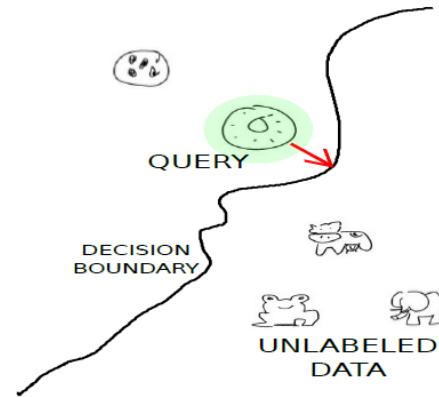

Adversarial Active Learning for Deep Networks: a Margin Based Approach

Melanie Ducoffe¹ Frederic Precioso¹

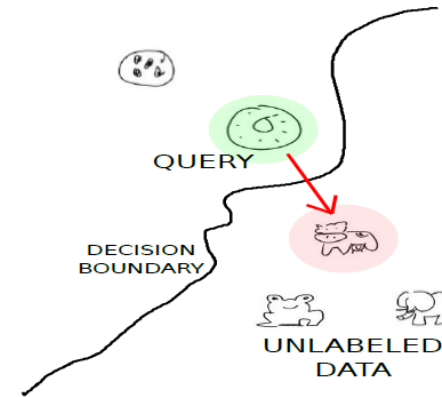
Motivation

Based on theoretical works on margin theory for active learning, we know that such examples may help to considerably decrease the number of annotations.

However, it requires computing the distance between a sample and the decision boundaries which is not tractable when considering deep networks.



(a) Shortest distance to the boundary

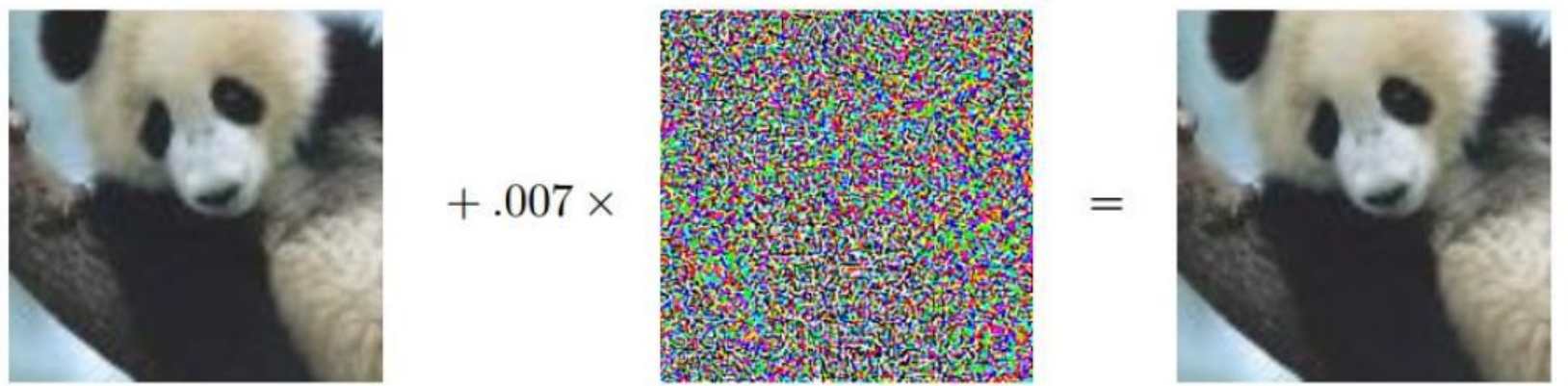


(b) Approximation by the distance to the closest any-other-class sample

Introduction

■ 对抗样本 (Adversarial Examples) :

