Friendly Noise against Adversarial Noise: A Powerful Defense against Data Poisoning Attacks

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Abstract

A powerful category of data poisoning attacks modify a subset of training examples by small adversarial perturbations to change the prediction of certain test-time data. Existing defense mechanisms are not desirable to deploy in practice, as they often drastically harm the generalization performance, or are attack-specific and prohibitively slow to apply. Here, we propose a simple but highly effective approach that unlike existing methods breaks various types of poisoning attacks with the slightest drop in the generalization performance. We make the key observation that attacks exploit sharp loss regions to craft adversarial perturbations which can substantially alter examples' gradient or representations under small perturbations. To break poisoning attacks, our approach comprises two components: an optimized friendly noise that is generated to maximally perturb examples without degrading the performance, and a random varying noise component. The first component takes examples farther away from the sharp loss regions, and the second component smooths out the loss landscape. The combination of both components builds a very light-weight but extremely effective defense against the most powerful triggerless targeted and hidden-trigger backdoor poisoning attacks, including Gradient Matching, Bulls-eye Polytope, and Sleeper Agent. We show that our friendly noise is transferable to other architectures, and adaptive attacks cannot break our defense due to its random noise component.

1 Introduction

Big datasets empower large over-parameterized deep learning systems. Such datasets are often scraped from the internet or other public and user-provided sources. An adversary can easily insert a subset of malicious examples into the data collected from public sources to harm the model's behavior. As a result, deep learning systems trained on public data are extremely vulnerable to data poisoning attacks, which modifies a subset of training examples under bounded adversarial perturbations with the aim of changing the model's prediction on specific test-time examples. Powerful attacks generate poisons that visually look innocent and are seemingly properly labeled [10, 15, 34]. This makes them hard to detect even by expert observers. Hence, data poisoning attacks are arguably one of the most concerning threats to deep learning systems [19].

Various types of poisoning attacks have been proposed to challenge and exploit the vulnerabilities of deep learning systems. Backdoor data poisoning attacks add a fixed but not necessarily visible trigger pattern to a subset of training data as well as the test-time target examples [13, 34, 39]. Triggerless poisoning attacks add bounded perturbations to a subset of training examples to make them similar to the adversarially labeled test-time target in the feature or gradient space [2, 12, 15, 32, 43]. In both cases, training or fine tuning the model on the poisoned training data cause the model to to misclassify certain target examples at test-time.

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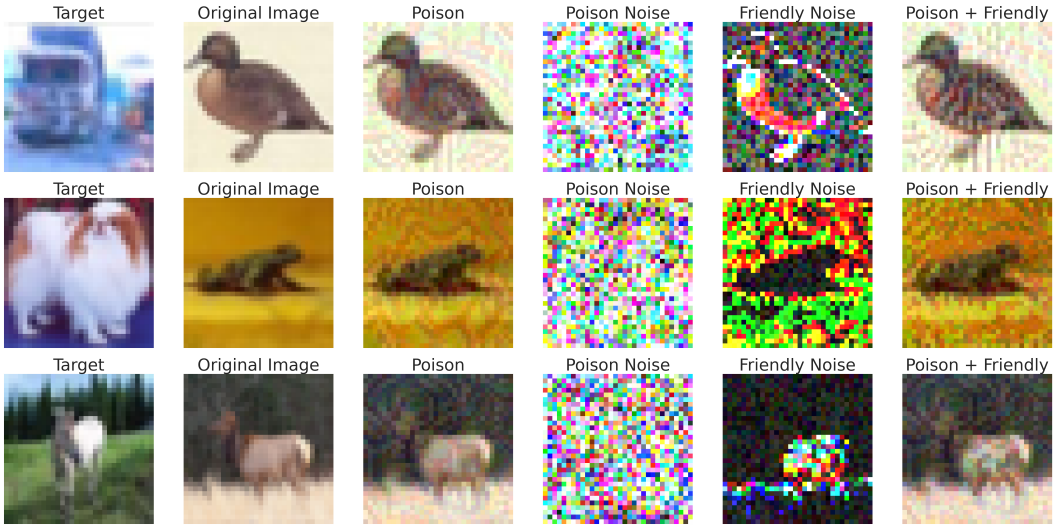


Figure 1: Qualitative Evaluation of Friendly Noise. Our optimized noise adds maximum allowed perturbation to the regions where network robustly learns and leaves other areas untouched (darker regions means less noise).

