

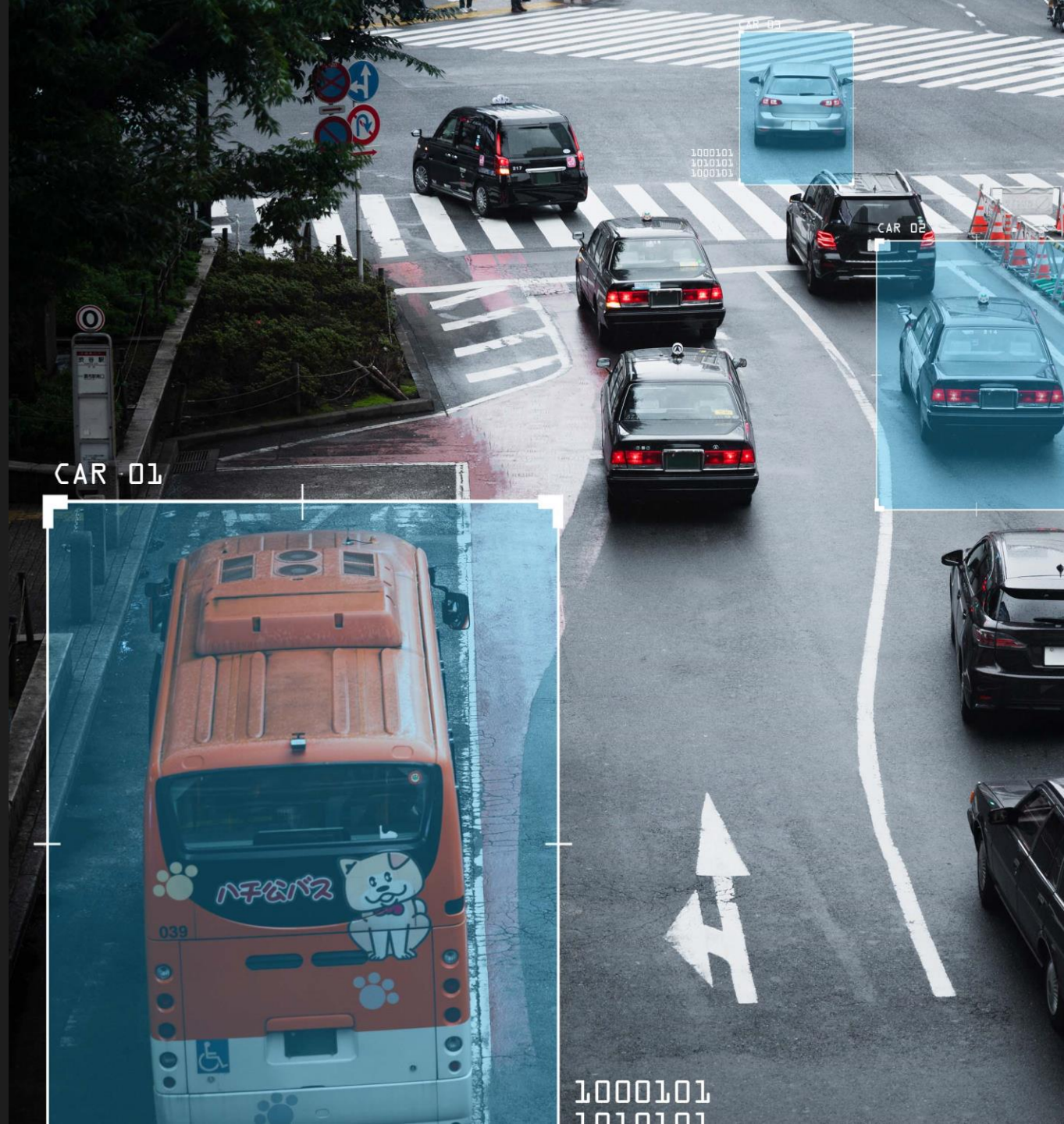
Sneaky Spikes

Uncovering Stealthy Backdoor Attacks in SNNs with Neuromorphic Data

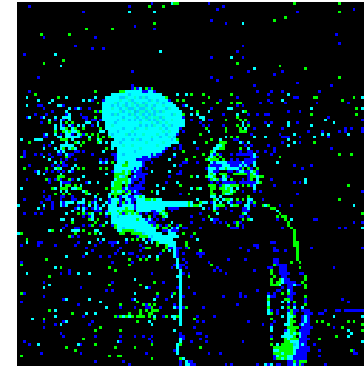
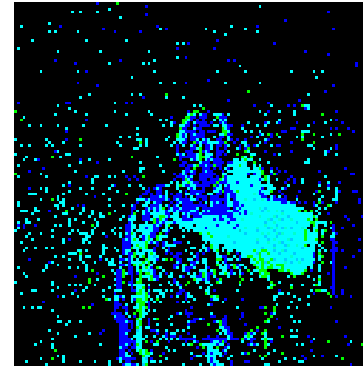
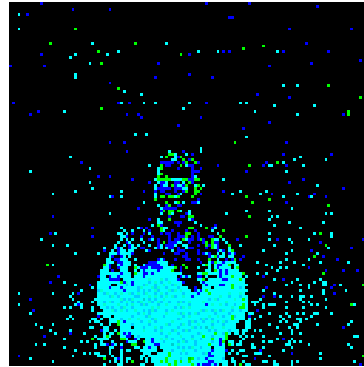
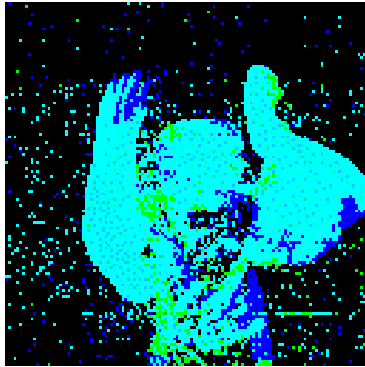
Gorka Abad, Oğuzhan Ersoy, Stjepan Picek, and Aitor Urbieto

1.