通过对正常样本添加微小的扰动就可以使得模型产生误判, 而这些扰动基本上不会使得人眼产生任何误判。



x
“panda”
57.7% confidence

$+ .007 \times$

$\text{sign}(\nabla_x J(\theta, x, y))$
“nematode”
8.2% confidence

$=$

$x + \epsilon \text{sign}(\nabla_x J(\theta, x, y))$
“gibbon”
99.3 % confidence

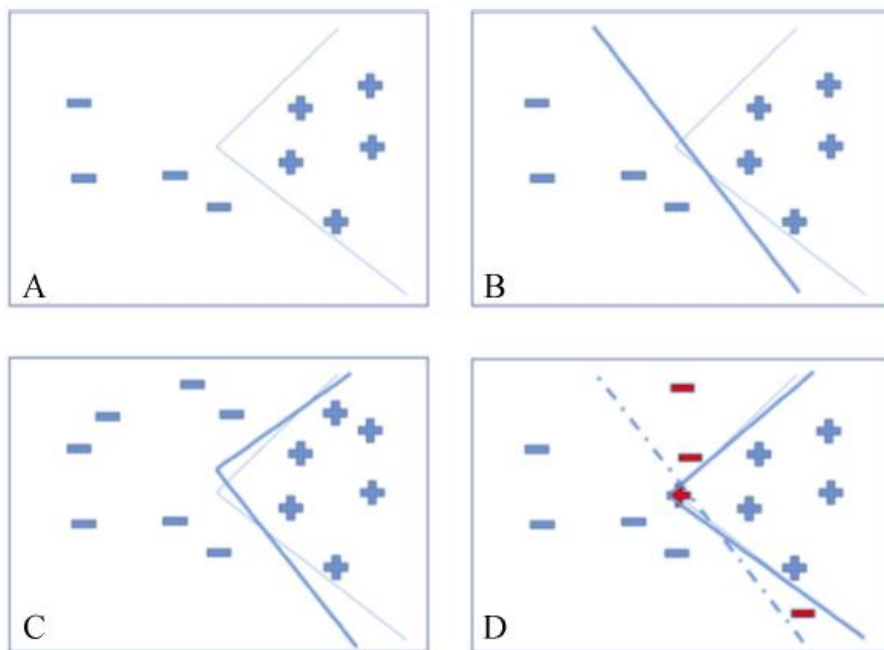
■ 对抗样本的迁移性:

研究表明, 攻击者针对目标模型构造出的对抗样本, 有很大概率可以使得其他的机器学习模型也产生误判。

Introduction

■ 对抗样本的存在性分析：

- ✓ 在机器学习模型训练中存在基本假设，训练数据与测试数据两者应该是独立同分布的。而对抗样本集本质上是偏离正常样本的集合, 破坏了这一假设。



由于训练样本无法覆盖整个输入空间, 模型的决策边界与事实的决策边界必然是无法完全重合的, 而这些不重合的地方就被成为对抗区域, 可能会产生对抗样本。

Method

DeepFool Active Learning method (DFAL)

- Deep-Fool algorithm
- Active select strategy

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DFAL:Deep-Fool algorithm

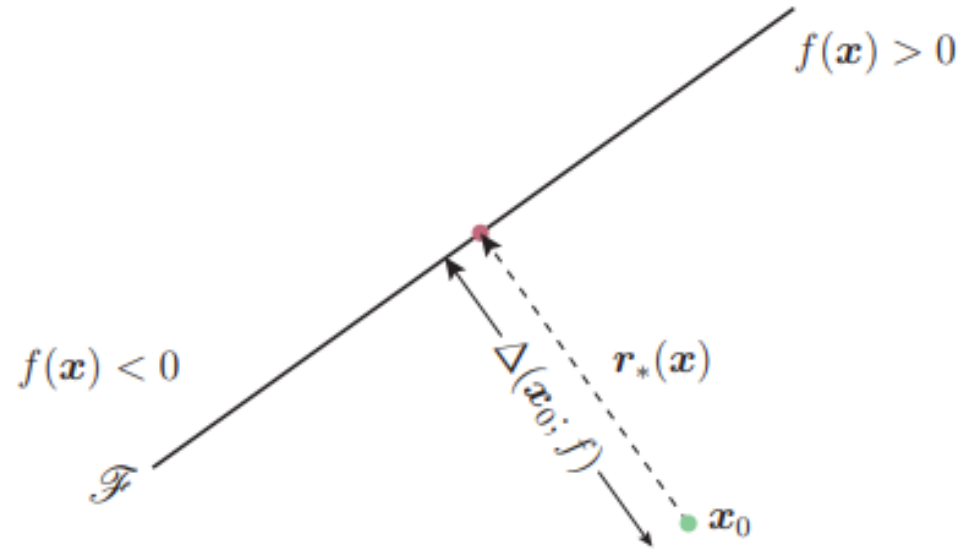


Figure 2: Adversarial examples for a linear binary classifier.