There has been sustained efforts to design effective defense mechanisms [1, 7, 11, 17, 25, 27, 33, 38]. However, existing methods are highly impractical to be employed in real-world deep learning pipelines. Firstly, majority of the existing methods are attack specific and cannot protect the system against various types of data poisoning attacks [11, 27, 38]. Secondly, the provided protection is often in expense of significantly dropping the performance of the machine learning pipeline [1, 7, 25]. Thirdly, existing methods are not effective in protecting the deep learning pipelines against adaptive attacks which can make more powerful poisons with the knowledge of the defense in place [17, 33]. Finally, state-of-the-art defense methods are often so expensive that can hardly be applied to even medium-sized datasets [11, 27], and are ineffective in presence of larger number of poisons [7, 11, 27].

In this work, we propose a simple and powerful defense, namely Friendly Noise Defense (FRIENDS), against various types of visually imperceptible data poisoning attacks. In particular, we make the following key observation: data poisoning attacks exploit sharp regions of the loss to craft adversarial perturbations which can substantially alter examples' gradient or representations under small perturbations. To effectively break poisoning attacks, our proposed method is composed of two noise components: first we find the maximum perturbation that can be added to every example without considerably changing the model's output. This fixed accuracy-friendly perturbation is found early in training and is transferable to other architectures. Then, we add a varying random noise in addition to the friendly perturbation to each example at every training iteration. Effectively, the friendly perturbation takes examples farther away from the sharp loss regions exploited by the attacker. The random noise component smooths out the loss landscape, and does not allow the crafted adversarial perturbation to match the target's gradient or representation closely. Despite being very light-weight, the combination of the two noisy components can effectively protect deep learning systems against various types of poisoning attacks, with minimum drop in the generalization performance.

We note that the random noise component of FRIENDS makes it extremely difficult for an adaptive attacker to break our defense. Adaptive attacks can bypass defenses by taking the defense mechanism into account when generating poisons. For FRIENDS, while an attacker may use the knowledge of the optimization procedure to bypass the friendly noise component, they need to take into account a prohibitively large number of random noise combinations when generating attacks. This makes it extremely difficult for the attacker to ensure the effectiveness of an attack in presence of FRIENDS.

Through extensive experiments, we show that our light-weight method renders state-of-the-art visually imperceptible poisoning attacks, including Gradient Matching [10], Bullseye Polytope [2], Feature Collision [32], and Sleeper Agent [34] ineffective, with only a slight decrease in the performance. We also show that the optimized noise component generated based on a particular architecture can be

applied to defend other architectures against data poisoning attacks. Therefore, it is easy to apply FRIENDS to real-world deep learning pipelines with minimal additional costs.

2 Related Work

Targeted Data Poisoning Attacks. Data poisoning attacks on deep networks have been explored along two directions - triggered and triggerless attacks. Triggered attacks, or backdoor attacks, aim to misclassify samples containing a 'trigger' patch as a pre-determined target class during inference time. In the transfer learning or finetuning setting, earlier works of [8, 13, 23] relied on label modification or unbounded image perturbations. These attacks are, however, easy to detect. Subsequently, [30, 34, 39] introduced clean-label and visually imperceptible backdoor attacks. Recently, [34] proposed the first clean-label hidden backdoor attack that is effective on victim models trained from scratch. Triggerless data poisoning attacks aim to misclassify a given target as a pre-determined adversarial class, by adding optimized bounded perturbations to a subset of training examples. Such attacks either optimize for feature matching [2, 32, 43] or gradient matching [10] between poisoned and target images, or use meta-learning to solve the poisoning problem directly via bilevel optimization [15] .

Defense Strategies. Existing defenses against data poisoning can be divided into filtering and robust training methods. Filtering methods detect outliers in feature space using thresholding [35] and nearest neighbors [27], or activation space [7], or through decomposition of the feature covariance matrix [38]. These defenses typically assume that only small subsets of the data are poisoned, hence removing such points do not significantly harm generalization. In practice, this assumption may not hold, and such defenses can be easily broken by increasing the number of poisons. Moreover, such methods increase training time by orders of magnitudes, as the filtering step requires training the model with poisons, followed by (usually expensive) filtering, and model retraining [7, 27, 35, 38].

Robust training methods apply randomized smoothing [41], strong data augmentation [4], or model ensembling [21]. Other methods impose constraints on gradient magnitudes and directions [14], detects and removes poisons with gradient ascent [22], or apply adversarial training [11, 25, 37]. Deferentially private (DP) training methods have also been explored to defend against data poisoning [1, 5, 16]. Robust training techniques usually involve a significant trade-off between generalization and poison success rate [1, 14, 22, 25, 37], or are computationally very expensive [11, 25]. Compared to augmentation-based and adversarial training methods, our method is simple, fast, and maintains good generalization performance. Compared to data augmentation, the random noise component of FRIENDS is considerably more effective in smoothing the loss landscape, due to its much larger space of independent pixel-level transformations.

