

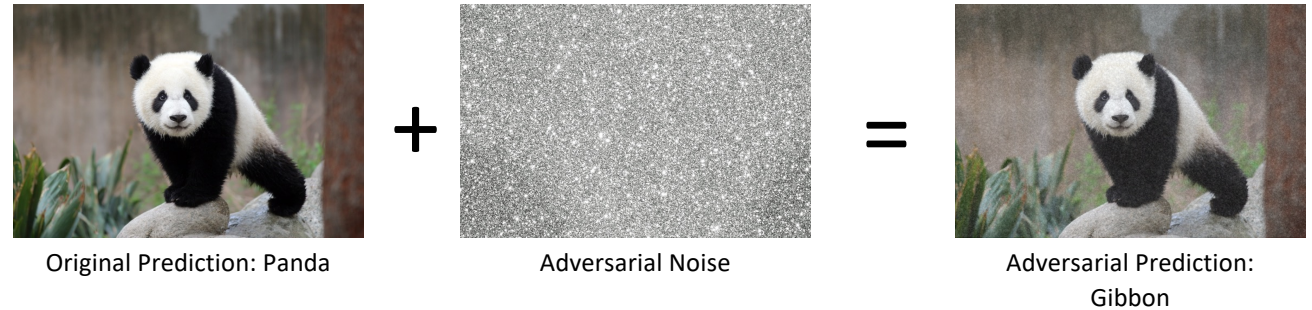
# URET: Universal Robustness Evaluation Toolkit (for Evasion)

**Kevin Eykholt**, Taesung Lee, Douglas Schales,  
Jiyong Jang, Ian Molloy and Masha Zorin



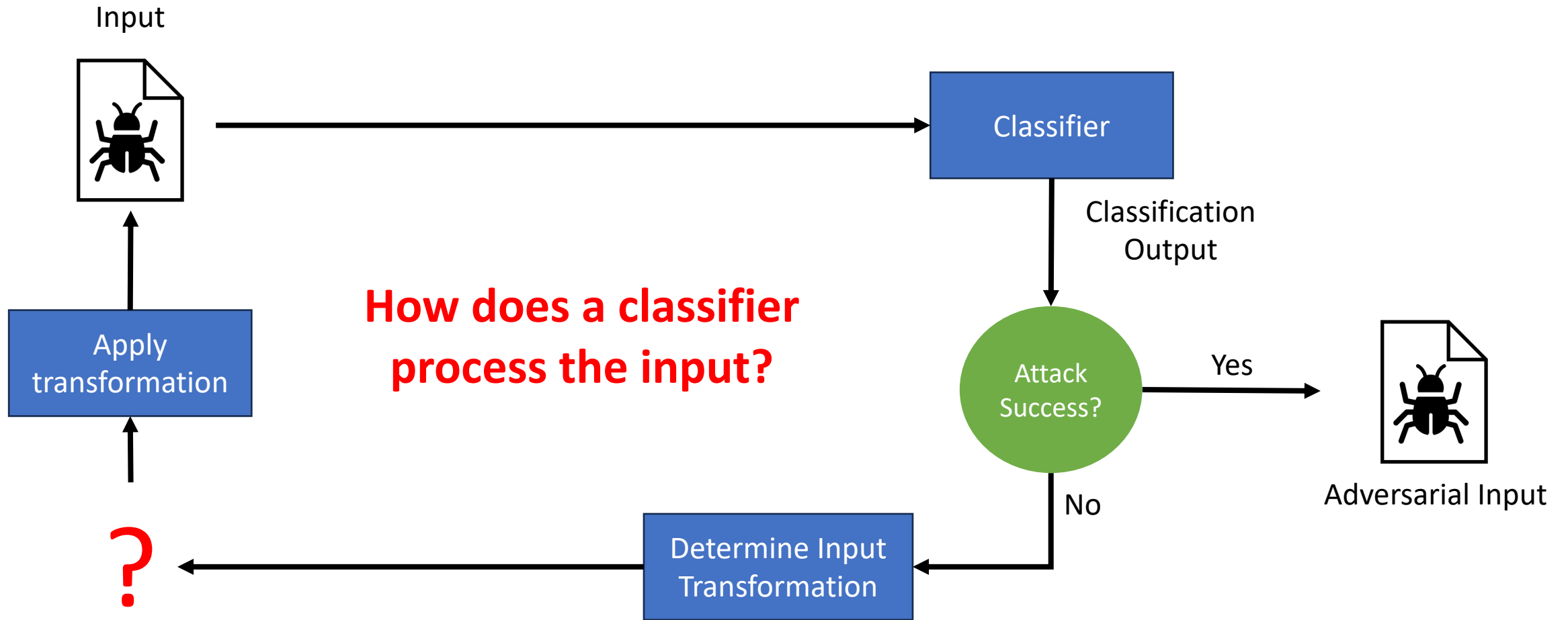
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# What is an Adversarial Attack?