Linear algebra:
$$\frac{|Ax_0 + By_0 + C|}{\sqrt{A^2 + B^2}}$$

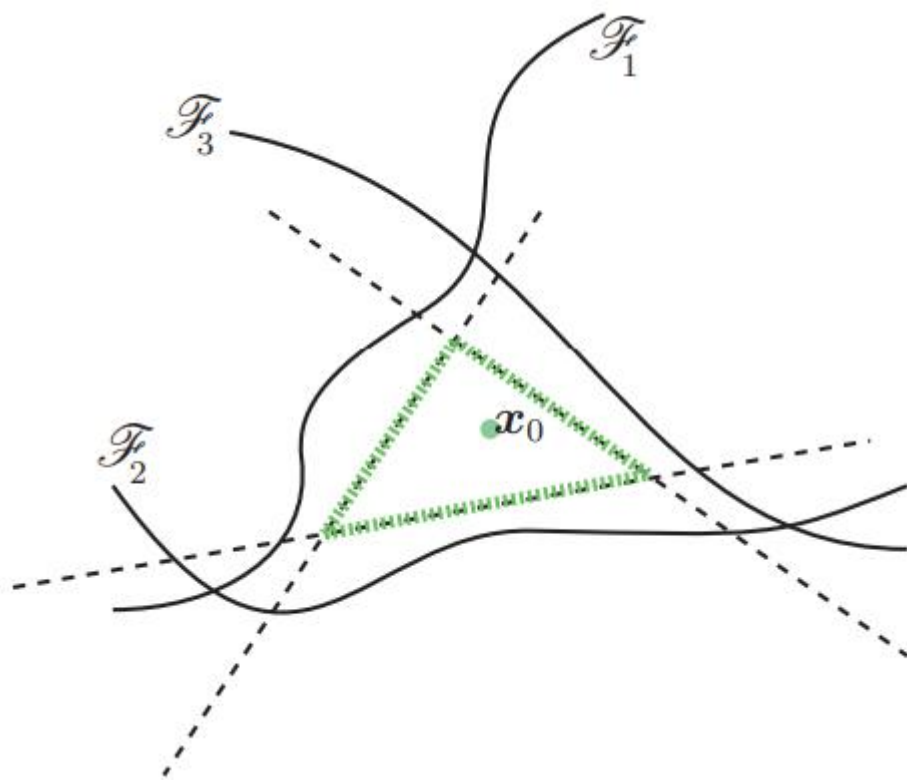
Vectorization:
$$\frac{f(\mathbf{x}_0)}{\|\mathbf{w}\|_2^2} \mathbf{w}$$

DFAL:Deep-Fool algorithm

Algorithm 1 DeepFool for binary classifiers

- 1: **input:** Image $\mathbf{x}$, classifier f .
 - 2: **output:** Perturbation $\hat{\mathbf{r}}$.
 - 3: Initialize $\mathbf{x}_0 \leftarrow \mathbf{x}$, $i \leftarrow 0$.
 - 4: **while** $\text{sign}(f(\mathbf{x}_i)) = \text{sign}(f(\mathbf{x}_0))$ **do**
 - 5: $\mathbf{r}_i \leftarrow -\frac{f(\mathbf{x}_i)}{\|\nabla f(\mathbf{x}_i)\|_2^2} \nabla f(\mathbf{x}_i),$
 - 6: $\mathbf{x}_{i+1} \leftarrow \mathbf{x}_i + \mathbf{r}_i,$
 - 7: $i \leftarrow i + 1.$
 - 8: **end while**
 - 9: **return** $\hat{\mathbf{r}} = \sum_i \mathbf{r}_i.$
-

DFAL:Deep-Fool algorithm



Algorithm 2 DeepFool: multi-class case

- 1: **input:** Image x , classifier f .
 - 2: **output:** Perturbation $\hat{r}$.
 - 3:
 - 4: Initialize $x_0 \leftarrow x, i \leftarrow 0$.
 - 5: **while** $\hat{k}(x_i) = \hat{k}(x_0)$ **do**
 - 6: **for** $k \neq \hat{k}(x_0)$ **do**
 - 7: $w'_k \leftarrow \nabla f_k(x_i) - \nabla f_{\hat{k}(x_0)}(x_i)$
 - 8: $f'_k \leftarrow f_k(x_i) - f_{\hat{k}(x_0)}(x_i)$
 - 9: **end for**
 - 10: $\hat{l} \leftarrow \arg \min_{k \neq \hat{k}(x_0)} \frac{|f'_k|}{\|w'_k\|_2}$
 - 11: $r_i \leftarrow \frac{|f'_{\hat{l}}|}{\|w'_{\hat{l}}\|_2^2} w'_{\hat{l}}$
 - 12: $x_{i+1} \leftarrow x_i + r_i$
 - 13: $i \leftarrow i + 1$
 - 14: **end while**
 - 15: **return** $\hat{r} = \sum_i r_i$
-