Random and Adversarial Noise. It is shown that small perturbations can result in large changes in the output of a deep network [36]. Hence, application of random and adversarial noise has been studied in various domains. In particular, [28] uses Gaussian noise to defend against query-based black box attacks, and [29] shows that additive augmentations of Gaussian or Speckle noise is a simple yet very strong baseline for robustness against image corruptions. Application of optimized noise has been mainly studied in the context of adversarial training. [6] uses Generative Adversarial Networks (GANs) to generate adversarial perturbations, and [24] relies on meta-learning to learn a noise generator to defend against adversarial perturbations. Moreover, [26, 42] demonstrate the transferability of adversarial perturbations across architectures and domains. In data poisoning, small random noise generated from a particular distribution has been shown to be ineffective for breaking attacks and harmful on the generalization performance [11]. In contrast, we show that random noise combined with our proposed noise optimization approach, can make a highly effective defense mechanism against data poisoning attacks and achieve a superior generalization performance.

3 FRIENDS: Friendly Noise Defense against Data Poisoning Attacks

Targeted data poisoning attacks modify a fraction of training data points by adding optimized perturbations that are within an l_∞-norm ξ-bound. The optimization is done with the objective of changing the prediction of a target example x_t in the test set to an adversarial label y_{adv}. A small perturbation bound ξ ensures that the poisoned examples remain visually similar to the original (base) training data points. Poisons crafted by such attacks look innocent to human observer and are seemingly labeled correctly. Hence, they are called clean-label attacks. Targeted clean label data

Algorithm 1 Generating Friendly Noise

Require: Train dataset X, Model f_θ, LR η_{opt}, λ, small number T
  for $i \in [T]$ **do**
    $\theta^i = \theta^{i-1} - \eta \nabla_\theta L(\theta^{i-1}, X)$ ▷ Train the model for a few epochs
  end for
  for $x_i \in X$ **do**
    Initialize noise ϵ_i^0 uniformly sampled from $[-\epsilon_{init}, \epsilon_{init}]$
    for $t = 1$ to T **do**
      $\epsilon_i^t = \epsilon_i^{t-1} - \eta_{opt} \nabla_\epsilon (D_{KL}\left(f_\theta(x_i + \epsilon_i^{t-1}) || f_\theta(x_i)\right) - \lambda \|\epsilon_i^{t-1}\|_2)$
    end for
    Store noise $\epsilon_i = \epsilon_i^T$ for example x_i
  end for

poisoning attacks can be formulated as the following bilevel optimization problem:

$$\min_{\delta \in \mathcal{C}} \mathcal{L}(x_t, y_{\text{adv}}, \theta(\delta)) \quad s.t. \quad \theta(\delta) = \arg\min_\theta \sum_{i \in V} \mathcal{L}(x_i + \delta_i, y_i, \theta), \tag{1}$$

where $\mathcal{C} = \{\delta \in \mathbb{R}^{n \times m} \colon \|\delta\|_\infty \leq \xi, \delta_i = 0 \ \forall i \notin V_p\}$ is the constraint set defining the set of valid poisons, V is the training data, and V_p is the set of poisoned training examples. To address the above optimization problem, powerful poisoning attacks such as Meta Poison (MP) [15], Gradient Matching(GM) [10], Bull-eyes Polytope (BP) [2], and Sleeper Agent [34] craft the poisons to mimic the gradient (equivalently representation in transfer learning) of the adversarially labeled target, i.e.,

$$\nabla \mathcal{L}(x_t, y_{\text{adv}}, \theta) \approx \frac{1}{|V_p|} \sum_{i \in V_p} \nabla \mathcal{L}(x_i + \delta_i, y_i, \theta), \tag{2}$$

Minimizing the training loss on RHS of Eq.(1) also minimizes the adversarial loss on LHS of Eq. (1).

