogeneous sources;

Variety: the generated data can take on various forms (e.g., text, numbers, maps, audio, video, email, etc.);

Velocity: the speed at which data is generated is continuously increasing. Consequently, so is the speed required to analyze them.

D. Laney (2001)

The definition has later been extended with two additional Vs:

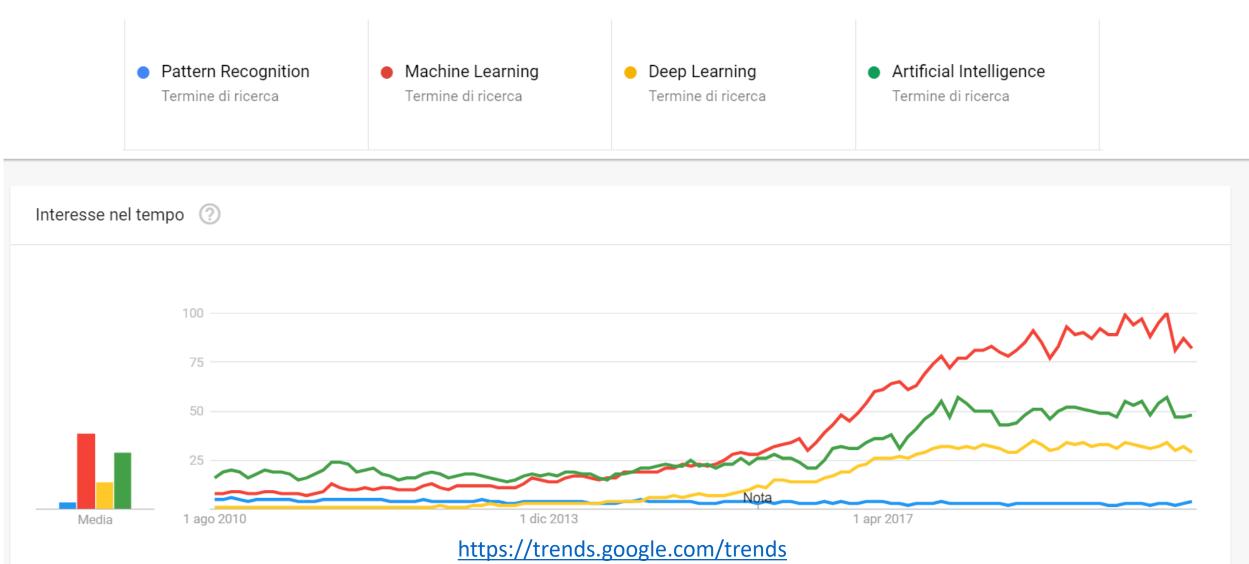
Veracity: it refers to the quality/credibility of the data (e.g., Social Networks);

Value: it is crucial to understand if business value can be derived from the data.

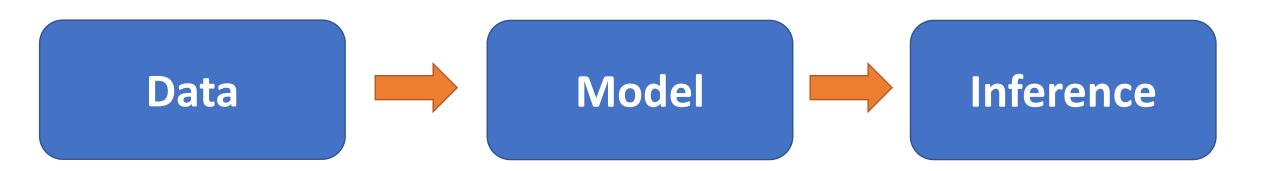
Applicative examples of ML made possible by Big Data:

- Medicine: monitoring the spread of diseases;
- Security: analysis of electronic payments;
- Environment: analysis of meteorological and/or pollution data;
- Marketing: user profiling and targeted campaigns (e.g., recommendation systems);
- Transportation: traffic analysis;
- Sports: performance analysis and statistics of athletes/teams.

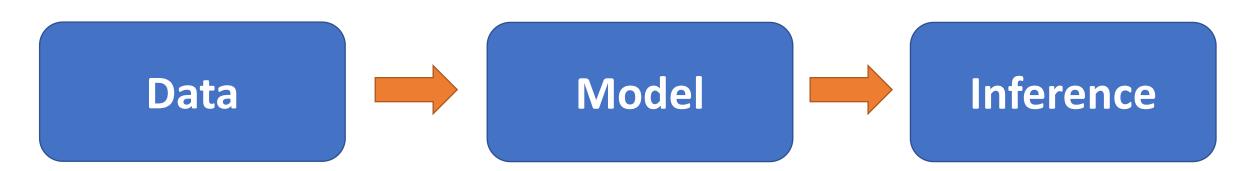
PR vs. ML vs. DL vs. Al



Inference formulation



Inference formulation



Feature definition Data collection Data exploration & cleaning Normalization Model definition Training phase Test phase

....

Classification Regression Clustering Anomaly Detection

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. . . .

Machine Learning

In general, an ML problem involves a set of data to analyze and attempts to make predictions on new, previously unseen data.

If the data is represented by more than one variable, it is referred to as multivariate data. In both cases, we refer to the attributes used to describe the data as features.

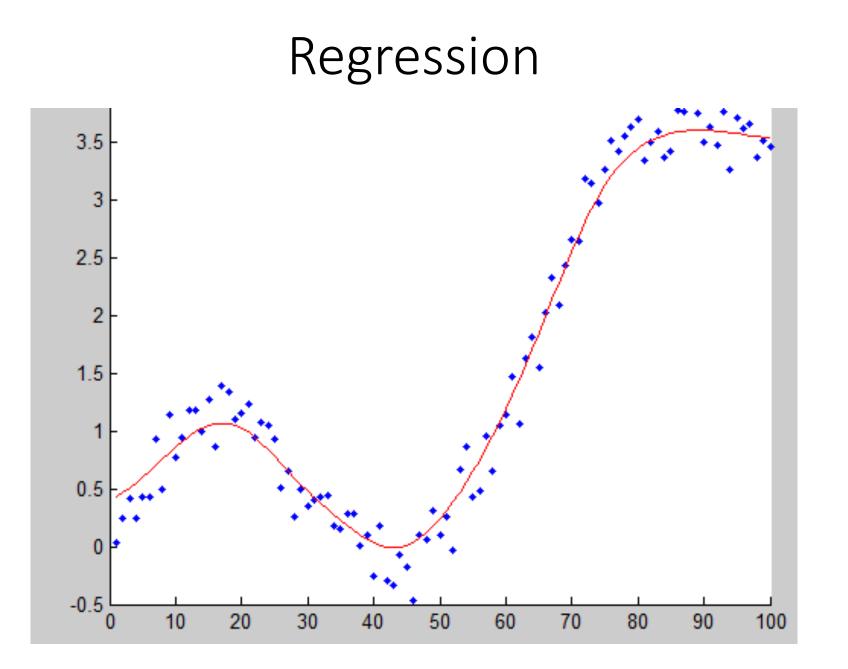
We can categorize ML problems into different categories based on the data available and the desired type of output.

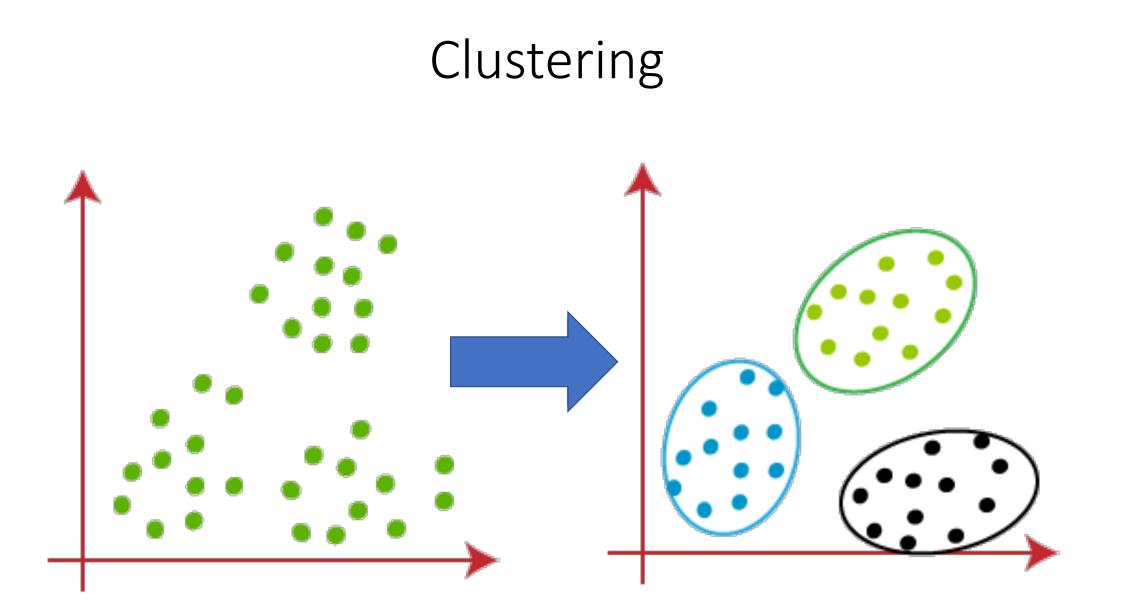
Machine Learning

In general, an ML problem involves a set of data to analyze and attempts to make predictions on new, previously unseen data. If the data is represented by more than one variable, it is referred to as multivariate data. In both cases, we refer to the attributes used to describe the data as features.