DFAL:Deep-Fool algorithm

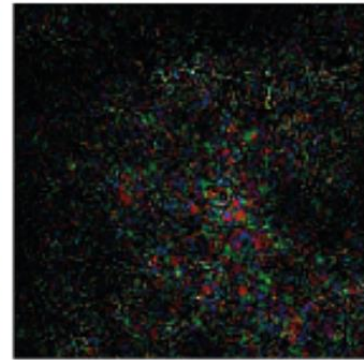
Three advantages of Deep-Fool algorithm :

- it is hyperparameter free (especially it does not need target labels which makes it more compliant with multi-class contexts);
- it runs fast;
- it is competitive with state-of-the-art adversarial attacks.



whale

DeepFool



FGSM



turtle

Method

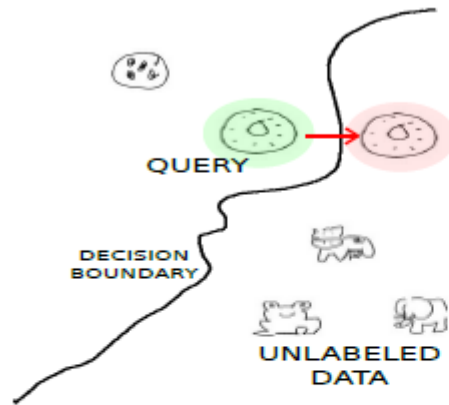
DeepFool Active Learning method (DFAL)

- Deep-Fool algorithm
- Active select strategy

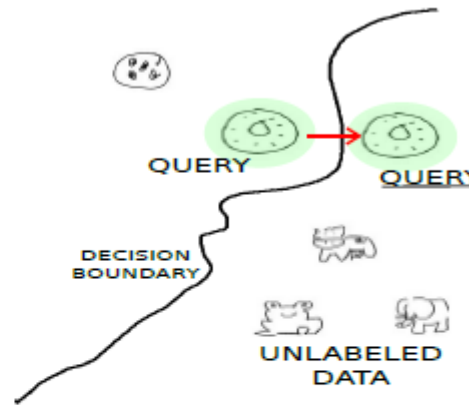
DFAL:Active select strategy

Active select strategy

- select unlabeled samples with the smallest adversarial perturbation
- add both the less robust unlabeled samples and their adversarial attacks



(c) Approximation by the distance to the adversarial example



(d) DFAL Strategy

DFAL:Active select strategy

Algorithm 1 *DFAL*: DeepFool Active Learning

Require: $\mathcal{L}$ set of initial labeled training examples
Require: $\mathcal{U}$ set of initial unlabeled training examples
Require: $\mathcal{H}$ set of hyper-parameters to train the network
Require: K the number of candidates
Require: n_{query} the number of data to query
Require: p : the L_p norm used ($p = 2$)
Require: N : the number of data to label

```
# init the training set
 $k = 0$ 
 $\mathcal{L}_0 = \mathcal{L}$ 
 $\mathcal{U}_0 = \mathcal{U}$ 
while  $k < N$  do
    # Train the network  $\mathcal{A}_k$  given the current labeled training set
     $\mathcal{A}_k = \text{training}(\mathcal{H}, \mathcal{L}_k)$ 
    # Select randomly a pool of data  $\mathcal{S}_k$  of size  $K$ 
     $\mathcal{S}_k \subseteq \mathcal{U}_k; |\mathcal{S}_k| = K$ 
    for  $x_i \in \mathcal{S}_k$  do
        #compute adversarial attacks with  $L_p$  norms
         $r_i \leftarrow \text{DeepFool}(x_i, \mathcal{A}_k; p)$ 
    end for
    # query the labels of the  $n_{query}$ -th samples  $\mathcal{Q}_k$  owing the smallest  $L_p$  norm perturbation
     $index_k \leftarrow \text{argsort}(< r_i, r_i >_p | i = 1..K)$ 
     $\mathcal{Q}_k \leftarrow \{x_j \mid j \in index_k[0 : n_{query}]\} \cup \{x_j + r_j \mid j \in index_k[n_{query} : K]\}$ 
     $\mathcal{L}_{k+1} \leftarrow \mathcal{L}_k \cup \mathcal{Q}_k$ 
     $\mathcal{U}_{k+1} \leftarrow \mathcal{U}_k \setminus \mathcal{Q}_k$ 
end while
```