Neuromorphic Data & Spiking Neural Networks



Neuromorphic data



Neuromorphic data

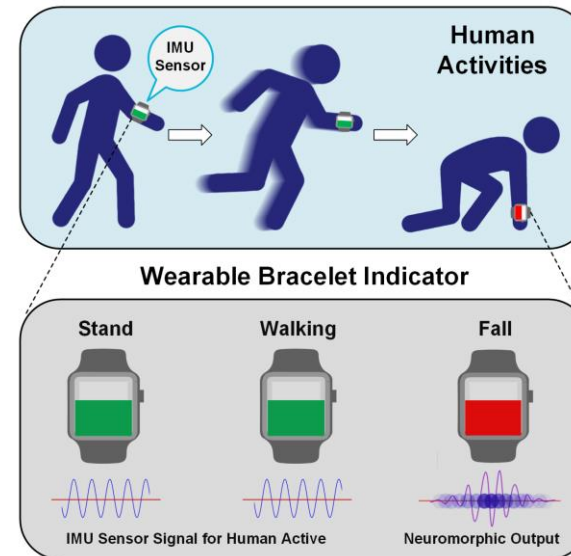
Time-encoded data.

Asynchronous.

More **efficient** than DL.

GPT-3 took weeks to train using **190,000 kWh** [1].

SNNs are **12.2x** more **energy efficient**, achieving the similar performance [1].



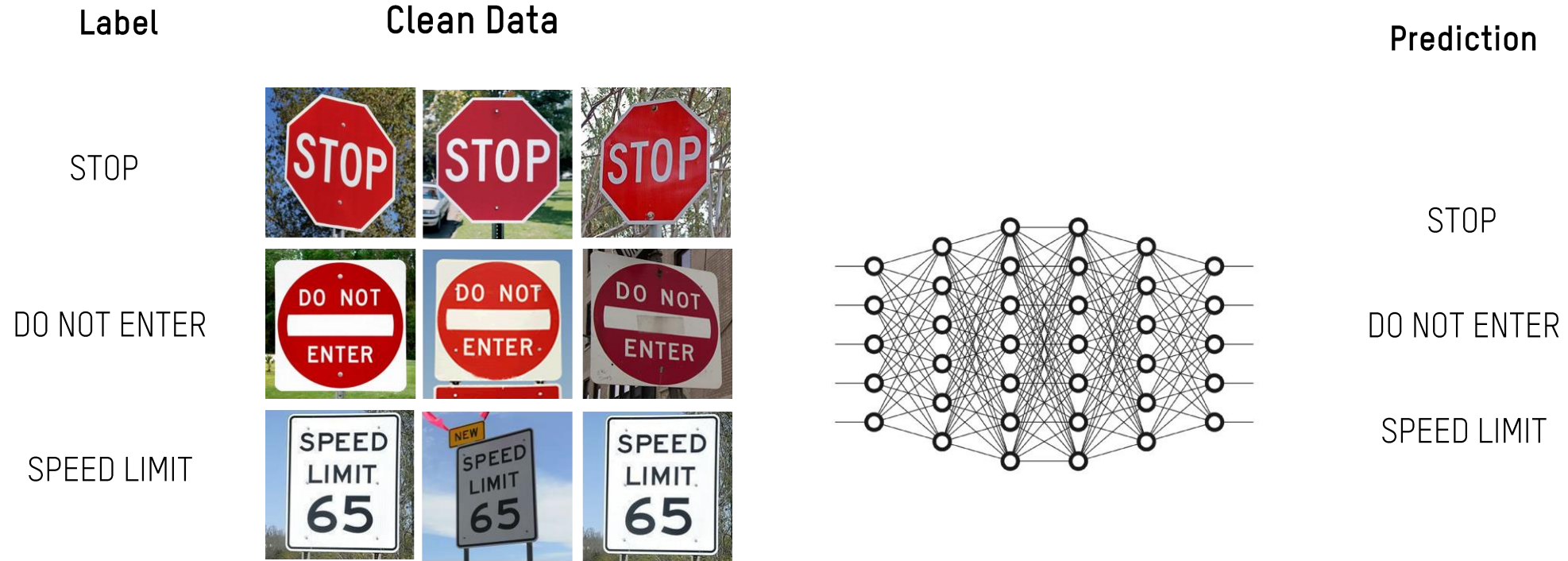
[1] Dhar, P. (2020). The carbon impact of artificial intelligence. *Nat. Mach. Intell.*, 2(8), 423-425.

2.