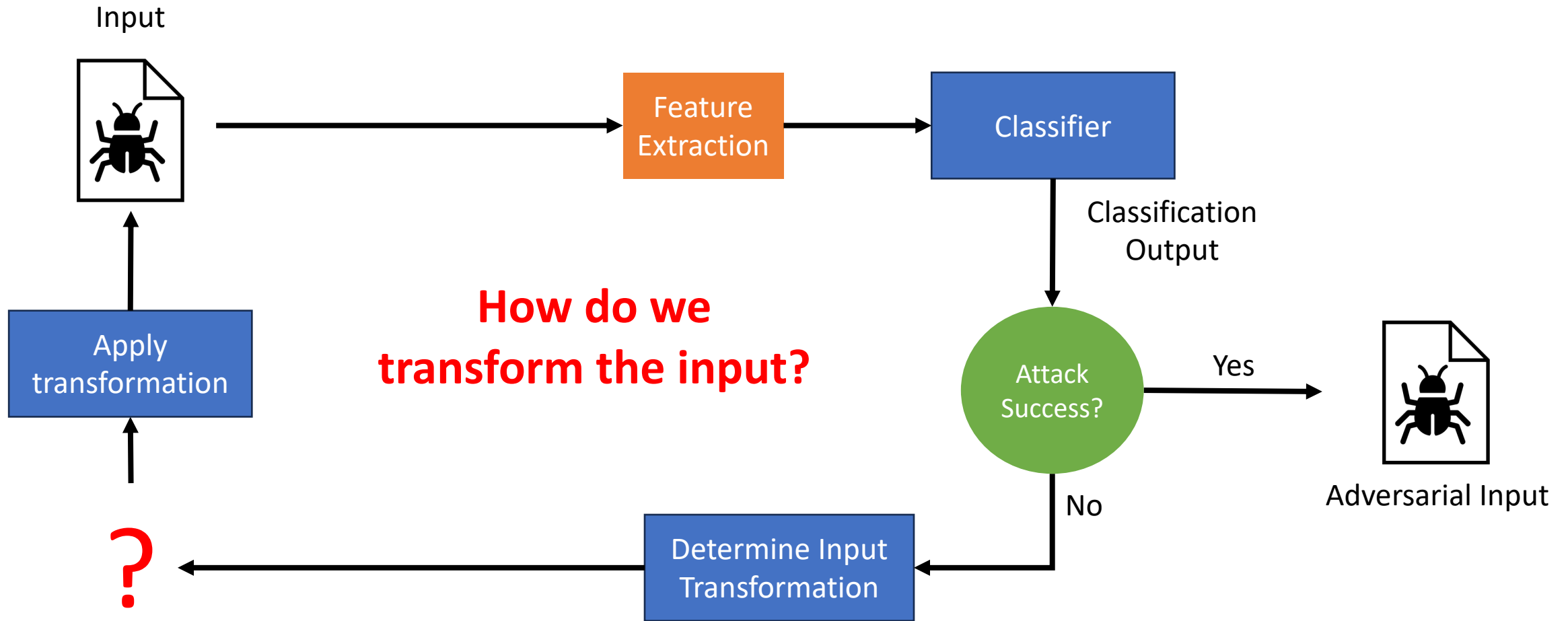


**Discover how to cause predictable errors in machine learning algorithms**

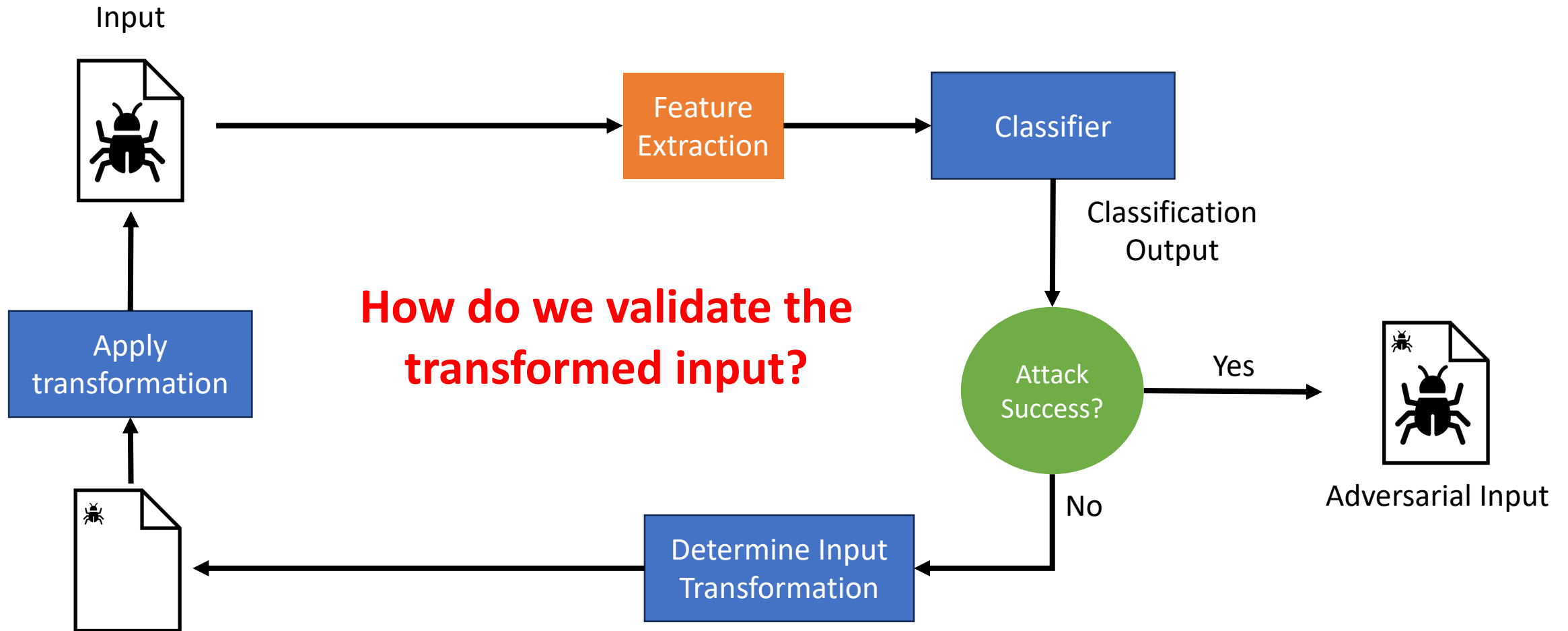
