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# Robust Self-Supervised Learning for Adversarial Attack Detection

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Anonymous Author(s)

Affiliation

email

## Abstract

1 In this paper, we propose a self-supervised representation learning framework  
2 for the adversarial attack detection task to address this drawback. Firstly, we  
3 map the pixels of augmented input images into an embedding space. Then, we  
4 employ the prototype-wise contrastive estimation loss to cluster prototypes as latent  
5 variables. Additionally, drawing inspiration from the concept of memory banks,  
6 we introduce a discrimination bank to distinguish and learn representations for  
7 each individual instance that shares the same or a similar prototype, establishing  
8 a connection between instances and their associated prototypes. We propose a  
9 parallel axial-attention (PAA)-based encoder to facilitate the training process by  
10 parallel training over height- and width-axis of attention maps. Experimental  
11 results show that, compared to various benchmark self-supervised vision learning  
12 models and supervised adversarial attack detection methods, the proposed model  
13 achieves state-of-the-art performance on the adversarial attack detection task across  
14 a wide range of images.

## 15 1 Introduction

16 Given an image potentially perturbed by an attack algorithm, the goal of adversarial attack detection  
17 is to distinguish between adversarial and normal samples using the differences between them. Ad-  
18 versarial attack detection is an important security topic applicable in real-world applications such as  
19 autonomous driving systems, object detection, medical image processing, and robotics (1; 2; 3; 4)  
20 among many others. Recent deep learning-based adversarial attack detection techniques (5; 6; 7)  
21 are predominantly trained in a supervised manner, where a large number of labeled adversarial and  
22 normal samples are provided as input to neural networks. The model is then trained to reconstruct  
23 the corresponding clean sample and compare it with the input sample to provide the detection result.  
24 Consequently, supervised learning-based adversarial attack detection approaches suffer from three  
25 main drawbacks.

26 Firstly, human-imperceptible adversarial attacks on images are challenging to label manually. This  
27 process can be time-consuming and may introduce errors, particularly when the annotator lacks  
28 familiarity with the task. Secondly, the trained adversarial attack detection models may need  
29 to be deployed in previously unseen conditions, including novel attack algorithms and datasets.  
30 Consequently, there is a strong likelihood of a mismatch between the training and testing conditions.  
31 In such cases, we lack the ability to leverage recorded test data to improve the model's performance in  
32 the unseen test setting. Thirdly, prototype-based adversarial attack detection methods (8; 5) estimate  
33 an object's category (e.g., cats or dogs) as the prototype. These methods calculate the degree of  
34 similarity between new data samples and autonomously chosen prototypes to classify images as  
35 adversarial or normal samples. However, each prototype may potentially consists of multiple instance  
36 samples, which often leads to a neglect of the rich intrinsic semantic relationships between prototypes  
37 of individual objects in images. For example, while the model may be trained on some tank images,

38 it may struggle to classify new tanks or entirely new classes of objects when faced with previously  
 39 unseen types of tanks.

40 To overcome these drawbacks, we propose a self-supervised representation learning framework  
 41 aimed at extracting feature representations for the downstream task, i.e., adversarial attack detection.  
 42 Building upon pixel mapping and contrastive estimation, we propose a discrimination bank to  
 43 distinguish individual instances for each prototype from the embedding space. We demonstrate that  
 44 the instance-wise feature maps capture richer information compared to the prototype-based approach,  
 45 resulting in performance improvements.

## 46 2 Proposed Method

47 Our proposed framework is presented in Figure 1.

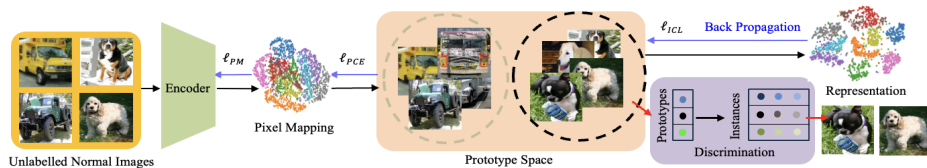


Figure 1: Self-supervised representation learning framework.