Experiments

	Accuracy (%)						Accuracy (%)						Accuracy (%)				
# annotations	100	500	800	1000	All	# annotations	100	500	800	1000	All	# annotations	100	500	800	1000	All
DFAL	82.77	96.23	97.71	98.02	–	DFAL	94.62	98.50	98.98	99.10	–	DFAL	82.56	89.63	90.72	91.09	–
BALD	51.88	91.96	93.69	94.24	–	BALD	93.10	97.95	97.95	97.95	–	BALD	72.65	87.18	88.34	88.45	–
CEAL	71.81	94.81	96.77	97.33	–	CEAL	84.65	98.50	99.00	99.12	–	CEAL	70.46	87.04	88.31	89.39	–
CORE-SET	78.86	96.52	97.53	98.03	–	CORE-SET	92.50	98.75	99.07	99.25	–	CORE-SET	79.58	88.93	90.54	90.53	–
EGL	58.44	73.86	78.57	78.57	–	EGL	75.07	95.47	95.47	95.47	–	EGL	57.48	64.05	64.05	69.85	–
uncertainty	57.96	92.52	94.84	96.41	–	uncertainty	95.78	98.35	98.85	98.98	–	uncertainty	69.24	86.89	88.54	89.09	–
RANDOM	77.56	92.83	94.63	95.31	99.04	RANDOM	95.50	98.07	98.07	98.07	99.70	RANDOM	78.09	87.03	88.98	89.42	95.46

(a) *MNIST* (LeNet5)

(c) *Shoe-Bag* (LeNet5)

(e) *Quick-Draw* (LeNet5)

	Accuracy (%)						Accuracy (%)						Accuracy (%)				
# annotations	100	500	800	1000	All	# annotations	100	500	800	1000	All	# annotations	100	500	800	1000	All
DFAL	84.28	96.90	97.98	98.59	–	DFAL	87.73	98.53	99.30	99.50	–	DFAL	84.23	91.52	93.16	93.91	–
BALD	53.73	91.47	94.32	94.32	–	BALD	86.78	95.35	97.83	97.83	–	BALD	82.00	89.94	91.92	92.87	–
CEAL	50.87	90.69	90.69	90.69	–	CEAL	84.20	98.78	99.25	99.52	–	CEAL	64.45	79.66	85.73	88.65	–
CORE-SET	78.80	96.68	97.46	97.88	–	CORE-SET	0.50	99.12	99.12	99.12	–	CORE-SET	66.71	89.93	92.28	92.62	–
EGL	37.92	91.84	93.99	93.99	–	EGL	0.50	97.28	97.28	97.28	–	EGL	63.12	86.80	90.06	90.06	–
uncertainty	45.57	88.36	94.27	94.60	–	uncertainty	83.75	83.75	83.75	83.75	–	uncertainty	52.77	88.05	89.31	91.03	–
RANDOM	69.79	91.96	94.05	94.46	98.98	RANDOM	86.78	95.83	97.08	97.08	99.50	RANDOM	78.28	88.13	89.71	89.94	96.75

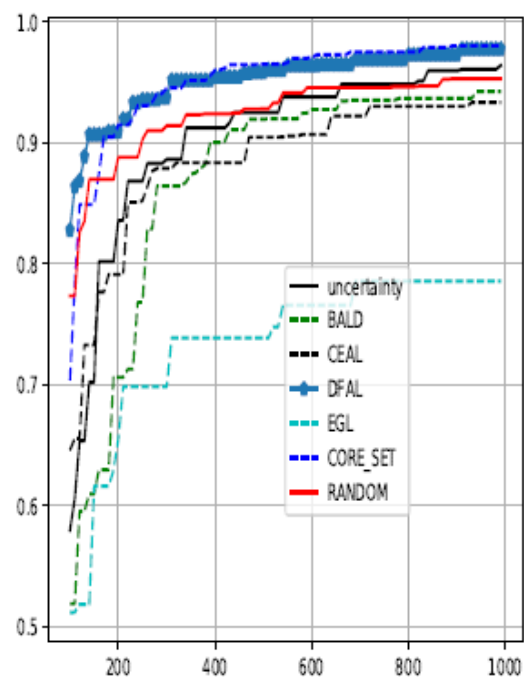
(b) *MNIST* (VGG8)