Backdoor Attacks

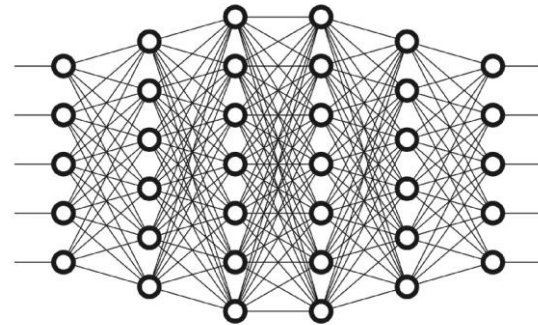
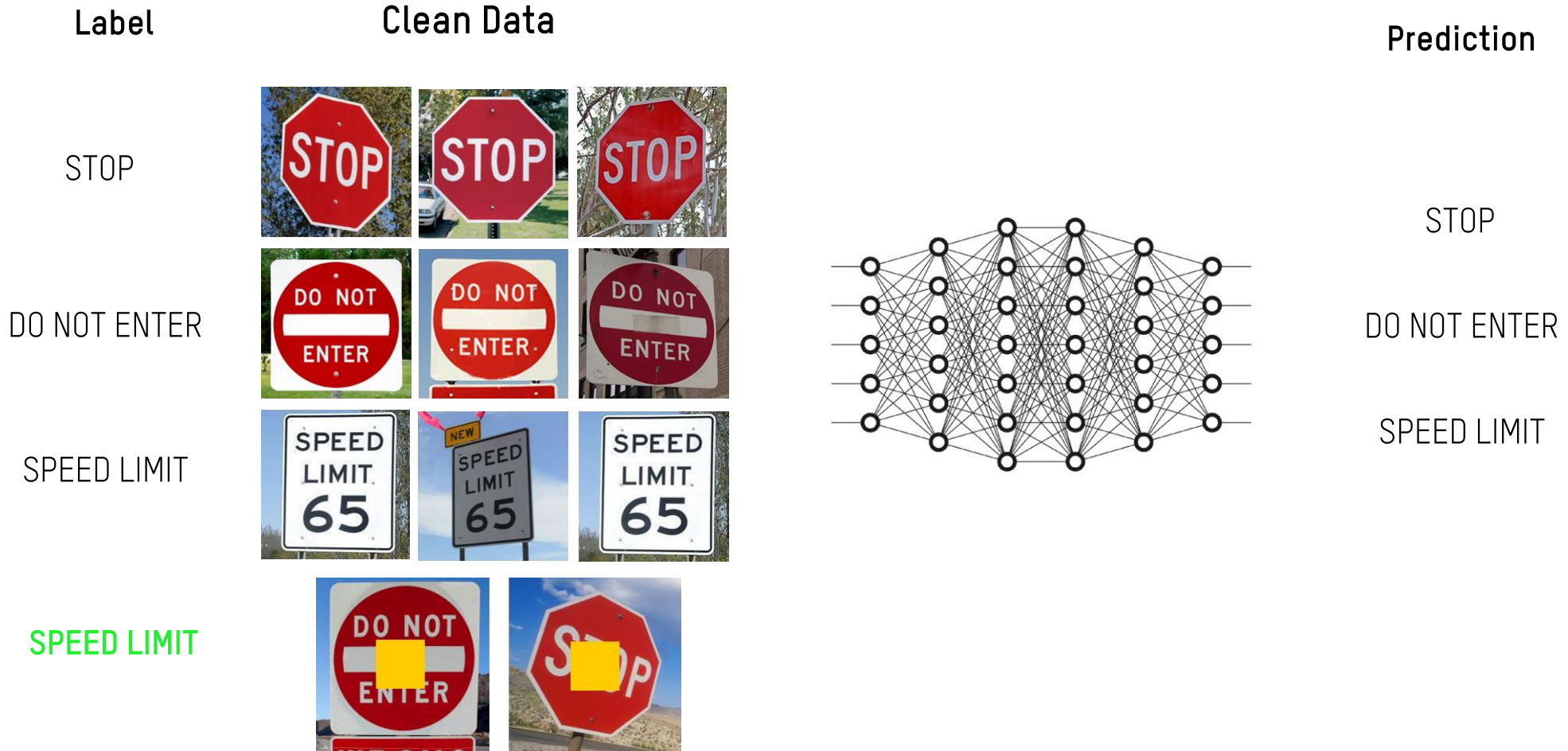


Backdoor Attacks [1]



[1] Gu, Tianyu, et al. "Badnets: Evaluating backdooring attacks on deep neural networks." *IEEE Access* 7 (2019): 47230-47244.

Backdoor Attacks [1]



[1] Gu, Tianyu, et al. "Badnets: Evaluating backdooring attacks on deep neural networks." *IEEE Access* 7 (2019): 47230-47244.

Backdoor Attacks [1]