# Adversarial attacks aren't generic!



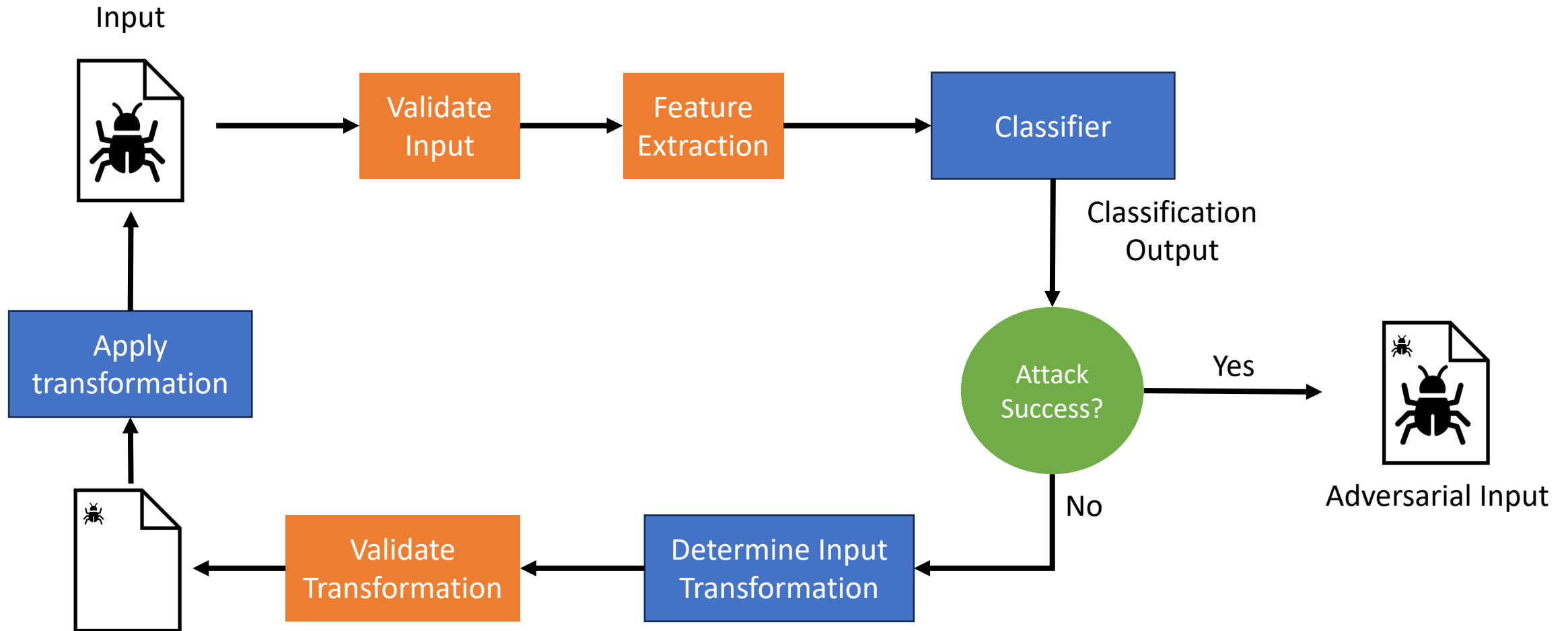
# Adversarial attacks aren't generic!