(d) *Shoe-Bag* (VGG8)

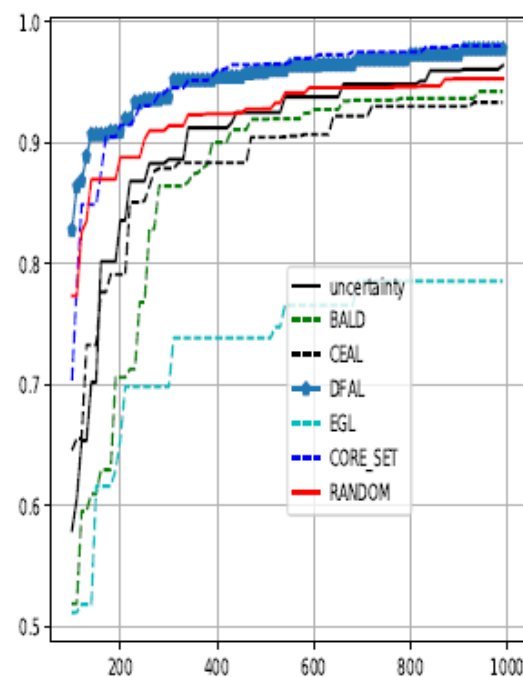
(f) *Quick-Draw* (VGG8)

Table 1. Test accuracy achieved by 7 active learning techniques for different number of annotations on LeNet5 and VGG8 .

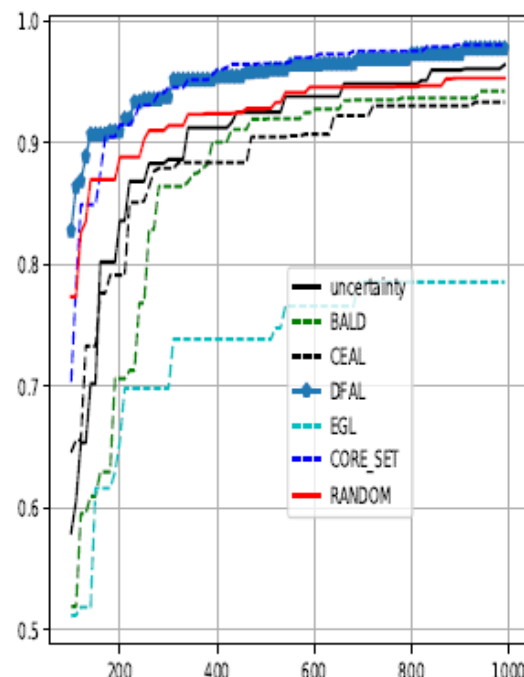
Experiments



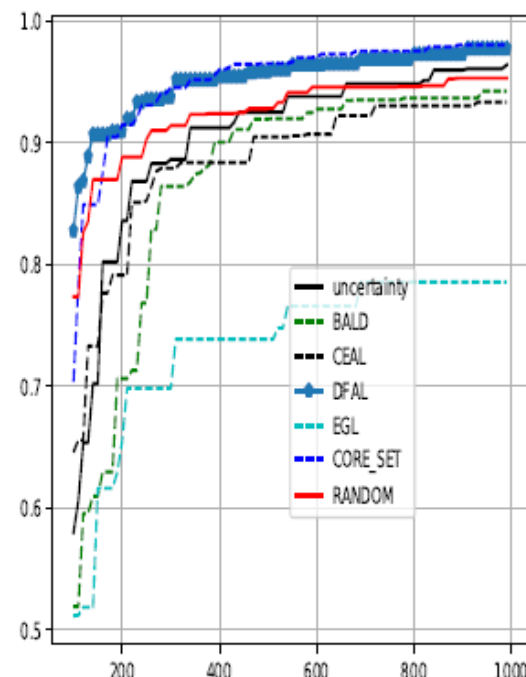
(a) *MNIST* (LeNet5)



(b) *MNIST* (VGG8)