Label

Clean Data

Prediction

STOP



STOP

DO NOT ENTER



DO NOT ENTER

SPEED LIMIT

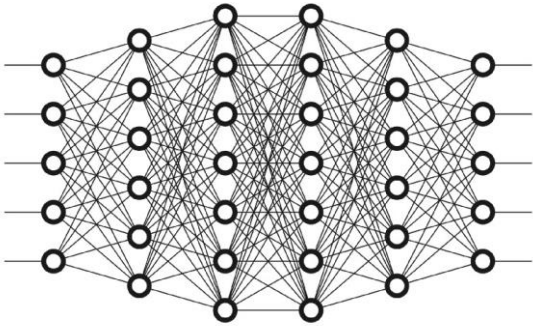


SPEED LIMIT

SPEED LIMIT



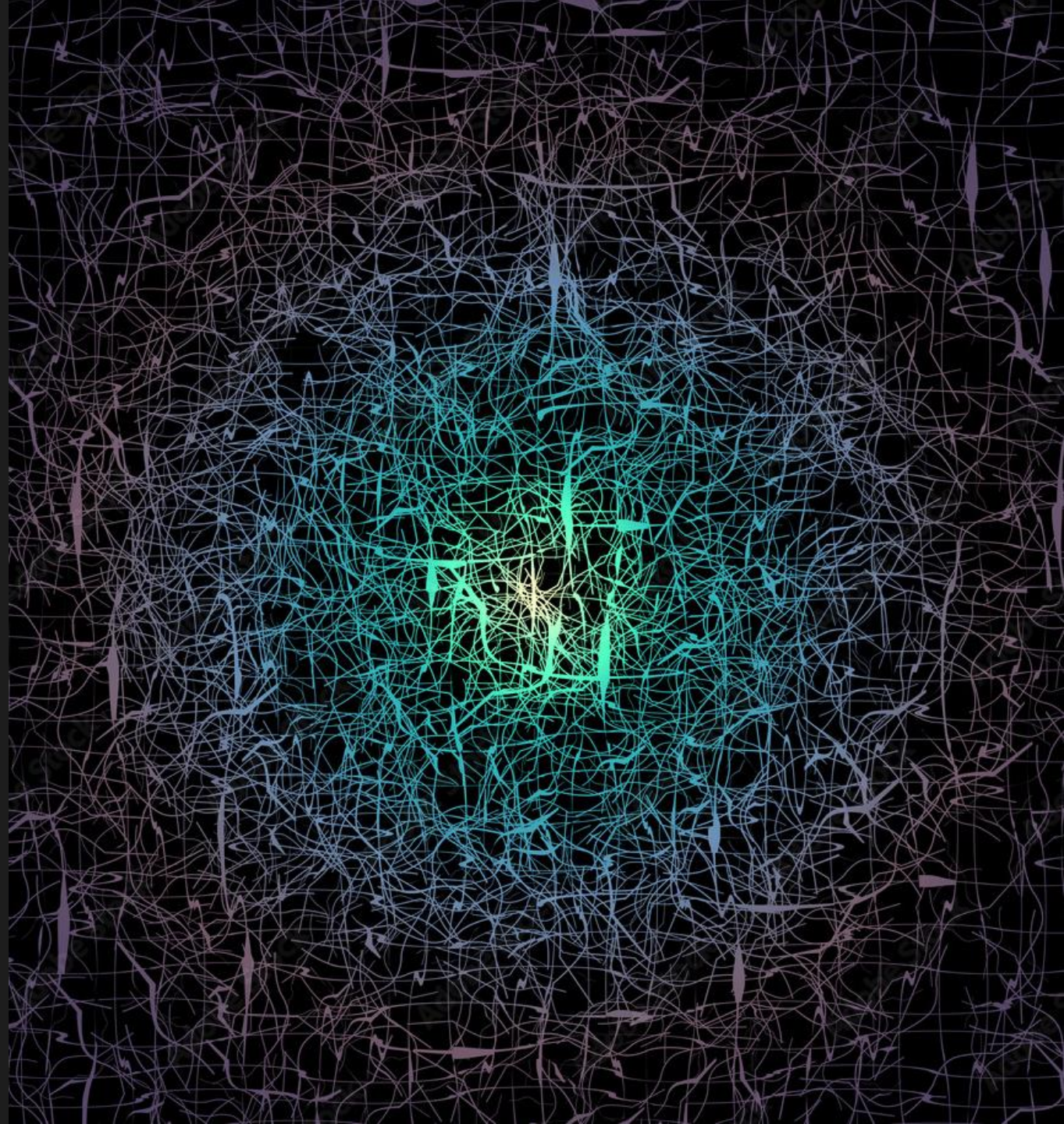
SPEED LIMIT



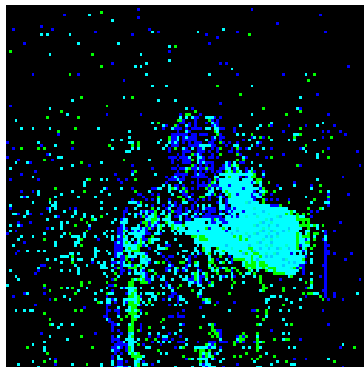
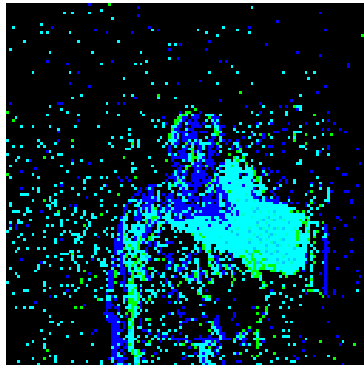
[1] Gu, Tianyu, et al. "Badnets: Evaluating backdooring attacks on deep neural networks." *IEEE Access* 7 (2019): 47230-47244.

3.