We can categorize ML problems into different categories based on the data available and the desired type of output.







Statistical population: set of elements that are the subject of study upon which the analysis is conducted.

Feature: directly observable aspect related to a phenomenon for which a quantitative or categorical measure can be recorded (e.g., height, weight, temperature, color, humidity, etc.).

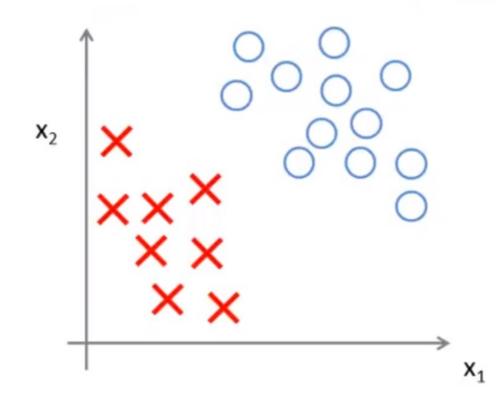
Class: abstract and general concept that summarizes the observations assigned to it (e.g., man, woman, dog, car, etc.).

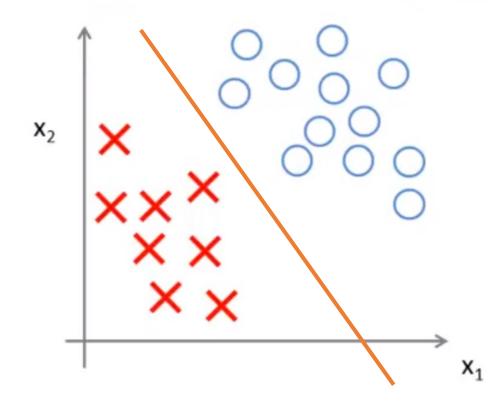
From the observation of various **features**, the classifier reaches the decision to label the observed data into a more abstract and general category, called a **class**. Classifying can, therefore, be thought of as recognizing, in an observation, characteristics typical of members of a class.

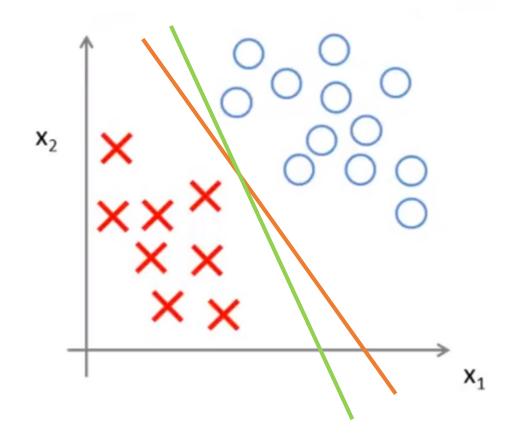
The rules of a classification model/schema depend on a learning phase called **training**: from observing a well-labeled set of data, an attempt is made to deduce rules applicable to unlabeled data or data that will be encountered in the future.

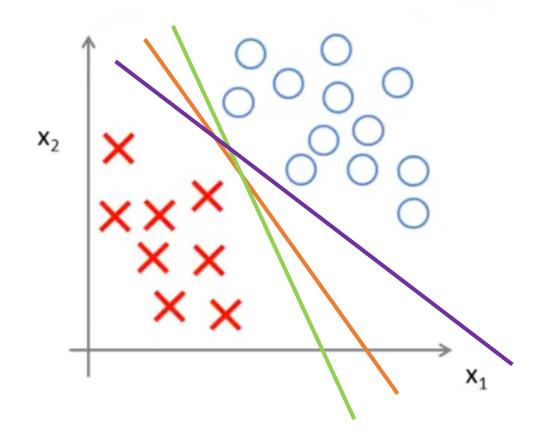
Key steps:

- 1. Split the data into training and test sets.
- 2. Normalize the data (utilizing information from the training set).
- 3. Define a model that performs the classification of data.
- 4. Test the effectiveness of the model using the test data.









Data Splitting

The data is divided into training and test sets. The first group of data is used to train a model. The performance of the trained model is then evaluated on the test set.

The training set is always larger than the test set (70-80% of the data).



Data Splitting

The data is randomly divided into training and test sets.

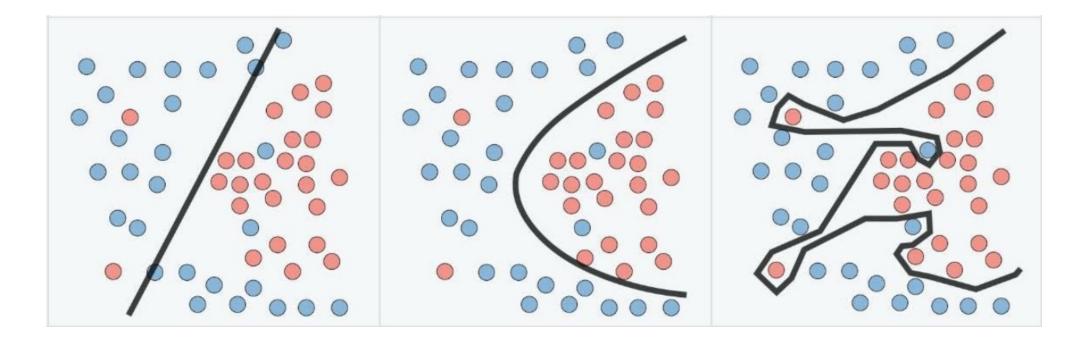
It is essential to ensure that both sets are large enough to represent all variations in the data (e.g., all classes, outliers). Otherwise, there is a risk of encountering **overfitting**.

Overfitting occurs when a model performs very well on the training set, but its performance on the test set is significantly lower. This is caused by the model being overly tailored to the examples seen during training.

Overfitting

Underfitting

Overfitting



Data Splitting

K-fold Cross Validation

It is a very simple method to avoid overfitting.

- 1. Randomly divide the data into k equal-sized folds.
- 2. Train the model on k-1 subsets.
- 3. Test the model on the one subset not included in the training.
- 4. Repeat steps (2) and (3) by changing the subset used as the test.
- 1. 5. Express the final result as the average of the k obtained results.

Data Splitting

K-fold Cross Validation



Data Splitting

K-fold Cross Validation

K-Nearest Neighbors Classifier

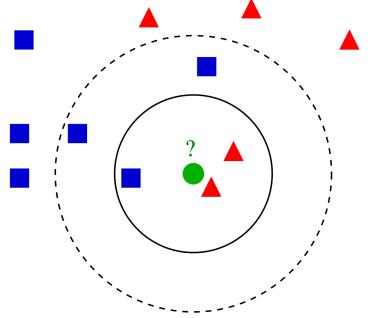
KNN (K-Nearest Neighbors) is one of the simplest classification methods and does not require a training phase

The algorithm classifies new data (test set) based on their distance from known data (training set).

Given a new data point x to be classified:

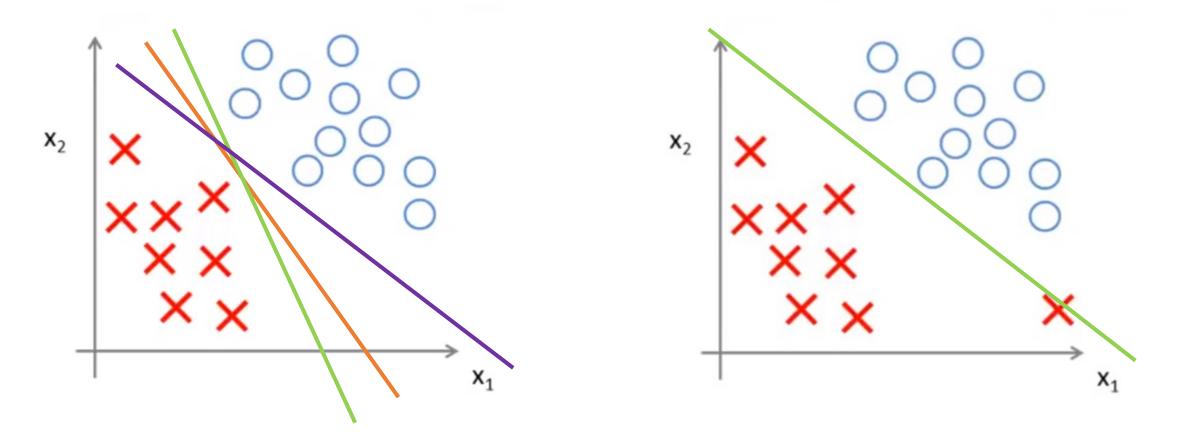
Find the k elements in the training set closest to x.
 Assign x to the class that holds the majority.