3.1 Powerful Poisons Fall in Sharp Loss Regions

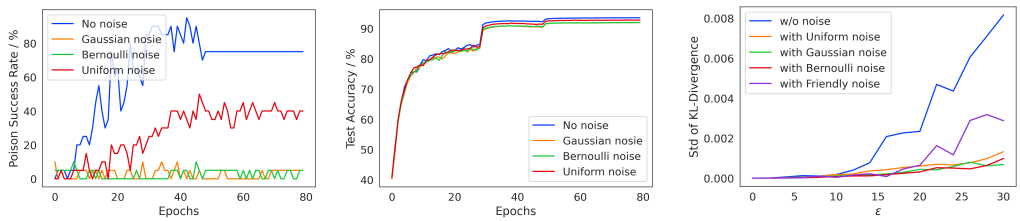
Based on Eq. (2), we make the following key observation. To substantially change the gradient of a training example $\nabla \mathcal{L}(x_t, y_{\text{adv}}, \theta) \approx \nabla \mathcal{L}(x_i + \delta_i, y_i, \theta)$, under bounded perturbation $\|x_i + \delta_i\|_\infty \leq \|x_i\|_\infty + \xi$, the attacker needs to exploit the highly non-convex nature of the loss by finding sharp regions in a ball of radius ξ around example x_i. If such regions can be found, the example can be slightly modified to fall in the sharp region and further optimized there to match the target gradient. Fig. 2(c) shows that the undefended model's output around every poison has a large variance. Such non-linearities can be exploited by attackers to craft poisons effectively.

As poisons rely on sharp loss regions to match a particular gradient or representation, they are highly sensitive to small perturbations. Indeed, slightly perturbing the poisons considerably change their gradient and make them ineffective. The main idea behind our friendly noise defense method, FRIENDS, is to maximally perturb the training examples to make the poisons ineffective. However, perturbing training examples should be done in a way that does not harm the generalization performance of the model. To address this, our method is composed of two components: First, we find maximum perturbation that can be added to every training example without changing its prediction. Intuitively, this pulls examples far away from sharp loss regions that may have been exploited by the attacker. To further break the attack, we add varying random noise to every example during the training. This smooths out the loss and consecutively changes the poisons gradient and makes the crafted poisons ineffective. Below, we discuss each component in more details.

3.2 Optimizing the Friendly Noise: Taking Poisons away from Sharp Regions

The first component of our method finds the maximum perturbation that can be added to every example without considerably changing the model's output. To do so, for every example x_i we optimize for the largest noise ϵ_i within an l_∞ norm ζ-bound that results in a similar class probabilities, measured by KL-divergence. Formally for each example x_i, we find perturbation ϵ_i as follows:

$$\epsilon_i = \underset{\epsilon : \|\epsilon\|_\infty \leq \zeta}{\arg\min} \, D_{KL}\big(f_\theta(x_i + \epsilon) || f_\theta(x_i)\big) - \lambda \|\epsilon\|_2 \tag{3}$$



(a) (b) (c)

Figure 2: (a) Number of poisoned datasets vs epochs. It takes at least a few epochs for the poisons to have an effect. (b) On the other hand, generalization of the predictions and features learnt increases over time, as measured by error on the test set. (c) Standard deviation of KL-divergence (y-axis) between predictions of training examples before and after adding friendly perturbations in Eq. (3) and random noise sampled from various distributions. Standard deviation is calculated over 10 randomly sampled points in an ϵ balls (x-axis) around every training example.

We generate a fixed accuracy-friendly perturbation for every data point by solving problem (3) once, using a few Stochastic Gradient Descent (SGD) steps. There is a trade-off between the time of generating the optimized perturbations and their effectiveness. In particular, the optimized perturbations need to be generated and added to the training examples early in training, before the attack succeeds (Fig. 2(a)). At the same time for the perturbations to be effective, they should be generated after the decision boundary is shaped (Fig. 2(b)). We found that training for as few as 5 epochs before solving the optimization problem (3) yields effective perturbations that reduce the attack success rate without harming the model's performance. The pseudocode can be found in Alg.1.

To better understand the effect of our friendly noise, we first look at the histogram of the noise added to every pixel in the training data. Fig. 3(a) shows that our method mainly targets certain pixels in every image by adding the maximum amount of perturbation, and leaves the rest of the image untouched. Certain semantic regions have been shown to be much more robust to perturbations [3]. Perturbing the more robust areas does not considerably change the model's behavior and training dynamics. On the other hand, the least robust areas are very sensitive to perturbations, hence small amounts of noise in such areas result in a relatively large change in the model's behaviour. We visualize the poisons before and after adding our friendly noise in Fig. 1. We see that our friendly noise successfully targets certain areas in every image that are robustly learned, by adding the maximum possible perturbation.

Intuitively, perturbing the more robust areas pulls examples far away from the sharp regions of the loss, and perturbing the less robust regions move them closer to the sharp regions. Our friendly perturbation successfully pulls the poisons far away from the sharp regions that may have been utilized by the attack. By moving along the level curve of the loss, the important features used for classifications are preserved and hence model predictions remain unchanged, but the adversarial poison perturbations can no longer closely match the target gradient or representation. Hence, the crafted adversarial perturbations added to the examples augmented with our friendly noise cannot poison the model. Hence, our method reduces the attack success rate while preserves the training dynamics and ensures minimum drop in the test accuracy.