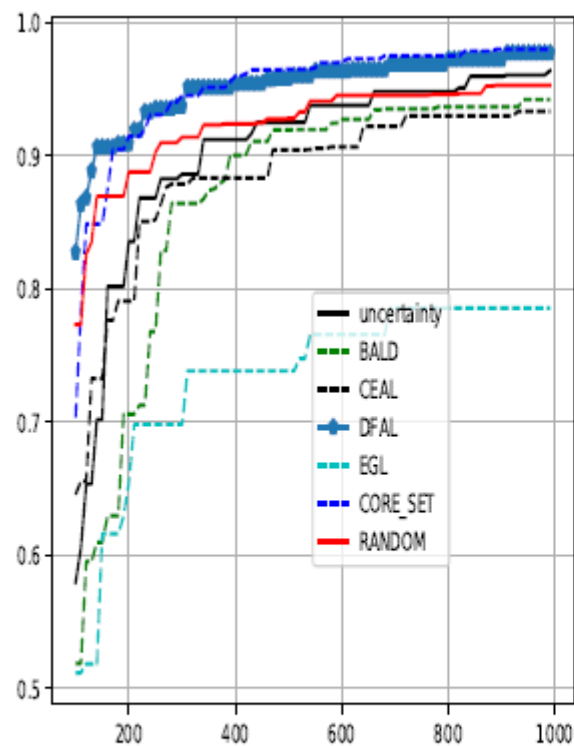
(c) *Shoe-Bag* (LeNet5)



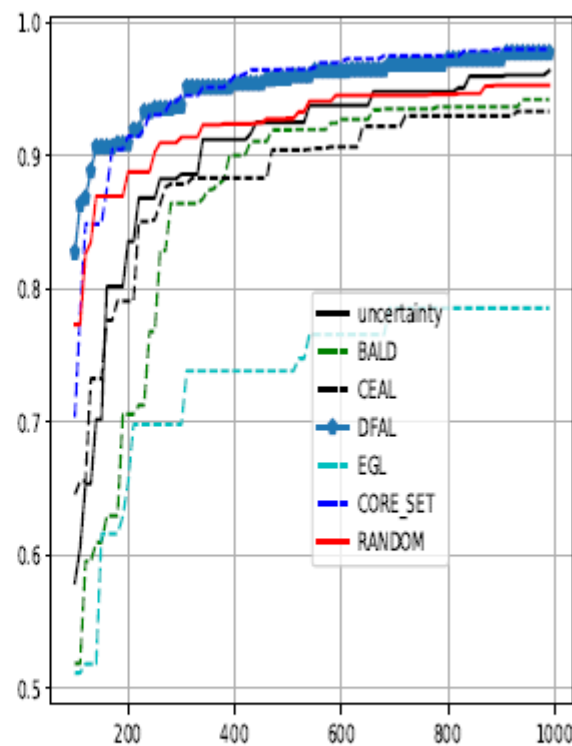
(d) *Shoe-Bag* (VGG8)

Figure 2. Evolution of the test accuracy achieved by 7 active learning techniques(DFAL , BALD , CEAL , EGL , uncertainty and RANDOM) given the number of annotations

Experiments



(e) *Quick-Draw* (LeNet5)



(f) *Quick-Draw* (VGG8)

Figure 2. Evolution of the test accuracy achieved by 7 active learning techniques(DFAL , BALD , CEAL , EGL , uncertainty and RANDOM) given the number of annotations

Experiments

	Accuracy $\geq 99.04\%$	
	# annotations	# labeled data
DFAL	1210	2410
CORE-SET	1810	1810
CEAL	≥ 6000	≥ 6150

(a) *MNIST* (LeNet5)

	Accuracy $\geq 98.98\%$	
	# annotations	# labeled data
DFAL	980	1950
CORE-SET	1270	1270
uncertainty	2800	2800

(b) *MNIST* (VGG8)

	Accuracy $\geq 99.70\%$	
	# annotations	# labeled data
DFAL	1070	2130
CORE-SET	860	860
CEAL	1130	19157

(c) *Shoe-Bag* (LeNet5)

	Accuracy $\geq 99.50\%$	
	# annotations	# labeled data
DFAL	530	1050
CORE-SET	400	400
CEAL	580	705

(d) *Shoe-Bag* (VGG8)

	Accuracy $\geq 95.46\%$	
	# annotations	# labeled data
DFAL	7470	14930
CORE-SET	≥ 8590	≥ 8590
uncertainty	≥ 10590	≥ 10590

(e) *Quick-Draw* (LeNet5)

	Accuracy $\geq 96.75\%$	
	# annotations	# labeled data
DFAL	4810	9610
CORE-SET	≥ 6750	≥ 6750
BALD	5590	5590

(f) *Quick-Draw* (VGG8)

Table 2. Comparison of the number of annotations and effective data required to achieve the same test accuracy on LeNet5 and VGG8 as the accuracy obtained on the full training set (± 0.5). We considered DFAL against the active methods achieving best accuracy on 1000 samples.