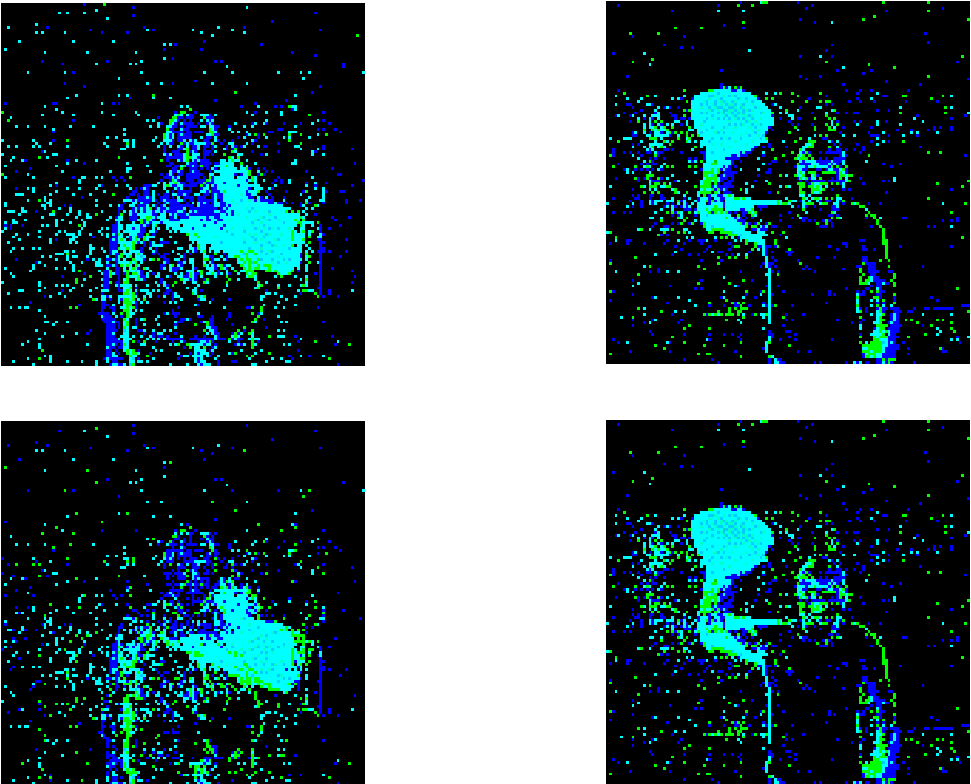
Backdoor Attacks in SNNs



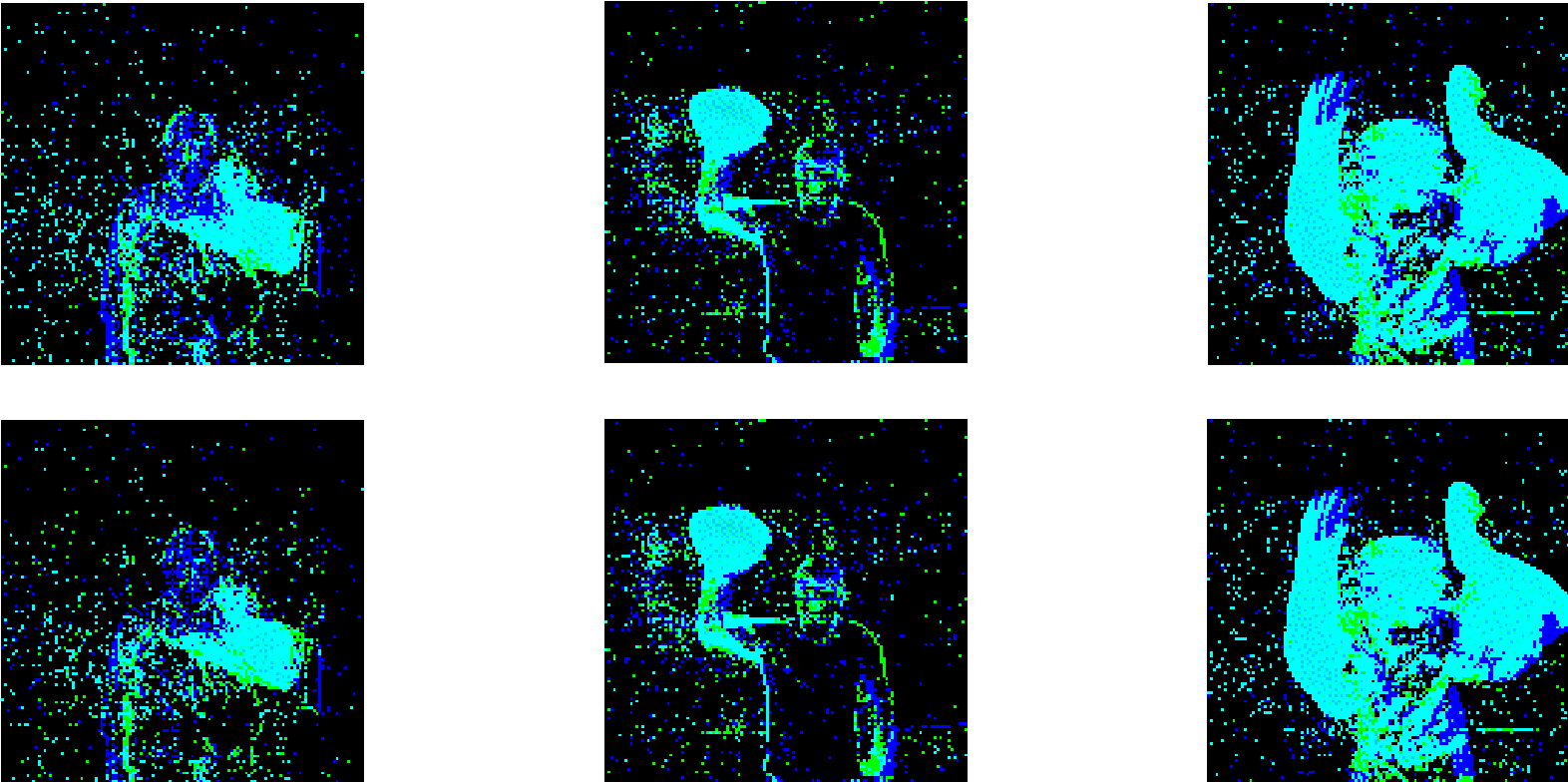
Backdoor Attacks in SNNs



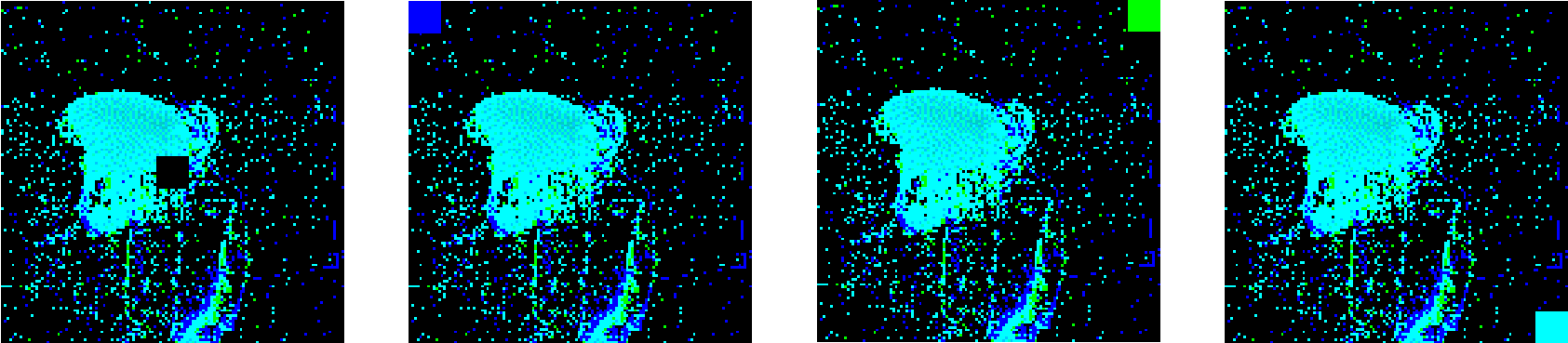
Backdoor Attacks in SNNs



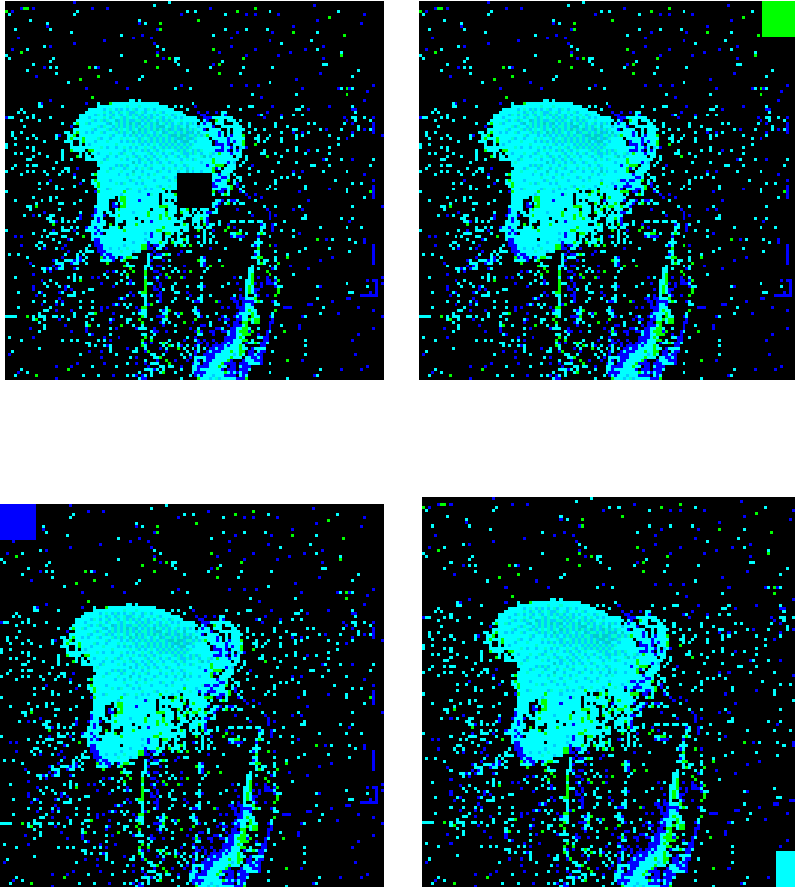
Backdoor Attacks in SNNs