Next, we discuss how adding a random variable random noise can further improve the model's robustness against poisoning attacks.

3.3 Adding Random Noise: Smoothing the Loss

As discussed, our friendly perturbation mainly targets the robust areas of the image and pulls examples far away from the sharp loss regions, without considerably changing the training dynamics. To further improve model's robustness against poisoning attacks, we add a variable random noise to the training examples at every training iteration. Effectively, adding the variable random noise smooths out the loss landscape. In doing so, the optimized poison perturbations cannot match the target gradient, as on a smooth manifold the gradients do not change considerably in a small ball around every example. Consequently, adding the random noise considerably drops the attack success rate. The pseudocode of our defense, FRIENDS, can be found in Alg. 2.

Algorithm 2 Training with FRIENDS

Require: Train dataset X, Random Noise Distribution A, Epoch to start defense def_epoch

Run Algorithm 1 to generate $\{\epsilon_i\}_{i=1}^{|X|}$
for $i = def_epoch$ to n_epochs **do**
  for $x_i \in X$ **do**
    Sample random noise $\mu_i \sim A$
    Set $\hat{x}_i = x_i + \epsilon_i + \mu_i$ and add to dataset $\hat{X}$
  end for
  $\theta^i = \theta^{i-1} - \eta \nabla_\theta L(\theta^{i-1}, \hat{X})$ ▷ SGD update step with new dataset $\hat{X}$
end for

The small varying random noise can be sampled from various distributions. In particular, we sample from 3 different random noise distributions: (1) Bernoulli: noise is randomly sampled from $\{-\mu, \mu\}$, (2) Uniform: noise is randomly sampled from $[-\mu, \mu]$, and (3) Gaussian: noise is sampled from the normal distribution $\mathcal{N}(0, \mu)$. Fig. 3 compares the distribution of random noise sampled from these distributions combined with the optimized perturbation obtained from Eq. (3). We can see that uniform noise perturbs all the pixels similarly, and hence small amount of uniform noise does not harm the model's performance but cannot effectively breaks poisons. Larger uniform noise, however, has a larger effect on the model's performance. Bernoulli and Gaussian noise target a smaller number of pixels but add a larger perturbation to them. Hence, they are more effective in reducing the attack success rate, but they harm the test accuracy more as they the larger perturbation may be added to the more sensitive areas. Figures 3(b) to 3(d) shows the distribution of random noise combined with our optimized noise added to different pixels. We observe that random noise is added to regions where friendly noise is less dominant, hence resulting in a significant perturbation to an overall greater number of pixels to negate poisoning attacks.

Fig. 2(c) shows that the standard deviation of the model output in a ball around every example becomes considerably smaller after adding each component of our defense. This clearly demonstrates the effect of our defense and explains its effectiveness.

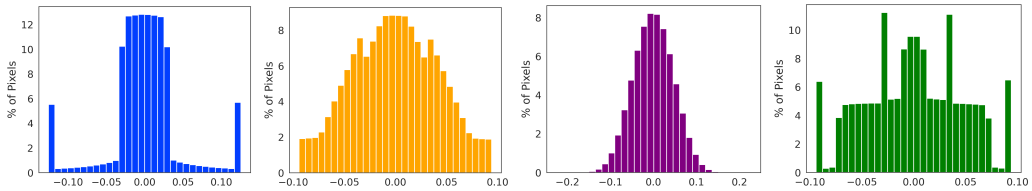
3.4 Adaptive attacks

Adaptive attacks can respond to a novel defense algorithm when the attacker is aware of the defense. If the defense algorithm is known to the attacker beforehand, the attacker can generate more powerful poisons by taking into account the specific defense in place. For example, Gradient Matching [10] and Sleeper Agent [34] demonstrated that by including augmented examples as well as original examples during poison generation in Eq. (2), they can obtain robustness against standard data augmentations like crops and flips, when the augmentation technique is preempted by the attacker. For FRIENDS, the prohibitively large search space of random noise permutations and its pixel-wise independence property makes it extremely difficult for adaptive attacks to break. That is, while an attacker may use the knowledge of the time and optimization procedure to bypass the friendly perturbation component of FRIENDS, they needs to take into account a prohibitively large number of random noise combinations to bypass the random noise component. For example, for a fixed Bernoulli noise, with p pixels there are 2^p combinations that an attacker should take into account to ensure the poisons' effectiveness. For real images this becomes prohibitively expensive. Similarly for a fixed Gaussian and uniform noise, there are an infinite number of combinations to be considered during the poison generation to ensure attack's robustness. Note that our method applies a varying random noise at every iteration, which also needs to be taken into account by the attacker. This makes FRIENDS robust against adaptive attacks.