The value of k should always be odd.



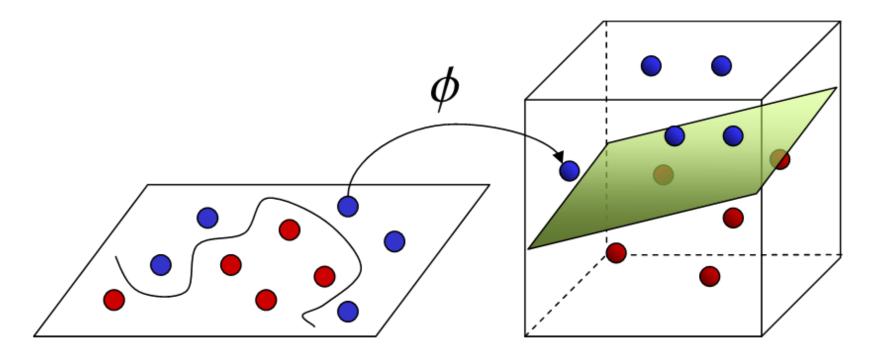
Approssimate Solutions

When working with real-world data, we often settle for an approximate solution, meaning that we accept making occasional errors, aiming to minimize the average error.



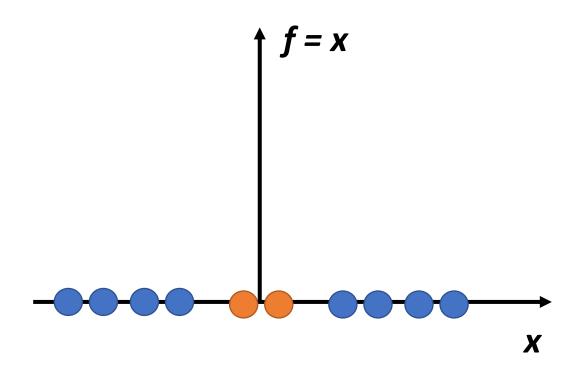
Input Space vs Feature Space

Often the original input data are transformed into a higher dimensional space using a nonlinear mapping to make data separable in the new feature space.

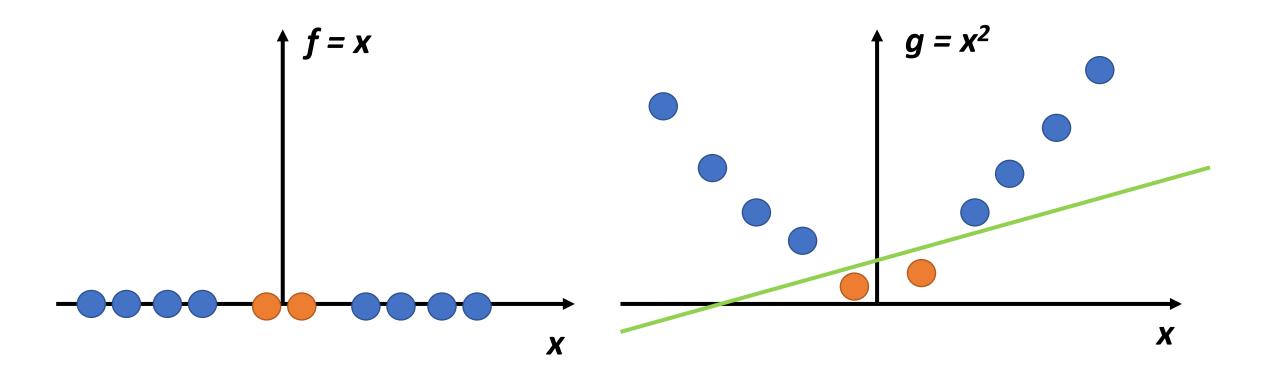


In general, the <u>real</u> decision boundary becomes more complex as the feature dimension space becomes larger.

Approssimate Solutions



Approssimate Solutions



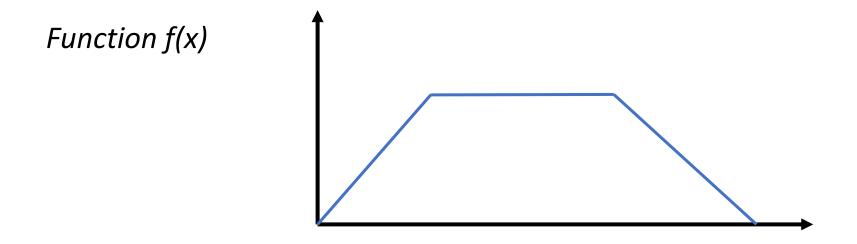
La discesa del gradiente è un metodo di ottimizzazione che serve a trovare il minimo di una funzione.

Viene utilizzato in molti algoritmi di Machine Learning, ed è la base di funzionamento delle reti neurali artificiali.

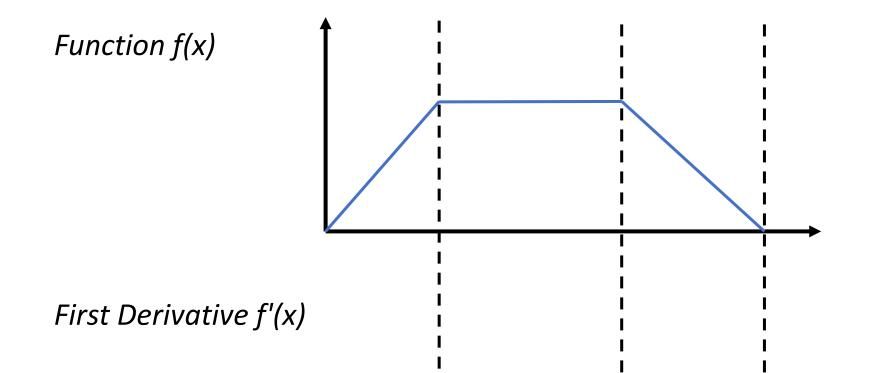
Il suo funzionamento è basato sul calcolo delle derivate.

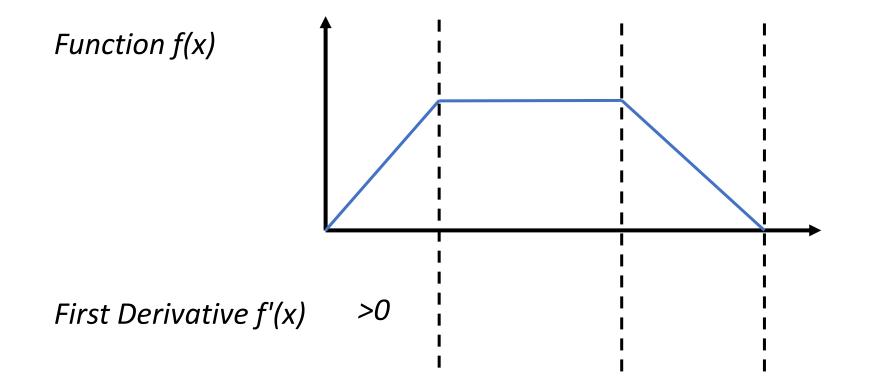
Gradient Descent

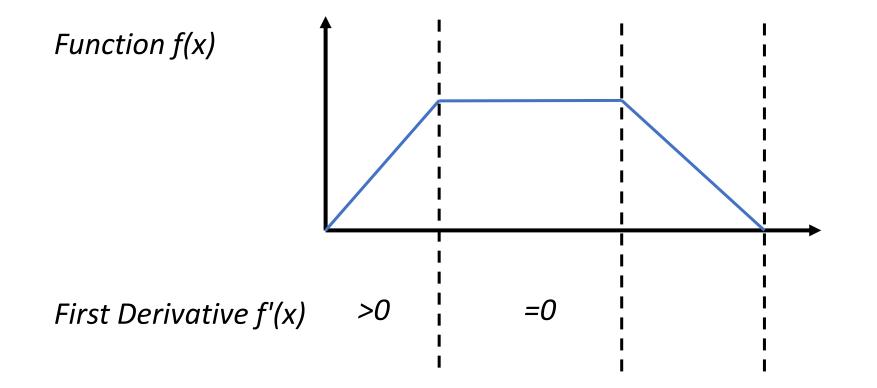
Its operation is based on the calculation of derivatives.