# Adversarial attacks aren't generic!



# A Generic Attack Pipeline



# Prior work

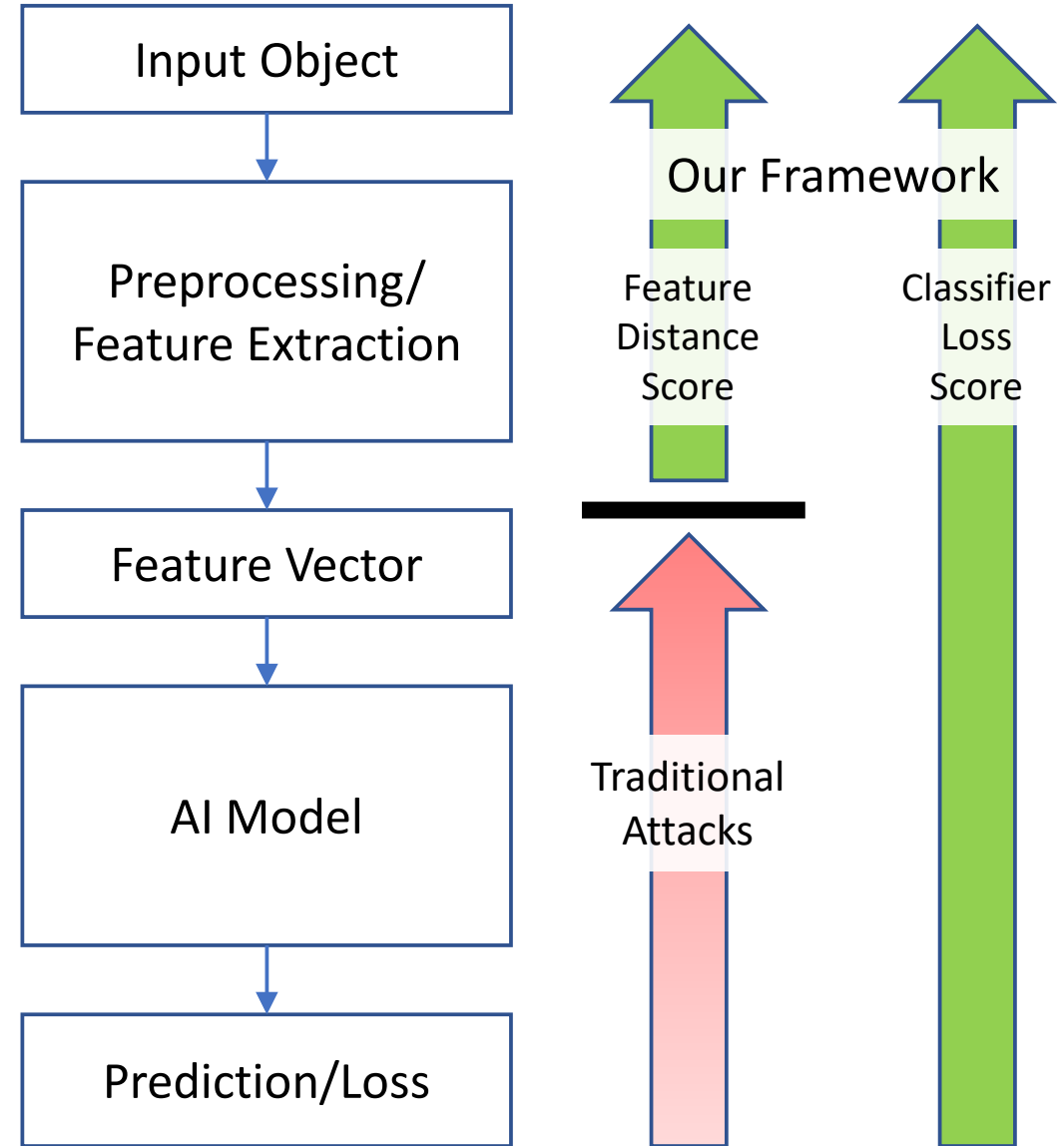
- **Not maintained** – Repository was mainly created to reproduce experiments
- **Limited in Scope** - Only supports a few input types or relies attacks designed for images
- **Hard to use** – Lack of a simple UI or documentation for the average user
- **Hard to access** – Code is kept closed-source or requires external approval