### 48 2.1 Pixel Mapping

49 As the first major component of the encoder, a PAA-based network with parameter  $\theta$  is ex-  
 50 ploited to transform training set  $X = \{x_1, x_2, \dots, x_n\}$  of  $n$  image samples to feature vectors  
 51  $V = \{v_1, v_2, \dots, v_I\}$ , such that  $V$  best describes  $X$ . Different from previous work, we propose  
 52 a pixel mapping loss with data augmentation,  $\mathcal{L}_{PM}$ , to learn an invariant representation of  $x_i$  by  
 53 minimizing the risk  $\sum_i \mathcal{L}(x_i, v_i; \theta)$ . To achieve that, we use a pair of transformations, denoted as  
 54  $t$  and  $s$ , in some set of transformations  $\mathcal{T}$  (e.g. geometric transformations) to  $x_i$ , to produce the  
 55 augmentation as  $x_i^{t_i}$  and  $x_i^{s_i}$ . We define this process as  $V = f_{PM}(X)$  with the loss as:

$$\mathcal{L}_{PM} = -\log \frac{\exp \left( f_{PM} \left( x_i^{t_i} \right)^T \cdot f_{PM} \left( x_i^{s_i} \right) / \tau \right)}{\sum_{b=1}^B \exp \left( f_{PM} \left( x_b^{t_b} \right)^T \cdot f_{PM} \left( x_i^{s_i} \right) / \tau \right)} \quad (1)$$

56 where  $T$  and  $B$  are the transpose symbol and batch size, respectively. It is highlighted that all  
 57 the embeddings in the loss function are L2-normalized (9). While previous data augmentation  
 58 studies (10) have shown that the choice of transformation techniques plays an important part in  
 59 self-supervised representation learning, most previous works do not give much consideration to  
 60 the individual choice of  $t_i$  and  $s_i$  on pairs of images, which are simply uniformly sampled over  $\mathcal{T}$ .  
 61 Therefore, in the proposed pixel mapping technique, we aim to overcome this limitation and select  
 62 the optimal transformation algorithm for each sample  $x_i$ . To achieve this, we select transformation  
 63 algorithms that maximize the risk defined by the loss  $\mathcal{L}^{PM}$ :

$$\{t_i, s_i\} = \arg \max_{\{t_i, s_i\} \in \mathcal{T}} \sum_{i=1}^n \mathcal{L}_{PM} \left( x_i^{t_i}, x_i^{s_i}; \theta, \mathcal{T} \right) \quad (2)$$

64 In the proposed pixel mapping technique, we prioritize the difference between  $t_i$  and  $s_i$  for each  
 65 image over their absolute values.

### 66 2.2 Prototype-wise Contrastive Estimation

67 We assume that the observed data  $x_i$  are related to latent variable  $P = \{p_i\}$  which denotes the  
 68 prototypes of the data. We aim to find a network parameter that maximizes the log-likelihood function  
 69 of the observed  $n$  samples by a prototype-wise contrastive estimation (PCE). To achieve that, we  
 70 use the local peaks of the density (11) as the prototype, in other words, the most representative data

71 samples of  $X$ . The loss, namely  $\mathcal{L}_{\text{PCE}}$ , is defined as:

$$\mathcal{L}_{\text{PCE}} = \frac{1}{|\mathcal{M}|} \sum_{p_i^+ \in \mathcal{M}} -\log \frac{\exp(v_i \cdot p_i^+ / \gamma)}{\sum_{p_i^- \in \mathcal{N}} \exp(v_i \cdot p_i^- / \gamma)} \quad (3)$$

72 where  $\mathcal{M}_i$  and  $\mathcal{N}_i$  are prototype collections of the positive and negative samples, respectively. As  
 73 aforementioned, inspired from previous supervised learning work (12)(13), we find different levels  
 74 of concentration distributes around each prototype embeddings. Therefore, we exploit  $\gamma$  as the  
 75 concentration level around the prototype  $p^m$  within the  $m$ -th cluster as:

$$\gamma = \frac{\sum_{i=1}^n \|p^m - v_i^m\|_2}{n \log(n + \beta)} \quad (4)$$

76 where the momentum features are  $\{v_i^m\}_{i=1}^n$  within the same cluster as a prototype  $p$ . We set a smooth  
 77 parameter  $\beta$  to ensure that small clusters do not have an overly-large  $\gamma$ . Then,  $\gamma$  acts as a scaling  
 78 factor on the similarity between an embedding  $v$  and its prototype  $p$ .