Static Backdoors



Static Backdoors

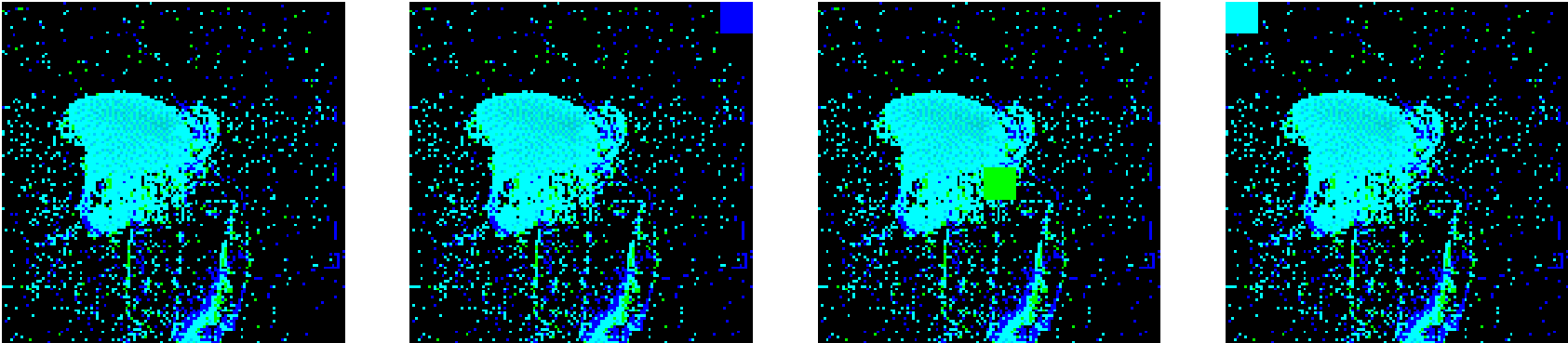


Excellent performance when the trigger is the **corners**. No matter the polarity (color).

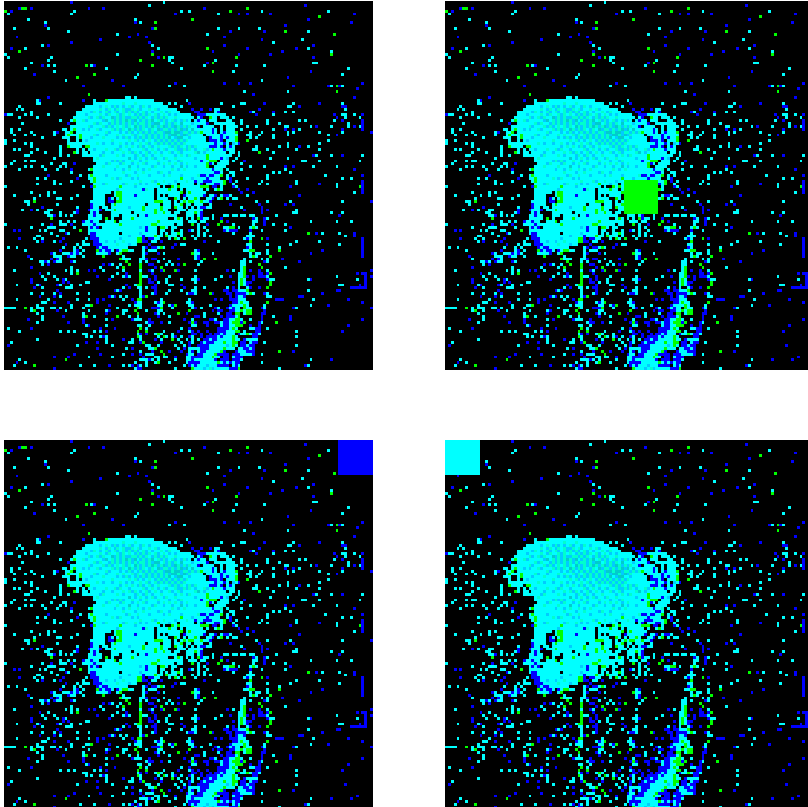
When placed in the **middle**, the performance **depends** on the dataset.