Attacks	Input Types			Config Interface	Loss Objective		Open Source
	Tabular	Text	Custom		Model	Distance	
SLEIPNIR	X	X	Malware	X	✓	X	~
Gym-Malware	X	X	Malware	X	✓	X	~
Graph Search	✓	~	X	X	✓	✓	~
Pieraazi et al.	✓	✓	✓	Unknown	✓	X	~
Counterfit	X → ~*	✓	X	✓	✓	✓	✓
URET (Ours)	✓	✓	✓	✓	✓	✓	✓

\* - This work added additional support after submission

# What is URET?

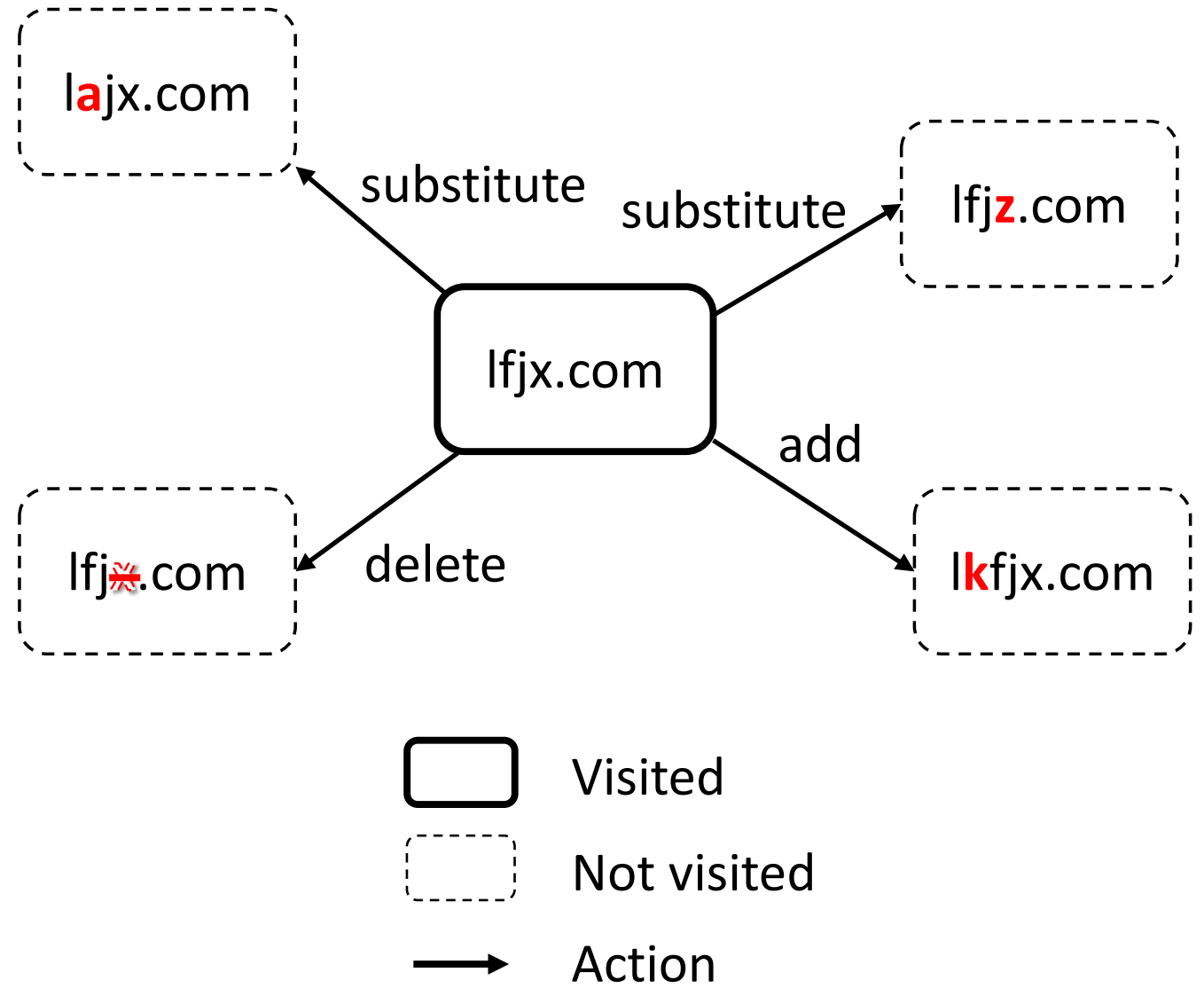
- An end-to-end adversarial evasion attack framework for **any input type**
- Configuration files enable **quick, repeatable attack evaluations**
- Standardized interface to **support new, input types or tasks**