4 Experiments

4.1 Implementation details

We evaluate our defense method against both triggerless data poisoning and backdoor attacks under two attack settings - training from scratch and transfer learning. Following the works of [10, 11, 31], we evaluate our method primarily on CIFAR-10, ResNet-18. We also normalize and augment training



(a) Friendly Noise (b) FrieNDs-U (c) FrieNDs-G (d) FrieNDs-B

Figure 3: Histogram of our method with different types of random noises For (a), we set $\zeta = 32$. For (b)-(d), we set $\zeta = 16, \mu = 16$.

Table 1: Baselines - Against Gradient Matching eps=16, 80 epochs. For trials with all equal outcomes, we report worst-case error estimate 5.59%

Defense	Poison Acc	Test Acc	Time (HH:MM)
AP-0.25 [11]	15.00% ($\pm 2.85\%$)	93.27% ($\pm 0.00\%$)	02:39
AP-0.5 [11]	10.00% ($\pm 2.01\%$)	92.83% ($\pm 0.00\%$)	03:41
AP-0.75 [11]	$\mathbf{0.00\%}$ ($\pm \mathbf{5.59\%}$)	$\mathbf{91.29\%}$ ($\pm \mathbf{0.00\%}$)	04:30
DeepKNN [27]	75.00% ($\pm 4.19\%$)	93.72% ($\pm 0.24\%$)	02:55
Adversarial Training [25]	60.00% ($\pm 5.37\%$)	92.03% ($\pm 0.31\%$)	02:37
Activation Clustering [7]	45.00% ($\pm 5.53\%$)	87.69% ($\pm 0.50\%$)	01:01
Diff. Priv. SGD [14]	5.00% ($\pm 1.06\%$)	75.70% ($\pm 1.19\%$)	00:38
Friendly Noise	10.00% ($\pm 2.01\%$)	91.73% ($\pm 0.30\%$)	**00:37**
FrieNDs-U	5.00% ($\pm 2.01\%$)	91.91% ($\pm 0.28\%$)	**00:37**
FrieNDs-B	$\mathbf{0.00\%}$ ($\pm \mathbf{5.59\%}$)	$\mathbf{91.52\%}$ ($\pm \mathbf{0.28\%}$)	**00:37**
FrieNDs-G	$\mathbf{0.00\%}$ ($\pm \mathbf{5.59\%}$)	$\mathbf{91.50\%}$ ($\pm \mathbf{0.25\%}$)	**00:37**

images with default CIFAR-10 augmentations as used in [11]. For all models trained from scratch, we use a learning rate starting at 0.1 and decaying by a factor of 10 at epochs 30, 50, and 70. For transfer learning, we decay learning rate at epochs 15, 25, and 35. When applying our method, we clamp the generated friendly perturbations using $\zeta = 16$, and add bounded random noise. For the random noise component, we set $\mu = 16$ in our experiments. We also normalize the image as a pre-processing step. We optimize friendly perturbations using SGD with momentum 0.9 and Nesterov acceleration, perform a hyperparamter search along LR$= \{10, 20, 50, 100\}$ and $\lambda = \{1, 10\}$, and optimize each batch of 128 samples for 20 epochs. Following previous works, we report poison success rate (or poison accuracy) as the percentage of datasets poisoned at the end of training. We run all experiments and timings on an NVIDIA A40 GPU.

4.2 From-Scratch Setting

First, we evaluate our method on poisoning attacks targeted towards victim models trained from scratch. Such attack assumes a gray-box scenario, where attackers have knowledge of the victim architecture, but have no knowledge of the specific initialization of the victim's model. Similar to the settings used in [31], which proposes a standardized benchmark for backdoor and data poisoning attacks, benchmark settings, we generate poisoning attacks by selecting 1% of training examples as poisons, which are perturbed within the l_∞ ball of some radius ξ. Unless otherwise specified, we set $\xi = 16$. The victim model is initialized with the same architecture targeted by the attack based on a different random seed, and is trained on the poisoned dataset using SGD. When applying FrieNDs, we set $def_epoch = 5$, and train only with random noise for the first 5 epochs.

