

Progressive-Scale Boundary Blackbox Attack via Projective Gradient Estimation

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Background: Boundary Blackbox Attack

- Boundary Blackbox Attack: an effective attack for neural network
 - Require **minimum** query information (decision) of the target model



How to reduce dimensionality for gradient estimation? What's the optimal projection scale for estimating the gradient? How to select the "optimal" projection scale in practice?

How to Estimate Boundary Gradient?

A general framework: sampling based approach combined with projection



A Systematic Analysis of Gradient Estimator

We provide:

- Tighter and more general expectation lower bound
- First concentration lower bound

for cosine similarity between estimated and true gradient

Key Characteristics

• What contributes to query-efficient & accurate gradient estimation?





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Progressive-Scale enabled projective Boundary blackbox Attack (PSBA)

Focusing on low-frequency subspace ⇔ Perturbing at some small resolution (scale)

► Use Progressive-GAN as the projection model

- Training ⇔ Learning true gradient information at corresponding scales
- Trade-off exists = optimal scale exists



PSBA Performance

With more query-efficient gradient estimation, PSBA **significantly** outperforms baselines

- Finds adversarial examples with much smaller ℓ_2 distance under small query budget



$$\cos\langle \widetilde{\nabla S}(x_t), \nabla S(x_t) \rangle \geq \frac{\|\operatorname{proj}_{\nabla f(0)} \nabla S(x_t)\|_2}{\|\nabla S(x_t)\|_2} \cdot \left(1 - \mathcal{O}\left(m^2 \cdot \frac{\sum_{i=2}^m \alpha_i^2}{m-1} \left(\frac{\delta^2 \beta_f^2}{\alpha_1^4} + \frac{\alpha_{\max}^4}{\alpha_1^4} \cdot \frac{\delta^2 \beta_S^2}{\|\operatorname{proj}_{\nabla f(0)} \nabla S(x_t)\|_2^2} + \frac{\varepsilon_{\operatorname{proj}}}{B\alpha_1^2} \right) \right) \right)$$

Summary

- Theoretical framework to analyze gradient estimation in boundary blackbox attacks
- Characterize key characteristics and trade-offs in gradient estimation
- Propose PSBA, a theory motivated and query efficient blackbox attack
- Extensive experimental evaluation on several datasets and a commercial API







0.025

0.020

0.010

0.005

(d) Face++ API # Queries

500 1000 1500 2000 2500 3000

(c) CelebA # Oueries

0





Cosine Similarity

Curve based or

theoretical

1bounds