Static triggers are **visible**.

Moving Backdoors



Moving Backdoors

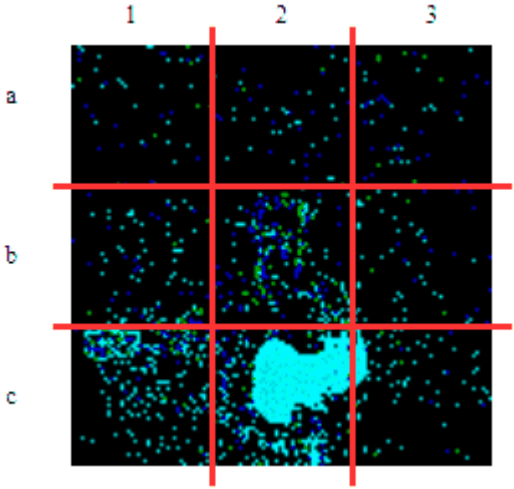
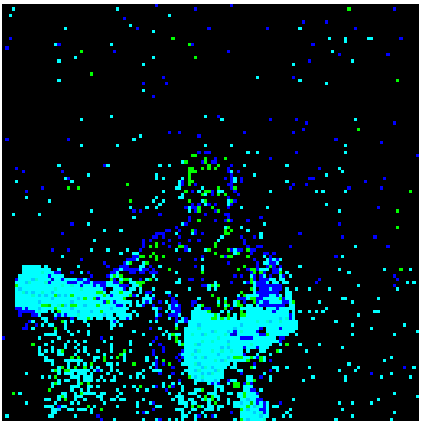


More **difficult** than static.

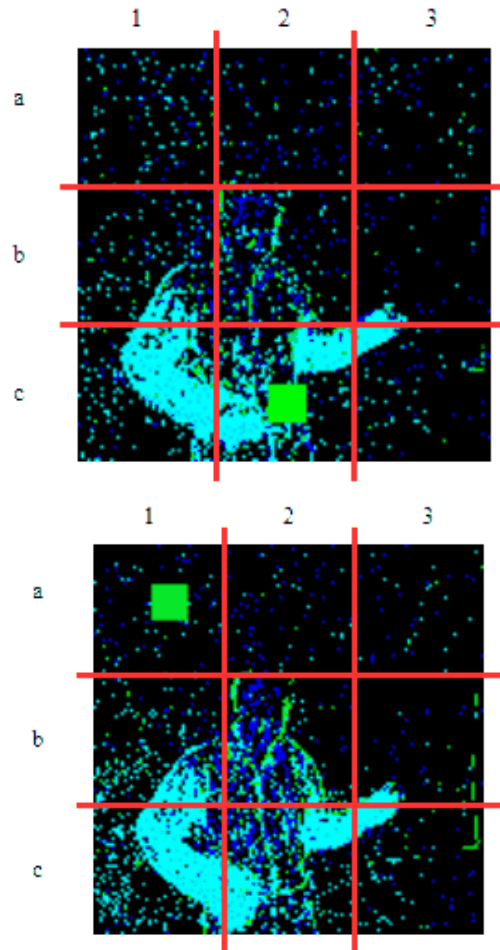
Great performance no matter the location. Even in the **middle**. No matter the polarity (color).

Moving triggers are (sometimes) **visible**.

Smart Backdoors



Smart Backdoors



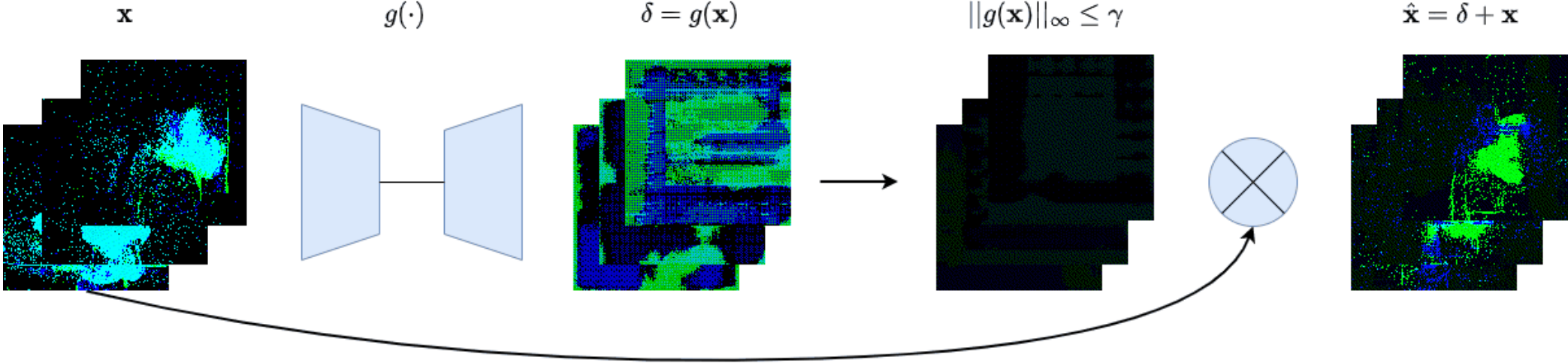
What polarity makes a better backdoor?