4.2.1 Baseline Comparison and Ablation Study

We evaluate our method and baseline defenses against the Witches' Brew, or Gradient Matching, attack [10]. It is the current state-of-the-art among data poisoning attacks when applied to the from-scratch setting, and is adapted to be effective against data augmentation and differential privacy [11]. We follow the settings proposed by [11], under which we generate 20 different attack datasets for ResNet-18 trained on CIFAR10 with a 1% budget bounded by $\xi = 16$, with a slight modification -

Table 2: Comparisons with Sleeper Agent defenses averaged over 24 datasets (40 epoch setting)

Defense	Poison Acc	Test Acc
None	83.48% ($\pm 7.58\%$)	91.56% ($\pm 0.19\%$)
Spectral Signatures [38]	37.17% ($\pm 10.10\%$)	89.94% ($\pm 0.19\%$)
Activation Clustering [7]	15.17% ($\pm 5.38\%$)	72.38% ($\pm 0.48\%$)
Diff. Priv. SGD [14]	13.14% ($\pm 4.49\%$)	70.00% ($\pm 0.17\%$)
Strong Augmentation [5]	69.75% ($\pm 10.77\%$)	91.32% ($\pm 0.12\%$)
STRIP [9]	62.68% ($\pm 4.90\%$)	92.23% ($\pm 0.05\%$)
NeuralCleanse [40]	85.11% ($\pm 5.04\%$)	92.26% ($\pm 0.06\%$)
FRIENDS-B	$\mathbf{21.52\%}$ ($\pm \mathbf{8.39\%}$)	$\mathbf{89.76\%}$ ($\pm \mathbf{0.30\%}$)
FRIENDS-G	$\mathbf{22.99\%}$ ($\pm \mathbf{8.59\%}$)	$\mathbf{89.87\%}$ ($\pm \mathbf{0.31\%}$)
FRIENDS-U	34.53% ($\pm 9.71\%$)	90.36% ($\pm 0.38\%$)

Table 3: Against different data poisoning attacks. Here, we use FRIENDS-B as the defense method. Note: Baseline metapoison is ran without default augmentations, following settings used in [11, 15]

		Undefended		Defended	
Attack	Scenario	Posion Acc	Test Acc	Poison Acc	Test Acc
Gradient Matching ($\xi = 8$)	From-scratch	50.00%	93.55%	0.00%	91.55%
Gradient Matching ($\xi = 16$)	From-scratch	75.00%	93.50%	0.00%	91.52%
Metapoison ($\xi = 8$)	From-scratch	45.00%	87.61%	20.00%	90.82%
Bullseye Polytope	Transfer	100.00%	92.13%	35.00%	79.35%
Poison Frogs	Transfer	100.00%	92.12%	30.00%	79.07%
Sleeper Agent	From-scratch	91.72%	93.36%	31.20%	91.31%

while [11] uses 40 epochs for training, we use 80 epochs to show that our method easily scales to real-world training pipelines. This is because 40 epochs of training only yields 92.01% test error, while 80 epochs yield 93.50%. In Tab. 1, we show that we outperform state-of-the-art defenses [7, 11, 14, 25, 27]. We achieve the same 0.00% poison success rate with 91.52% test accuracy, an improvement over of 0.23% over state-of-the-art [11] which yields 91.29% test accuracy at the same poison success rate. Most importantly, FRIENDS completes in 37 mins, 7.3x faster than [11] which completes in 4.5hrs. We also strongly outperform other baseline defense methods simultaneously in all three metrics - poison success rate, test accuracy, and runtime. In Tab. 3, we show that FRIENDS also effectively defends against MetaPoison [15], reducing the poison success rate from 45.00% to 20.00% with an accuracy gain from 87.61% to 90.82% resulted from applying augmentations.

We further show that our approach is effective against backdoor attacks, in particular, against the Sleeper Agent attack [34]. Sleeper Agent is the current state-of-the-art clean-label backdoor attack, and the only such attack shown to be effective in from-scratch settings. Following their evaluation protocol, we generate 24 poisoned datasets with $\xi = 16$, and evaluate our defense by training 24 victim models respectively for 40 epochs and test poison success rate on 1000 target backdoor images per dataset. We compare our method against other defenses evaluated by [34] in Tab. 2. Here, FRIENDS successfully defends against [34] by reducing poison accuracy from 83.48% to 21.52% with only a small drop in test accuracy from 91.56% to 89.76%. We outperform the next best method, Spectral Signatures [38], by lowering poison accuracy by 14.18% while maintaining similar test accuracy. [14] achieves the lowest poison success rate at 13.14%, but causes a significant drop in test accuracy to 70.00%, and [9] achieves 92.26% test accuracy but suffers from 62.68% poison accuracy.

We also perform an ablation on each components of FRIENDS in Tab. 4. We show that naively applying Friendly Noise ($\zeta = 32$) yields a high poison success rate of 10%. On the other hand, applying random noise ($\mu = 32$) yields low poison success rates but also results in a significant test accuracy tradeoff (e.g. $> 4.0\%$ drop for Gaussian and Bernoulli noise). Here, we show that applying FRIENDS by proportionately combining friendly noise ($\zeta = 16$) with each of the random noise components ($\mu = 16$) maintains high test accuracy (i.e. only 2.0% drop) while keeping poison success rate close to 0.