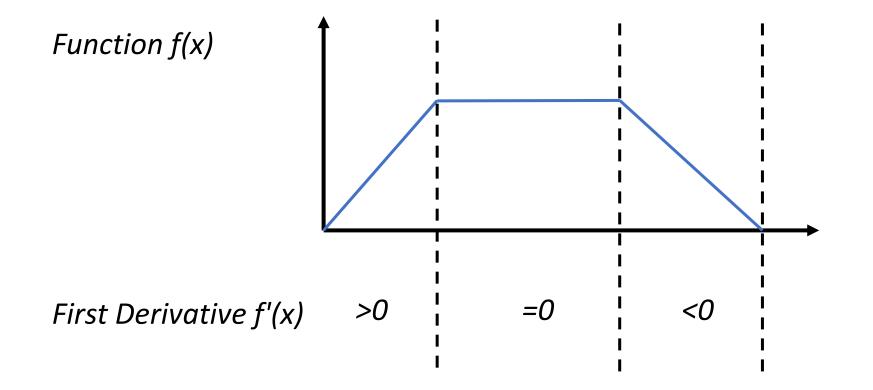


First Derivative f'(x)



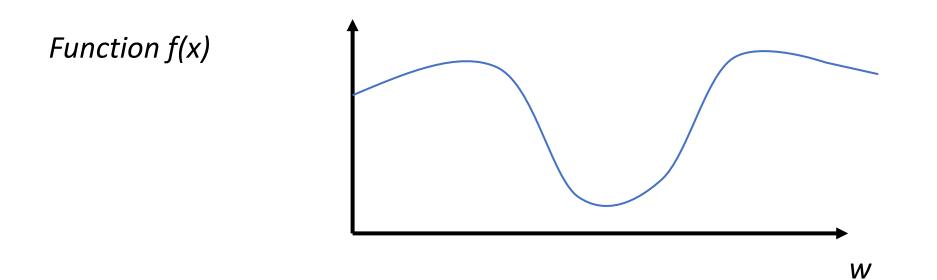






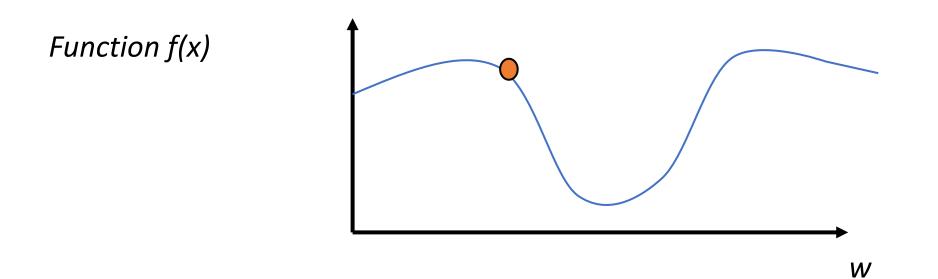
Gradient Descent

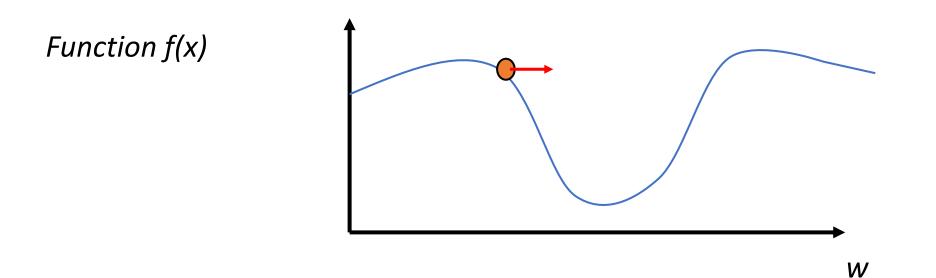
We want to find the minimum of the function

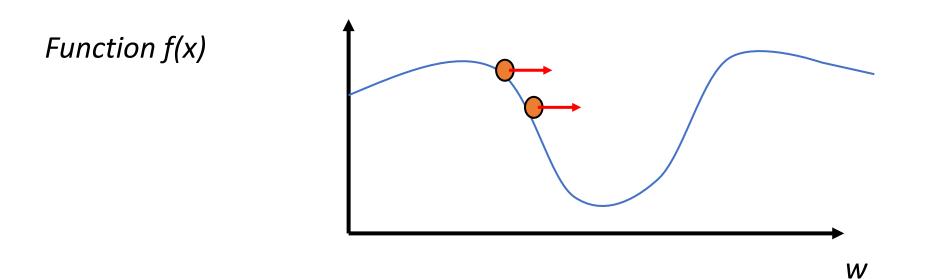


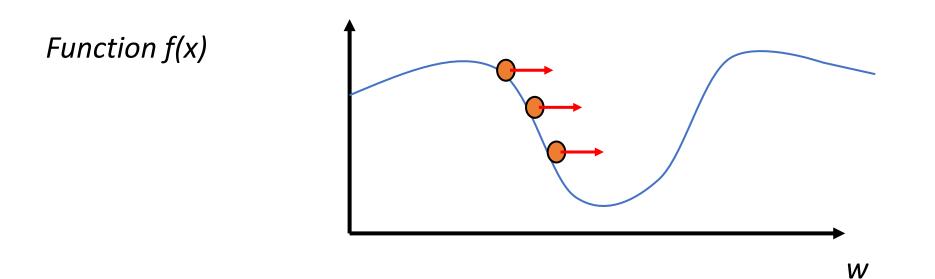
Gradient Descent

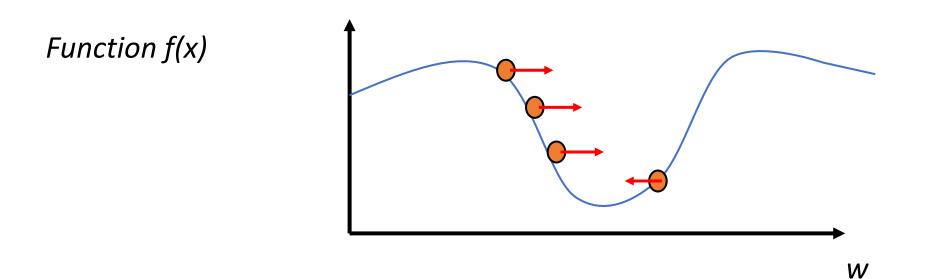
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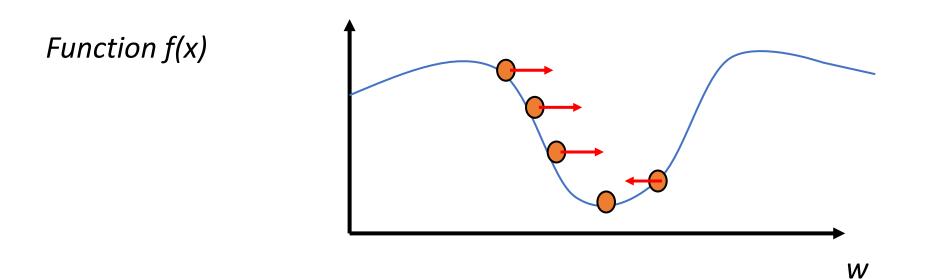




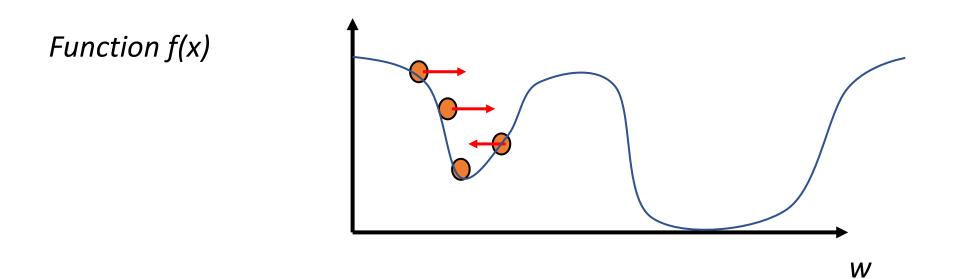








The gradient descent find only the local minimum not the global one.