### 79 2.3 Instance-Wise Contrastive Learning

80 The core of our method lies in establishing a connection between prototype and instance features  
 81 to facilitate instance clustering. Initially, we create  $K$  independent discrimination banks to enhance  
 82 instance discrimination across clusters. Similar to a memory bank, the discrimination bank aids  
 83 in contrastive learning, leveraging extensive data to acquire robust representations. We assume a  
 84 contrastive set  $J_i$  for the  $t$ -th bank  $A_t$  as:

$$J_i = \{z'_i \mid z'_i \in A_t \forall t \in [1, C]\} \quad (5)$$

85 where  $z'_i$  is the estimated representation of  $x_i$ . Specifically, for each training batch with  $B$  samples and  
 86  $M$  prototypes, our discrimination memory is built with size  $M \times B \times D$ , where  $D$  is the dimension of  
 87 pixel embeddings. The  $(p^m, b)$ -th element in the discrimination memory is a  $D$ -dimensional feature  
 88 vector obtained by average pooling all the embeddings of pixels labeled as  $p^m$  prototype in the  $b$ -th  
 89 batch. To update the discrimination bank, we enqueue each instance to the nearest prototype and add  
 90 the new one in each back propagation cycle:

$$\mathcal{L}_{\text{ICL}} = \frac{\exp(\cos(v_i, z_i) \cdot \cos(v_i, p_i^m / \phi))}{\sum_{z' \in A_t} \sum_{j=0}^r \exp(\cos(v_i, z'_j) \cdot \cos(v_i, p_j^m / \phi)) \cdot J_i} \quad (6)$$

91 where  $\cos(\cdot, \cdot)$  is the cosine similarity between a pair of representations. The concentration level of  
 92  $\mathcal{L}_{\text{ICL}}$  is presented as  $\phi$  and estimated similar as  $\gamma$  in (4) but we replace  $v'_c$  to  $z'_c$ . With the loss, we dis-  
 93 criminate representations belongs to the same bank. To discover the underlying concepts with unique  
 94 visual characteristics, we infer their decision boundaries by reducing the visual redundancy among  
 95 clusters, namely maximising the visual similarity of samples within the same clusters and minimising  
 96 that between clusters. The overall cost-function used to train the MAE is now a combination of the  
 97 above loss terms with hyper-parameters  $\lambda_1$  and  $\lambda_2$  as  $\mathcal{L} = \mathcal{L}_{\text{PM}} + \lambda_1 \cdot \mathcal{L}_{\text{PCE}} + \lambda_2 \cdot \mathcal{L}_{\text{ICL}}$ .

## 98 3 Experiments

### 99 3.1 Datasets and Attacks

100 We randomly select 50,000 images from ImageNet (14) and 10,000 images from ImageNet Large  
 101 Scale Visual Recognition Challenge (ILSVRC) (15) for the training and validation, respectively. As  
 102 aforementioned, we evaluate the competitor and proposed models with unseen datasets. In the test  
 103 stage, we extensively perform experiments on 10,000 random images from each CIFAR-10 (16) and  
 104 COCO (17).

105 We select seven attack algorithms (18)(19)(20)(21)(22)(23)(24) in the test stage because they are  
 106 robust to novel adversarial attack detection and defense techniques.

### 107 3.2 Implementation Details

108 In the experiment, we implement the network with a ResNet-50 (25) whose last fully-connected layer  
 109 outputs a 128-D and L2-normalized feature with a parallel axial-attention (PAA) block (26). We

110 multiply all the channels by 1.5 and 2, resulting in PAA-ResNet-M, L, respectively. We always use 8  
 111 heads in multi-head attention blocks (27). In order to avoid careful initialization of weights ( $W_Q$ ,  
 112  $W_K$ ,  $W_V$ ) and location vectors ( $r^q$ ,  $r^k$ ,  $r^v$ ), we use batch normalizations (28) in all attention layers.  
 113 To evaluate and compare the adversarial attack detection accuracy, we use the detection rate (DR).