4.3 Transfer learning

Next, we evaluate our method on data poisoning and backdoor attacks designed for the transfer learning scenario [2, 32]. Here, the attacks are crafted based on a pretrained network with the goal of

Table 4: Ablation study on random noise components of FRIENDS using Gradient Matching attack ($\xi = 16$). We set $\zeta = 32$ for Friendly Noise, and $\mu = 32$ for Noise Only. For experiments on FRIENDS, we set $\zeta = 16$, $\mu = 16$ to combine each component proportionately.

No Def.		Friendly Noise		Noise Type	Noise Only		FRIENDS	
P. Acc.	Test Acc.	P. Acc.	Test Acc.		P. Acc.	Test Acc.	P. Acc.	Test Acc.
75.00	93.50	10.00	91.73	Gaussian	**0.00**	89.46	**0.00**	**91.50**
				Bernoulli	5.00	89.31	**0.00**	**91.52**
				Uniform	**0.00**	91.61	5.00	**91.91**

Table 5: Transferability between different architectures

Method	Poison Acc	Test Acc
FRIENDS-B (ResNet18)	0%	91.52%
FRIENDS-B (AlexNet -> ResNet18)	0%	91.27%
FRIENDS-B (LeNet -> ResNet18)	0%	91.39%

achieving poisoning when transfer learning is performed using the generated poisoned dataset. For the transfer learning scenario used in poisoning benchmarks [11, 31], the linear layer (classifier) of the pretrained model is re-initialized and trained with the poisoned dataset, while other layers (feature extractor) remain fixed during the training. Similar to the from-scratch setting, attacks are limited to a budget of 1% and $\xi = 16$. However, we generate FRIENDS at the beginning of training instead of after 5 training epochs, since the feature extractor is already initialized. We note that this is not the true transfer learning setting, since the pretraining and transfer learning datasets are the same. However, as [10, 11] note, this presents an effective worst-case scenario to evaluate poisoning attacks. We show that in Tab. 3 that even in such cases, we reduce poison success rate from 100% to 35% for the Bullseye Polytope attack [2], and from 100% to 30% for the Poison Frogs attack [32].

4.4 Transferability across Architectures

We show that perturbations generated by FRIENDS are transferable across architectures. In Tab. 5, we show using Gradient Matching $\xi = 16$ that FRIENDS optimized using smaller architectures, in particular AlexNet [18] and LeNet [20], can be directly used for larger achitectures like ResNet18. This presents a significant advantage in terms of computational costs, since FRIENDS can be generated using smaller, and hence faster, models. Crucially, this makes the generated friendly noise free to be directly applied to (much larger) architectures.

5 Conclusion

We proposed a simple and highly effective defense mechanism, FRIENDS, that protects deep learning pipelines against various types of poisoning attacks. Our defense is built on the key observation that poisoning attacks exploit sharp regions of the loss to craft adversarial perturbations that when added to an example, can substantially alter its gradient or representations. FRIENDS relies on two components to break the poisons: an accuracy-friendly perturbation that is generated to maximally perturb examples without degrading the performance, and a random varying noise component. The first component takes examples farther away from the sharp loss regions, and the second component smooths out the loss landscape. Both components combined together build a very light-weight but highly effective defense against the most powerful triggerless and backdoor poisoning attacks, including Gradient Matching, Bull-eyes Polytope, Poison Frogs, and Sleeper Agent, in transfer learning or training from scratch scenarios. FRIENDS is extremely difficult to break with adaptive attacks and our friendly noise can be transferred to other architecture. This makes it almost free to apply to real-world deep learning pipelines. Our defense is particularly targeted towards clean-label poisoning attacks that are generated under bounded perturbations. Such settings are the most difficult to defend, as generated poisons can easily fool even an expert observer. In contrast, unbounded attacks can be easily detected by manual or automated filtering mechanisms, through a single pass over the dataset.

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1. For all authors...
   (a) Do the main claims made in the abstract and introduction accurately reflect the paper's contributions and scope? [Yes]
   (b) Did you describe the limitations of your work? [Yes]
   (c) Did you discuss any potential negative societal impacts of your work? [N/A]
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2. If you are including theoretical results...
   (a) Did you state the full set of assumptions of all theoretical results? [N/A]
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   (a) Did you include the code, data, and instructions needed to reproduce the main experimental results (either in the supplemental material or as a URL)? [Yes]
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