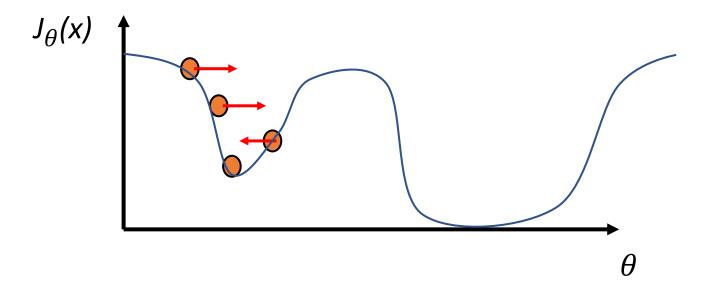
Gradient Descent:

- 1. Initialize parameters randomly.
- 2. For each input/output pair (x, y):
 - -Calculate the model's predicted output, y'.
 - Calculate the error, e = y y'.
 - Use the error to update weights through the derivative.

$$w_{new} = w_{old} - \alpha \frac{dJ(x)}{dw}$$

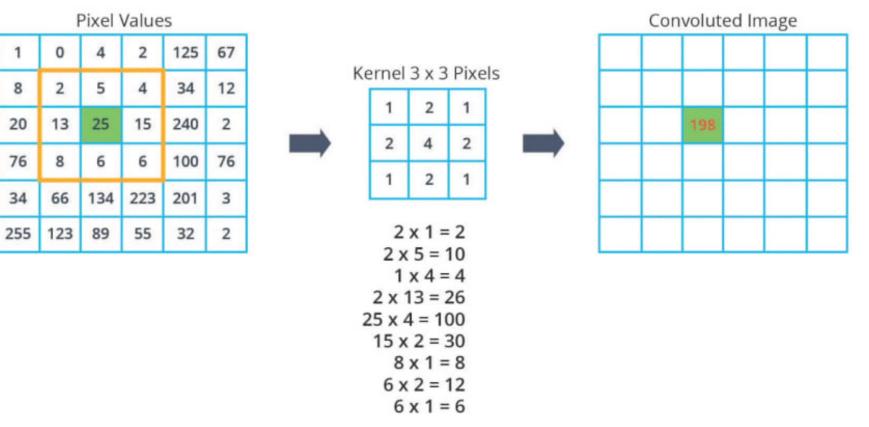
3. Repeat until the error is minimized.

$$\theta_{\text{new}} = \theta_{\text{old}} - \alpha \, \frac{d \, J_{\theta}(x)}{d\theta}$$



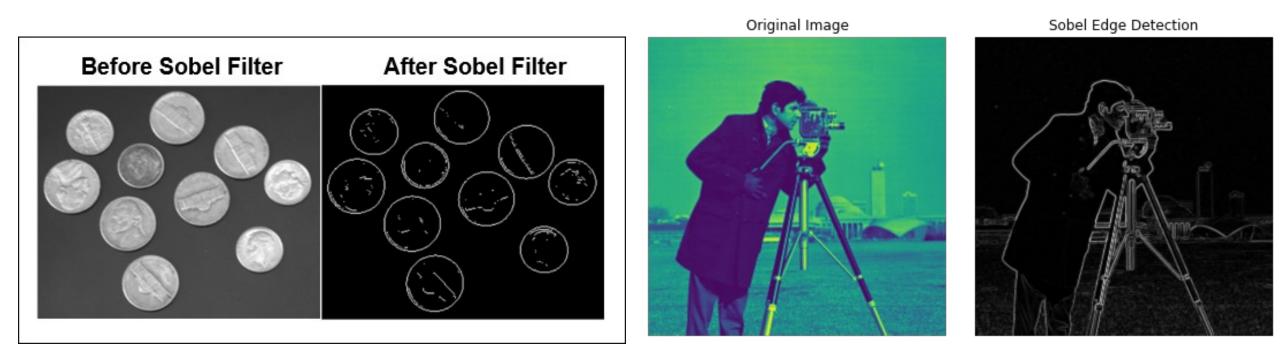
Convoluzione 2D

È una operazione fondamentale nelle reti neurali artificiali, e anch'essa causa una certa approssimazione dei dati di input che vengono trasformati.



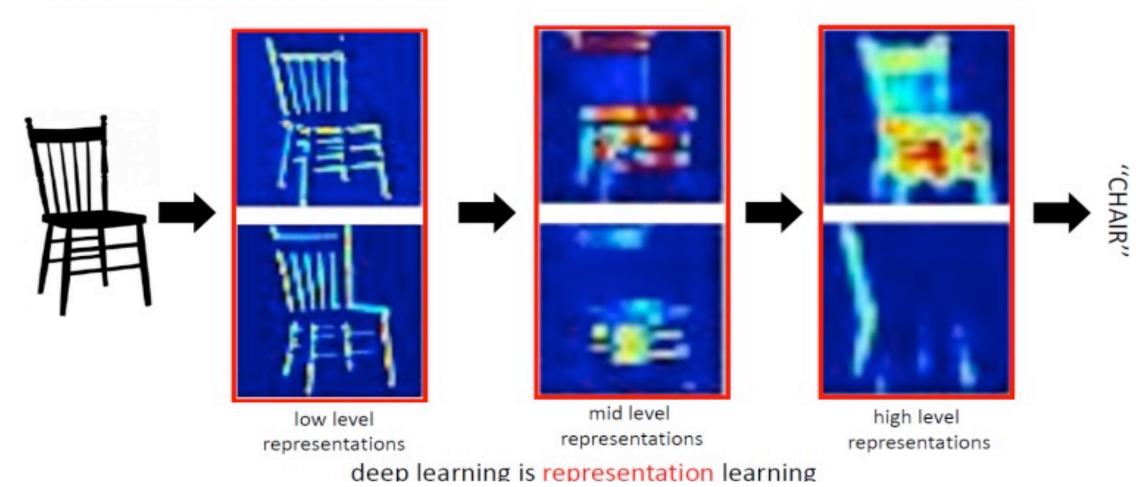
Convoluzione 2D

The purpose of convolution is to highlight the features that are most relevant to us.



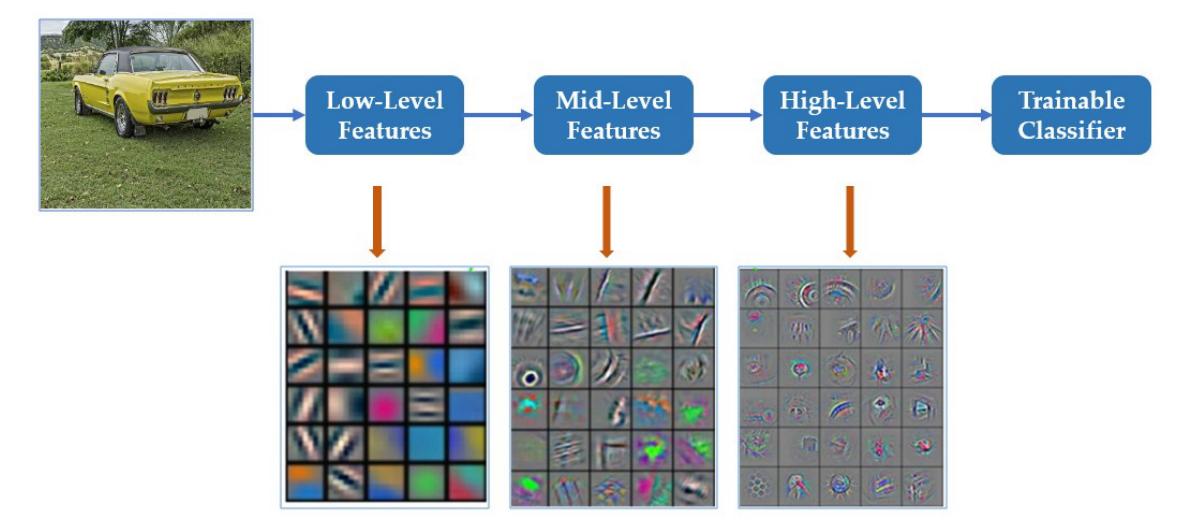
2D Convolution

CNNs learn the convolution parameters (i.e., kernel values) which extract meaning features from the (training) data.

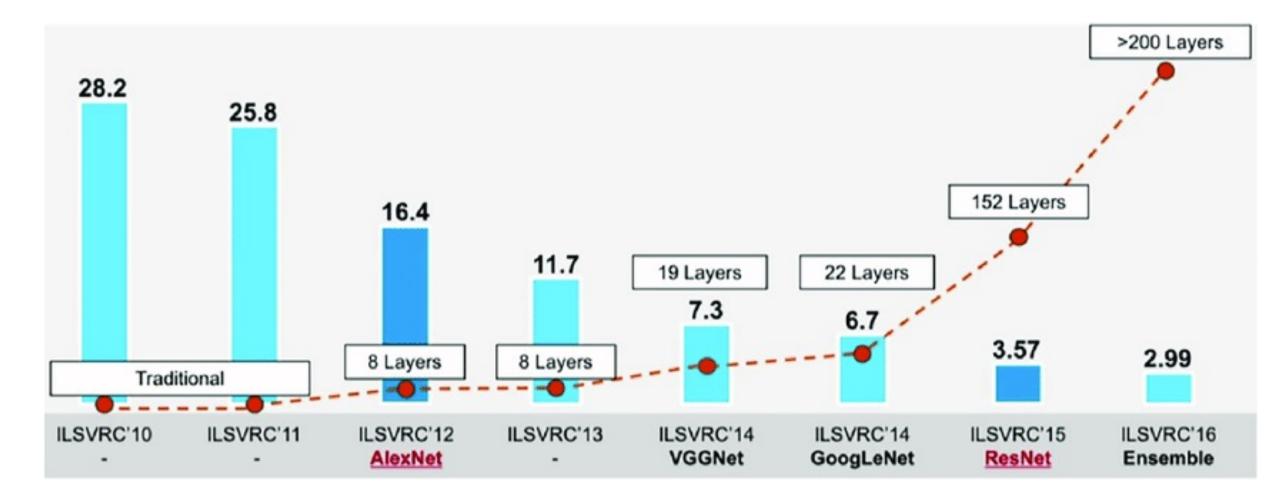


Convoluzione 2D

The features learned in the first layers are very basic. As we go deeper in the arch. The features represent more semantic information.