Experiments

	DFAL	CORE-SET (with regularisation)	CORE-SET (no regularisation)
second	126.54	891.78	784.99

Table 3. Average runtime of DFAL and CORE-SET on MNIST :
 $|\mathcal{L}| = 100, |\mathcal{U}| = 800, n_{query} = 10$

Experiments

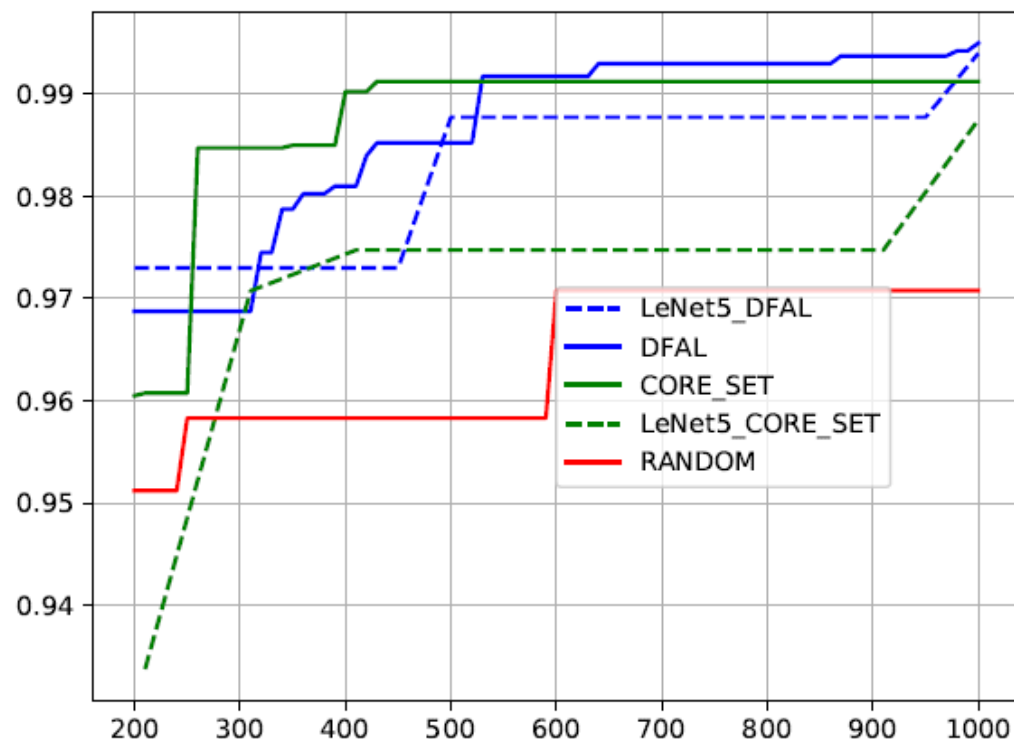


Figure 3. Evolution of the test accuracy for (*Shoe-Bag* , VGG8) trained with different labeled training set: we compare the efficiency of DFAL and CORE-SET built on LeNet5 and transfered on VGG8 . The data selected by DFAL for LeNet5 achieve better test accuracy than the data transfered from CORE-SET . At 1000 samples, they converge to similar test accuracy than the data specifically designed for VGG8 .

Experiments

	DFAL	CORE-SET	RANDOM
LeNet5 $\rightarrow$ VGG8	97.80	96.90	94.46
VGG8 $\rightarrow$ LeNet5	97.93	97.40	95.31

(a) *MNIST*

	DFAL	CORE-SET	RANDOM
LeNet5 $\rightarrow$ VGG8	92.87	91.06	89.94
VGG8 $\rightarrow$ LeNet5	89.23	89.41	89.42

(b) *Quick-Draw*

	DFAL	CORE-SET	RANDOM
LeNet5 $\rightarrow$ VGG8	99.40	99.12	97.08
VGG8 $\rightarrow$ LeNet5	98.75	98.50	98.07

(c) *Shoe-Bag*

Table 4. Comparison of the transferability of DFAL and CORE-SET with 1000 annotations