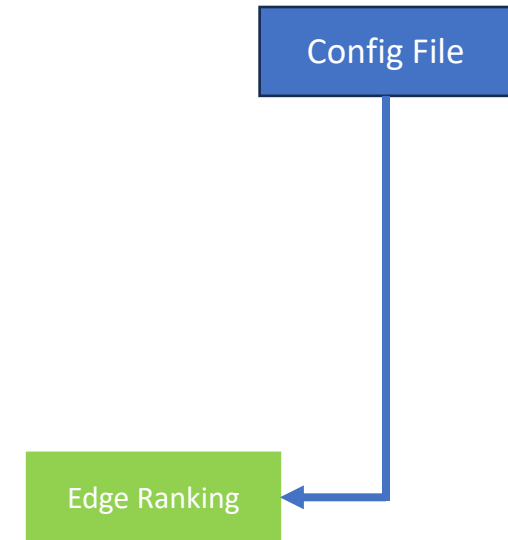
## How does it work?

- URET explores a graph to find sequences of edges to an adversarial input
- Nodes – Input states
- Edges – Input Transformations



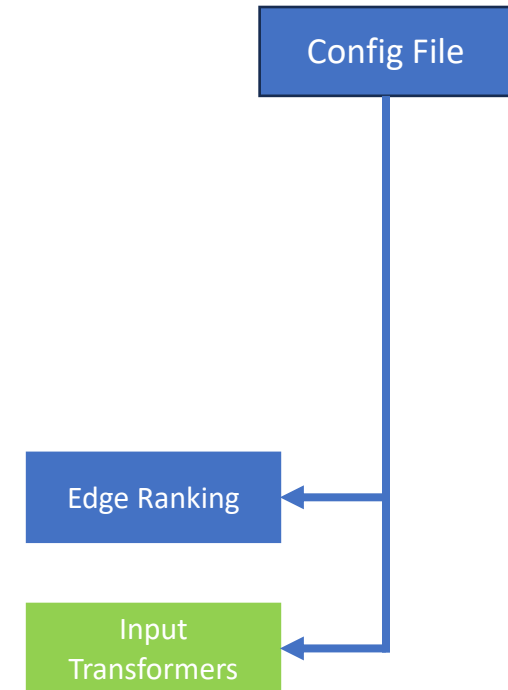
# Components - Edge ranking

- What edges should URET explore?
  - Random – Select random edges to explore
  - Brute Force – Explore every edge and select the highest fitness nodes
  - Lookup Table – Select highest fitness nodes based on prior transformation history
  - Model Guided – Select highest fitness nodes according to a model prediction



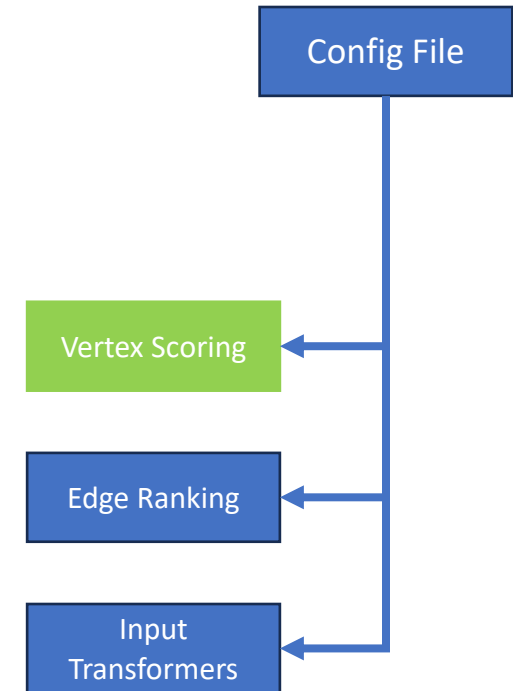
# Components – Input Transformers

- What are the edge types? How does URET transition between nodes?
- An input transformer is defined by its *transformation actions* and *constraints*.
  - Actions – How is the input transformed?
    - Text can be added, deleted, or substituted
    - Files can have their header modified
  - Constraints – What must be true about the transformed input so it is valid?
    - Text must use alphanumeric characters and not be empty
    - An input can only be transformed a certain number of times