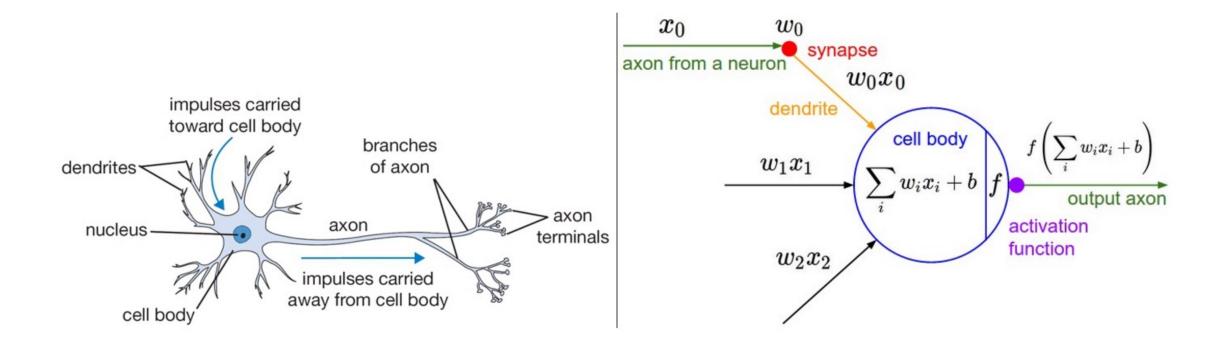
ImageNet Classification Challenge (ILSVRC)

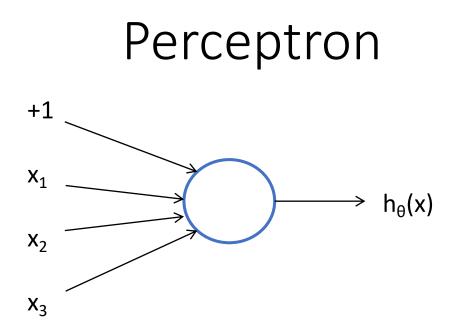




Break time!

Perceptron





Input: $x = (x_1, x_2, x_3)$ output: $y \in \{0, 1\}$ bias unit: $x_0 = b = +1$ Hypothesis: $h_{\theta}(x) = f(\theta^T x) = f(\theta_0 x_0 + \theta_1 x_1 + \theta_2 x_2 + \theta_3 x_3)$ Activation Function: f(z) (per esemptio $f(z) = \frac{1}{1 + e^{-z}}$)

Activation Functions

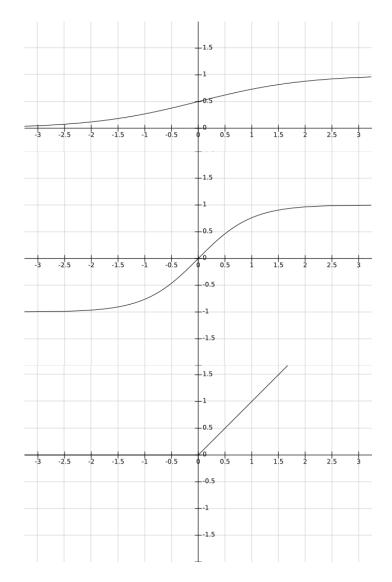
Sigmoid function:

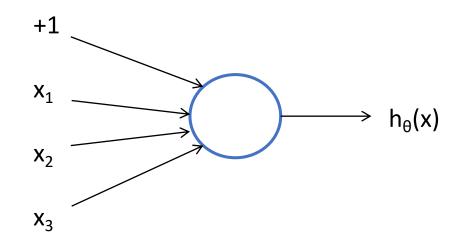
$$f(z) = \frac{1}{1+e^{-z}}$$

Tanh(z): $f(z) = \tanh(z) = \frac{e^{z} - e^{-z}}{e^{z} + e^{-z}}$

ReLU (Rectified Linear Unit):

$$f(z) = \max\{0, z\}$$



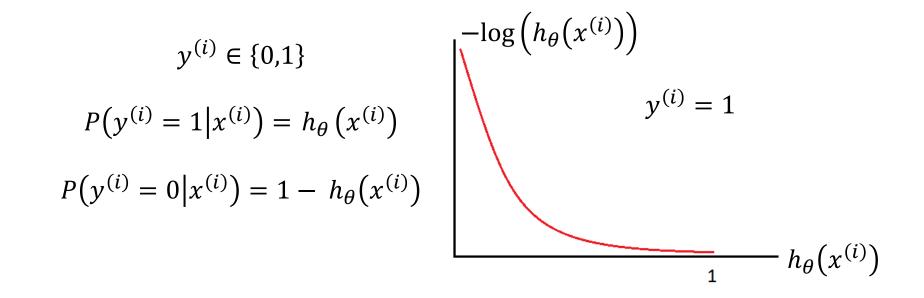


Training set:
$$\{(x^{(1)}, y^{(1)}), (x^{(2)}, y^{(2)}), \dots, (x^{(i)}, y^{(i)}), \dots, (x^{(m)}, y^{(m)})\}$$

Loss Function: $J(\theta) = -\frac{1}{m} \sum_{i} \left[y^{(i)} \log \left(h_{\theta} \left(x^{(i)} \right) \right) + (1 - y^{(i)}) \log \left(1 - h_{\theta} \left(x^{(i)} \right) \right) \right]$

Application of the gradient descent

$$\theta_j = \theta_j - \alpha \frac{dJ(\theta)}{d\theta_j}$$



$$J(\theta) = -\frac{1}{m} \sum_{i} \left[y^{(i)} \log \left(h_{\theta}(x^{(i)}) \right) + \left(1 - y^{(i)} \right) \log \left(1 - h_{\theta}(x^{(i)}) \right) \right]$$

$$y^{(i)} \in \{0,1\}$$

$$P(y^{(i)} = 1 | x^{(i)}) = h_{\theta}(x^{(i)})$$

$$P(y^{(i)} = 0 | x^{(i)}) = 1 - h_{\theta}(x^{(i)})$$

$$1 h_{\theta}(x^{(i)})$$

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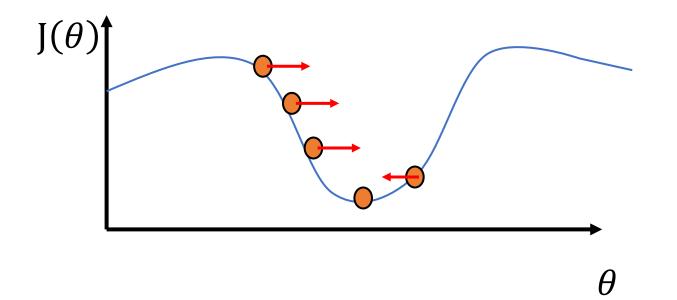
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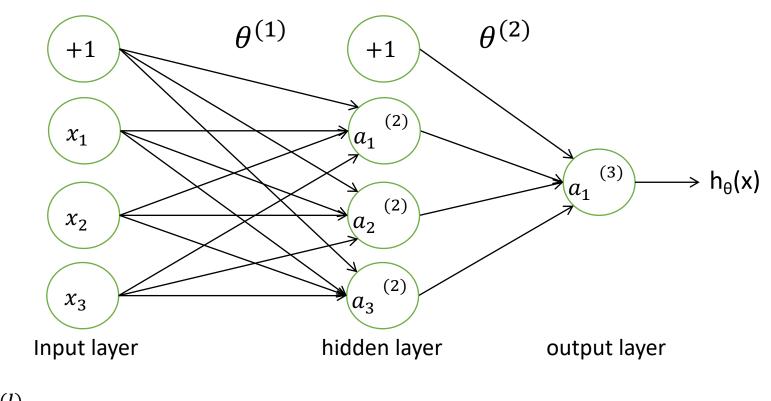
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Nota anche come Binary Cross Entropy (BCE) loss

The gradient descent allows us to find the parameters θ that minimize the loss function $J(\theta)$.