114 The proposed model is trained by using the SGD optimizer with a weight decay of 0.0001, a  
 115 momentum of 0.9, and a batch size of 256. We train the networks for 200 epochs, where we warm-up  
 116 the network in the first 20 epochs by only using the pixel-mapping loss. The initial learning rate  
 117 is 0.03, and is multiplied by 0.1 at 120 and 160 epochs. In terms of the hyper-parameters, we set  
 118  $\tau = 0.1$ ,  $\beta = 10$ ,  $r = 16000$ ,  $\lambda_1 = 1$  and  $\lambda_2 = 1$  based on grid search.

### 119 3.3 Results

120 We assess the learned representation over CIFAR-10 and COCO. Tables 1 & 2 show the results.

Table 1: Comparison on CIFAR-10.

Models	Clean (%)	Attacked (%)
TiCo (29)	81.4	78.0
MAE (30)	89.9	74.2
Mugs (31)	90.5	73.7
Unicom (32)	92.6	84.1
DINOv2 (33)	94.3	86.7
ESMAF (34)	73.8	56.4
TS (6)	89.7	59.5
sim-DNN (13)	82.0	65.7
DTBA (35)	87.0	74.1
TLC (36)	84.9	72.4
SimCat (37)	88.0	77.3
<i>PAA-ResNet-S</i>	92.7	84.4
<i>PAA-ResNet-M</i>	94.1	87.8
<i>PAA-ResNet-L</i>	<b>94.8</b>	<b>89.0</b>

Table 2: Comparison on COCO.

Models	Clean (%)	Attacked (%)
TiCo (29)	78.9	67.3
MAE (30)	88.9	73.5
Mugs (31)	89.0	73.3
Unicom (32)	90.2	82.8
DINOv2 (33)	<b>91.7</b>	83.9
ESMAF (34)	75.4	55.6
TS (6)	76.7	56.8
sim-DNN (13)	80.6	62.2
DTBA (35)	85.3	68.8
TLC (36)	80.8	71.5
SimCat (37)	82.6	70.1
<i>PAA-ResNet-S</i>	90.9	83.7
<i>PAA-ResNet-M</i>	91.5	84.9
<i>PAA-ResNet-L</i>	<b>91.7</b>	<b>85.6</b>

121 On both datasets, our models show strong detection performance: accuracy improves considerably  
 122 with the proposed algorithm. Additionally, our results outperforms both the self-supervised and  
 123 supervised results by large margins on clean images detection.

124 Furthermore, we perform experiments to evaluate the robustness of our work. Table 3 shows the  
 125 detection accuracy results (in %) with CIFAR-100 (16) and ImageNet-R (38).

Table 3: Adversarial attack detection performance (clean / attacked images) on seen and unseen datasets.

Training	ImageNet-R		ILSVRC		CIFAR-100	
	ImageNet-R	CIFAR-10	ILSVRC	CIFAR-100	CIFAR-100	ImageNet-R
Unicom (32)	91.9 / 82.7	91.0 / 80.4	94.7 / 88.5	92.0 / 81.1	93.3 / 82.7	89.3 / 77.9
DINOv2 (33)	93.4 / 84.5	92.4 / 81.7	96.2 / 90.0	93.4 / 82.6	95.1 / 84.0	90.5 / 79.4
DTBA (35)	92.2 / 85.2	85.3 / 76.9	96.0 / 90.3	86.8 / 78.2	94.7 / 83.1	88.2 / 69.9
<i>PAA-ResNet-L</i>	<b>93.5 / 87.9</b>	<b>92.9 / 85.7</b>	<b>97.1 / 90.5</b>	<b>94.2 / 87.0</b>	<b>96.0 / 87.6</b>	<b>92.1 / 83.4</b>

126 Compared to supervised learning-based methods (34)(6)(35)(13), the proposed SSL representation  
 127 learning method experiences relatively less performance degradation.

## 128 4 Conclusion

129 In this paper, we have proposed a self-supervised representation learning approach for adversarial  
 130 attack detection, offering an effective alternative to traditional supervised pipelines. We establish a  
 131 connection between prototype and instance features through the use of a discrimination bank, thereby  
 132 enriching the information available to enhance the proposed model’s ability to detect adversarial  
 133 attacks. Our evaluation with different datasets and attacks has demonstrated the robust performance  
 134 of the proposed method on unseen datasets.

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