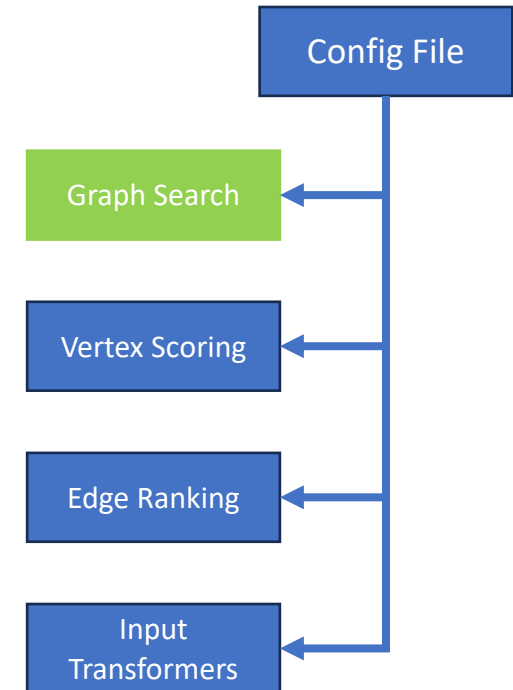
# Components – Vertex Scoring

- How is the fitness of a node evaluated? How *adversarial* is the node?
  - Classification Loss – Fitness is based on the classification loss as in traditional attacks
  - Distance Loss – Fitness based on the distance with respect to a certain target input state
- User can define their own customized scoring methods for URET to use as well



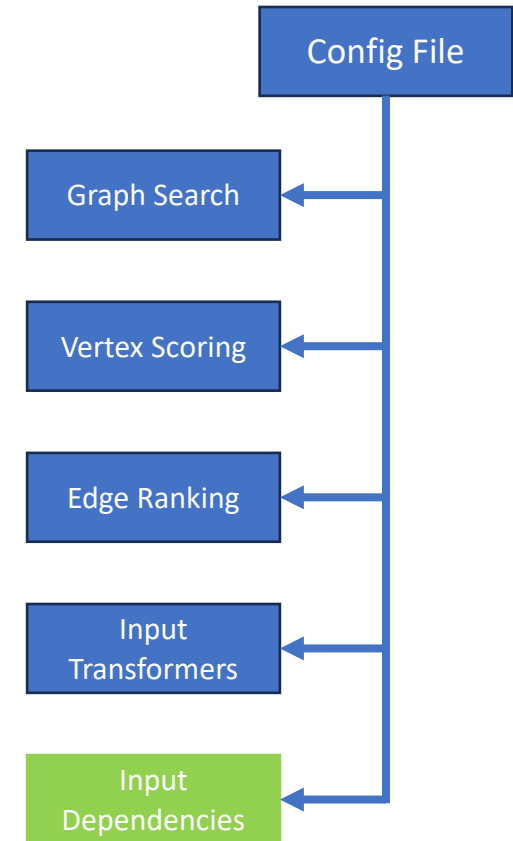
# Components – Graph Search

- What nodes should be kept for the next epoch?
  - Beam Search – Keep the top-k nodes
  - Simulated annealing – Keeps nodes based on the current temperature



# Components – Input Dependencies

- What must be true about the input after transforming its features?
- Dependencies enforce inter-feature constraints
- Examples:
  - The *total amount* feature must be equal to the sum of *savings* and *spending* for an input tracking finances
  - A numerical input may require that a subset of its features are normalized



# Using URET on Non-image data

- 2018 Housing Mortgage Disclosure Act (HMDA)
  - Based on the 13 features, predict if a mortgage application should be approved or rejected.
  - Evaluated using 2000 total samples correctly approved/rejected by a pre-trained classifier.
- Domain name generation algorithm (DGA) dataset
  - A domain name is converted into 20 numerical features.
  - Based on the numerical features, predict if a domain name is real or was generated by DGA
  - Evaluated using 10,000 total domain names either correctly predicted to be DGA or non-DGA by a pre-trained classifier.