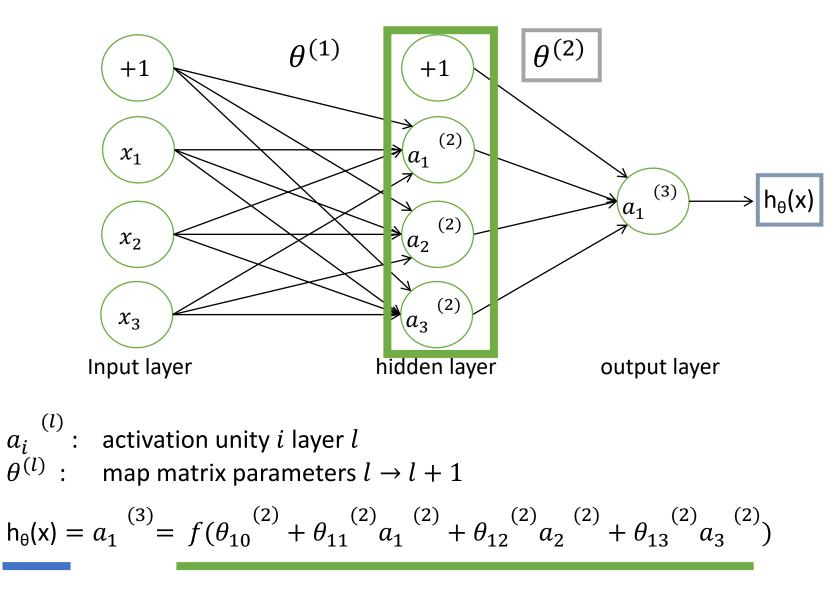


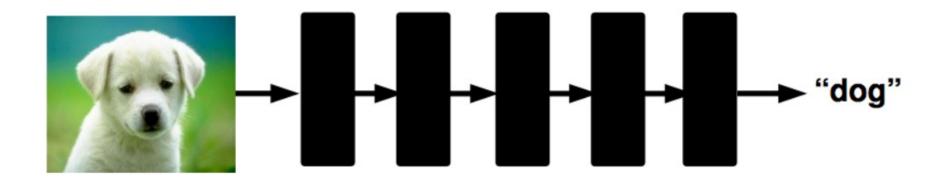
Artificial Neural Network (ANN)



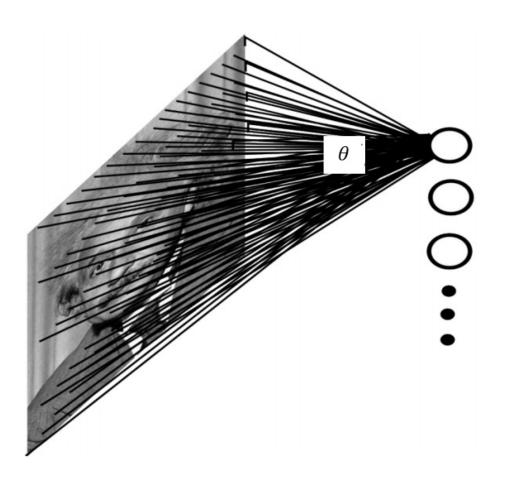
- $a_i^{(l)}$: activation unity *i* layer *l*
- $\theta^{(l)}$: map matrix parameters $l \rightarrow l + 1$

Artificial Neural Network (ANN)





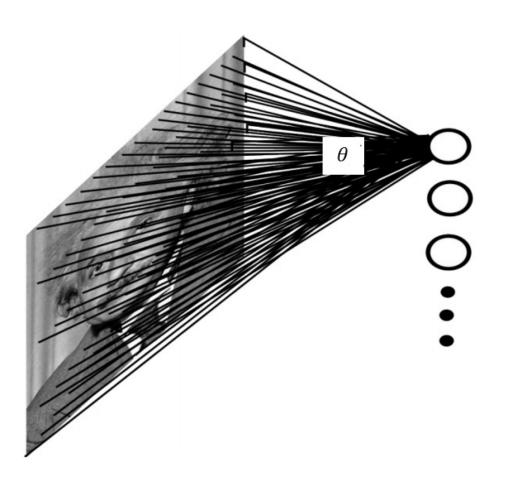
- CNNs (Convolutional Neural Networks) are very similar to the neural networks seen so far: they are composed of layers of connected neurons, and the connections are characterized by trainable weights.
- In CNNs, it is explicitly assumed that the inputs are images. This allows us to define architectures that take advantage of the spatial structure of the images.



In traditional neural network each node of a layer is fully connected with each node of each adiacent layer.

Example:

Image 1000x1000 1M parameters *per neuron*

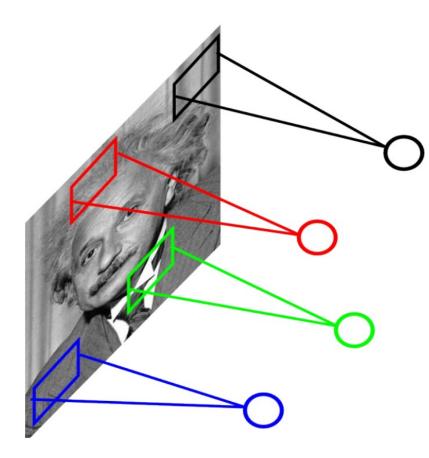


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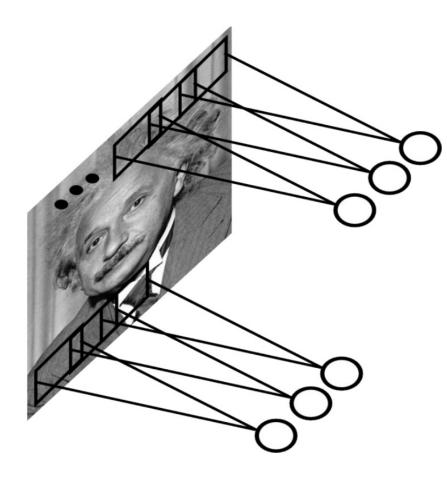
Solutions of CNN:

- Local receptive field
- Shared weights
- Pooling Layers



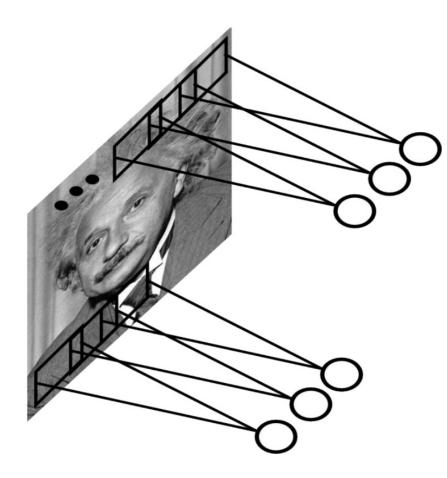
Local Receptive Field: Each neuron in a hidden layer is (completely) connected to a small region of the input (called a local receptive field), and each connection learns a weight.

Example: With a 5x5 receptive field, each neuron has 25 connections.



Shared Weights: Since interesting features (edges, blobs, etc.) can be found anywhere in the image, neurons in the same layer share weights.

This means that all neurons in the same layer will recognize the same feature, located at different points in the input.

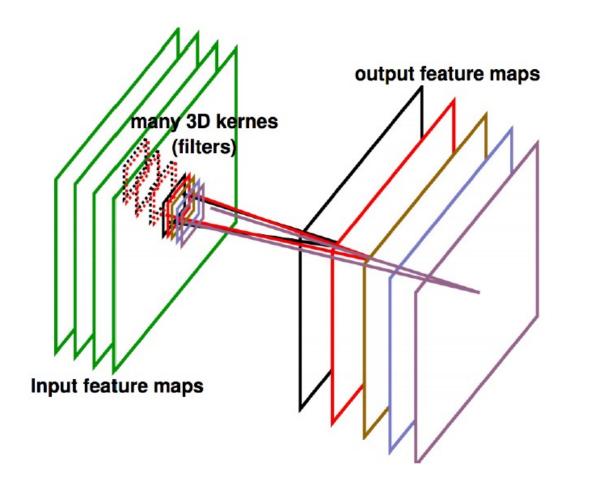


Shared Weights: Since interesting features (edges, blobs, etc.) can be found anywhere in the image, neurons in the same layer share weights.

This means that all neurons in the same layer will recognize the same feature, located at different points in the input.

Same map applies in different positions → convolution

We call the convolution output as *feature map*.



Each filter captures **a** feature present in the previous layer.

Therefore, to extract different features, we need to train multiple convolutional filters.

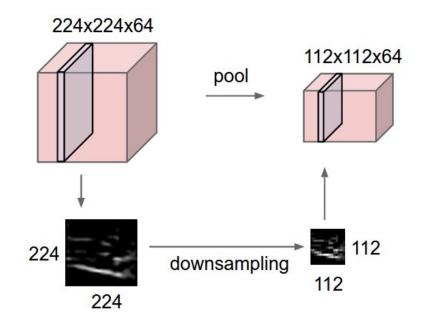
Each filter returns a feature map that highlights different characteristics.

CNNs also use pooling layers positioned immediately after the convolutional layers.

A pooling layer divides the input into regions and selects a single representative value (max-pooling, average-pooling).

- Reduces computations in the subsequent layers
- Increases the robustness of features with respect to spatial position.

Convolutional Neural Networks



Pooling subsamples spatially each input feature map.



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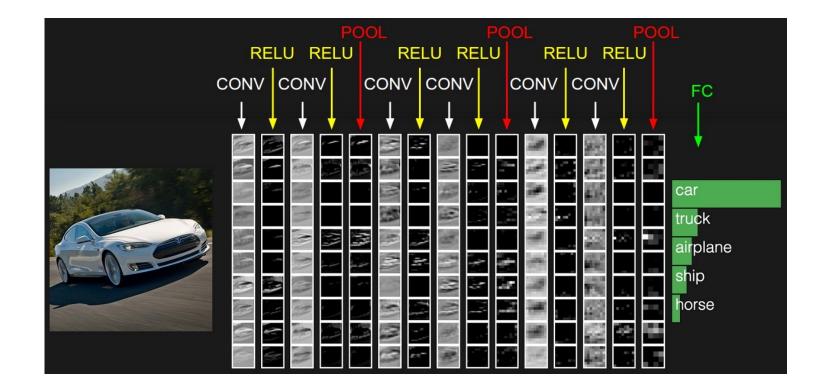
| 1 | 1 | 2 | 4 |
|---|---|---|---|
| 5 | 6 | 7 | 8 |
| 3 | 2 | 1 | 0 |
| 1 | 2 | 3 | 4 |

y

max pool with 2x2 filters and stride 2



Convolutional Neural Networks



The last layer consists of a **fully connected** (FC) layer, and its output has a dimension equal to the number of classes.

Therefore, the last layer provides a score for each of the existing classes.

Convolutional Neural Networks

Donahue, Jeff, et al. "Long-term recurrent convolutional networks for visual recognition and description." arXiv preprint arXiv:1411.4389 (2014).



A female tennis player in action on the court.



A group of young men playing a game of soccer



A man riding a wave on top of a surfboard.



A baseball game in progress with the batter up to plate.



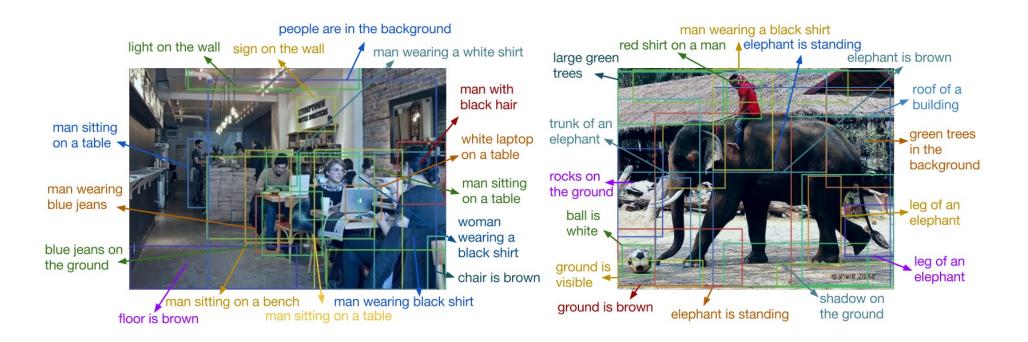
A brown bear standing on top of a lush green field.



A person holding a cell phone in their hand.

Convolutional Neural Networks

Johnson, Justin, Andrej Karpathy, and Li Fei-Fei. "*DenseCap: Fully Convolutional Localization Networks for Dense Captioning.*" *arXiv preprint arXiv:1511.07571* (2015).



Karpathy, Andrej, Armand Joulin, and Fei Fei F. Li. "*Deep fragment embeddings for bidirectional image sentence mapping.*" *Advances in neural information processing systems*. 2014.



| 0.7 (DOBJ, sunglasses, wearing) |
|---------------------------------|
| 0.6 (DET, a, baby) |
| 0.0 (NSUBJ, baby, sits) |
| 3.6 (PREP ON, lap, sits) |
| 0.6 (VMOD, wearing, baby) |
| 1 (AMOD, small, baby) |
| 9 (POSS, adult, lap) |
| 0 (DET, an, adult) |
| |
| |

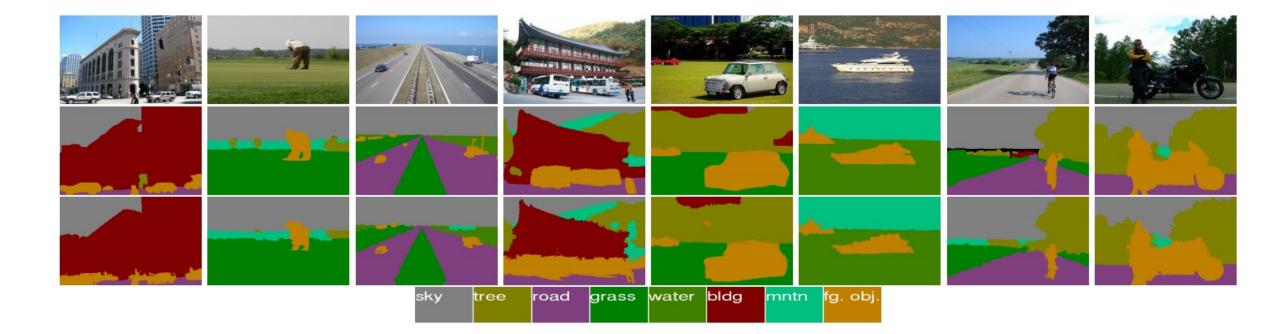


 A small baby wearing sunglasses sits on an adult's lap
 A woman holds a fat baby with sunglasses and a hat
 A naked toddler is covering a naked baby with paint
 A naked baby and toddler on the floor covered in paint, the toddler putting her hands on the baby 's head
 A woman is holding onto a baby wearing who is wearing sunglasses

- **1.** A white and black dog is jumping in the air trying to catch a tennis ball
- 2. A dog playing with a blue ball
- 3. The dog is jumping in the air to catch a ball
- **4.** A white and black dog is playing with a tennis ball near flowers
- 5. Two children are playing with a soccer ball on grass

Convolutional Neural Networks

Liu, Fayao, Guosheng Lin, and Chunhua Shen. "CRF learning with CNN features for image segmentation." Pattern Recognition (2015).



Convolutional Neural Networks

Gao, Haoyuan, et al. "Are You Talking to a Machine? Dataset and Methods for *Multilingual Image Question Answering.*" arXiv preprint arXiv:1505.05612(2015).





Question

Answer

公共汽车是什么颜色的?

公共汽车是红色的。

The bus is red.

What is the color of the bus?

香蕉。 Bananas.



黄色的是什么? What is there in yellow?



草地上除了人以外还有什么动物? What is there on the grass, except the person?

羊。 Sheep.



猫咪在哪里? Where is the kitty?

在椅子上。 On the chair.



观察一下说出食物里任意一种蔬菜的 名字? Please look carefully and tell me what is the name of the vegetables in the plate? 西兰花。 Broccoli.

Convolutional Neural Networks

Zeiler, Matthew D., and Rob Fergus. "*Visualizing and understanding convolutional networks.*" *Computer Vision–ECCV 2014*. Springer International Publishing, 2014. 818-833.

clarifai



Predicted Tags

| breakfast | no person | food |
|-----------|-----------|-------|
| delicious | dawn | plate |
| homemade | nutrition | bread |
| | lunch | |

Similar Images



Convolutional Neural Networks

Stanislaw Antol , Aishwarya Agrawal , Jiasen Lu, Margaret Mitchell, Dhruv Batra, C. Lawrence Zitnick, Devi Parikh "Visual Question Answering." (2015).



| what is the man wearing? | | |
|--------------------------|--------|------------|
| Answer | | |
| Answer | | Confidence |
| wetsuit | 0.9812 | |
| shorts | 0.0045 | |
| black | 0.0004 | |
| bikini | 0.0004 | |

Convolutional Neural Networks

Stanislaw Antol, Aishwarya Agrawal, Jiasen Lu, Margaret Mitchell, Dhruv Batra, C. Lawrence Zitnick, Devi Parikh "Visual Question Answering." (2015).



| what is the dog doing? | | |
|------------------------|----------------------|------------|
| Answer | | |
| Answer | | Confidence |
| sleeping | 0.2252 | |
| sitting | <mark>0.</mark> 0356 | |
| resting | 0.0287 | |
| reading | 0.0102 | |

References

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- Zhu, Jun-Yan, et al. "Unpaired image-to-image translation using cycle-consistent adversarial networks." Proceedings of the IEEE international conference on computer vision. 2017.
- Choi, Yunjey, et al. "Stargan: Unified generative adversarial networks for multi-domain image-toimage translation." Proceedings of the IEEE