Classifier	Accuracy on Test Data	Accuracy on Evaluation Set
Decision Tree	91%	100%
Gradient Boosted	95%	100%
Logistic Regression	69%	100%
Random Forest	81%	100%
Multi-layer Perceptron	83%	100%
DGA	97%	100%

# Results

Model Arch.	Algorithm	Success Rate	Avg. # of Transforms	Avg. Time/sample
<b>Decision Tree</b>	Beam Search (Random)	38%	1.30	0.001 s
	Beam Search (Brute-Force)	92%	1.13	0.010 s
	Beam Search (Lookup Table)	89%	1.63	0.002 s
	Beam Search (Model Guided)	81%	1.85	0.018 s
	Simulated Annealing	97%	1.87	1.000 s
<b>Gradient Boosted Classifier</b>	Beam Search (Random)	14%	1.43	0.003 s
	Beam Search (Brute-Force)	58%	1.08	0.044 s
	Beam Search (Lookup Table)	26%	1.41	0.026 s
	Beam Search (Model Guided)	52%	1.74	0.058 s
	Simulated Annealing	57%	2.00	1.000 s
<b>Logistic Regression</b>	Beam Search (Random)	34%	1.38	0.002 s
	Beam Search (Brute-Force)	100%	1.05	0.007 s
	Beam Search (Lookup Table)	69%	1.12	0.007 s
	Beam Search (Model Guided)	88%	1.93	0.020 s
	Simulated Annealing	100%	2.00	1.000 s
<b>Random Forest</b>	Beam Search (Random)	27%	1.46	0.352 s
	Beam Search (Brute-Force)	100%	1.04	1.462 s
	Beam Search (Lookup Table)	70%	1.08	1.177 s
	Beam Search (Model Guided)	86%	1.96	0.042 s
	Simulated Annealing	75%	1.87	1.000 s
<b>Multi-Layer Perceptron</b>	Beam Search (Random)	36%	1.41	0.198 s
	Beam Search (Brute-Force)	100%	1.04	0.724 s
	Beam Search (Lookup Table)	94%	1.39	0.369 s
	Beam Search (Model Guided)	71%	1.92	0.297 s
	Simulated Annealing	97%	1.90	1.000 s

HMDA results – URET could transform 7 of the 13 features



# URET is pretty good

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# Can trade performance for speed

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HMDA results – URET could transform 7 of the 13 features

# Can make exploration consistent

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	Beam Search (Model Guided)	71%	1.92	0.297 s
	Simulated Annealing	97%	1.90	1.000 s

HMDA results – URET could transform 7 of the 13 features

# Switching domains isn't a problem

Algorithm	Success rate	Avg. # of Transforms	Avg. Time / sample
Beam Search (Random)	23%	1.84	0.093 s
Beam Search (Brute-Force)	85%	1.24	0.363 s
Beam Search (Lookup Table)	45%	1.61	0.277 s
Beam Search (Model Guided)	70%	2.56	0.400 s
Simulated Annealing	62%	2.28	1.000 s

DGA Results – Generating adversarial text examples  
with a classification loss scoring function.

# Reversing feature space modifications can be tricky

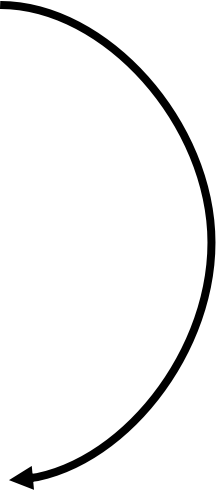
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Simulated Annealing	62%	2.28	1.000 s

DGA Results – Generating adversarial text examples  
with a classification loss scoring function.

Algorithm	Success rate	Avg. # of Transforms	Avg. Time / sample
Beam Search (Random)	27%	1.87	0.091 s
Beam Search (Brute-Force)	56%	1.93	22.835 s
Beam Search (Lookup Table)	50%	1.79	12.415 s
Beam Search (Model Guided)	43%	2.69	0.606 s
Simulated Annealing	26%	2.72	1.000 s

DGA Results – Generating adversarial numerical feature vectors  
with a feature distance scoring function

Going from 3  
transformations to 13  
transformation per node



# Don't be obscure, be flexible

- To properly evaluate and address AI vulnerabilities, we need penetration testing tools *for more than just images*

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File	Commit Message	Commit Hash	Commit Date	Commits
keyholt	Update README.md	8bd1b4f	on Jun 12	15 commits
notebooks	Update README.md		2 months ago	
uret	bug fixes		6 months ago	
.gitignore	uret v0.1		10 months ago	
LICENSE	Initial commit		10 months ago	
README.md	Update README.md		2 months ago	
setup.py	Update setup.py		10 months ago	