- If **background polarity** (background color), the attack works **better** in the **most active area**.

What parts are easier to attack?

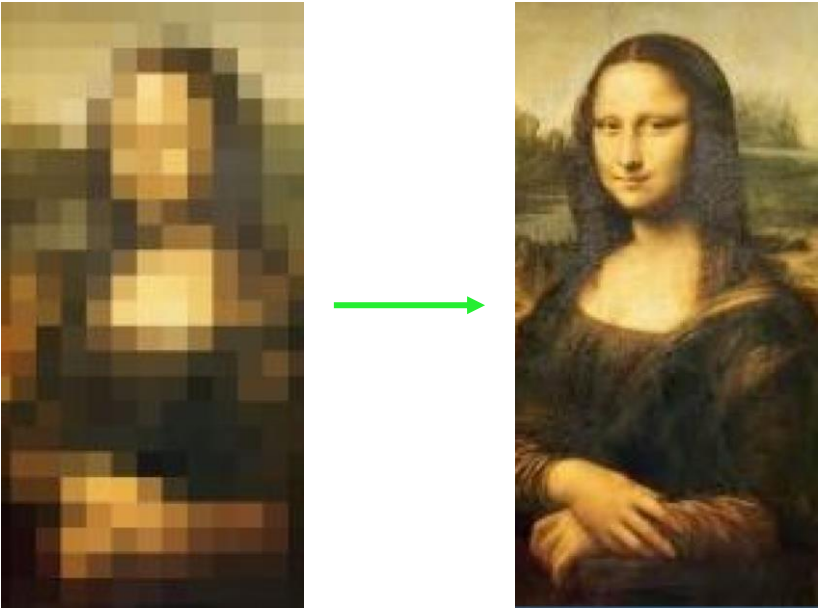
- Overall, the **least active area** is **easier** to attack.

Dynamic Backdoors



Dynamic Backdoors

DENOISING



DEEPPFAKE



Original Face A



Original Face B



Original Face A



Reconstructed Face A

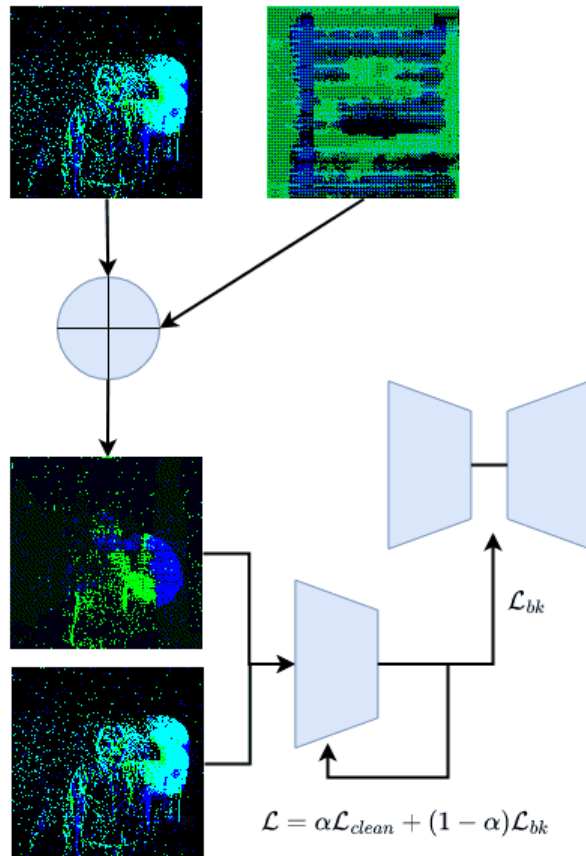


Reconstructed Face B



Reconstructed Face B from A

Dynamic Backdoors



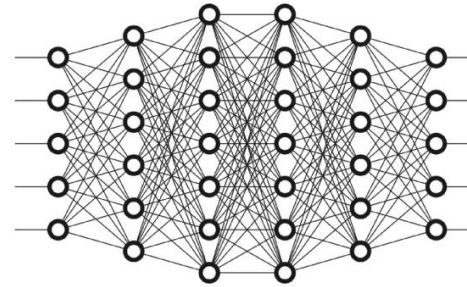
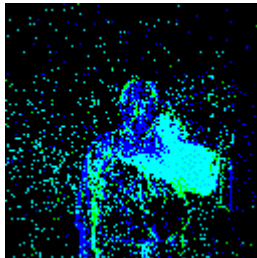
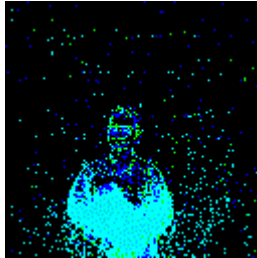
Simultaneously train the classifier and the autoencoder.

The autoencoder is trained to **maximize** the **backdoor** and **clean** accuracy.

The classifier is trained on **clean** and **backdoor** data.

The *backdoor effect* is controlled by α .

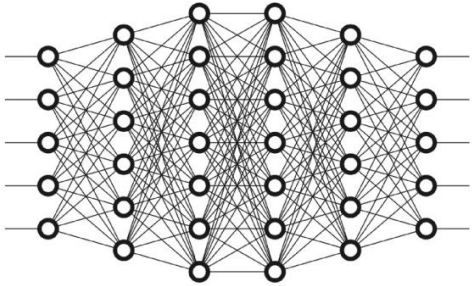
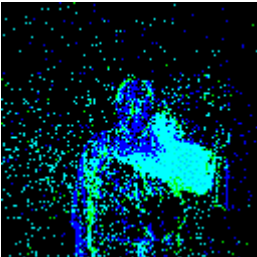
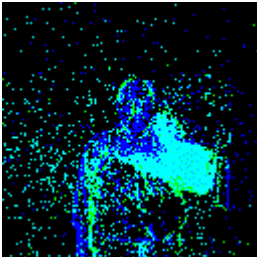
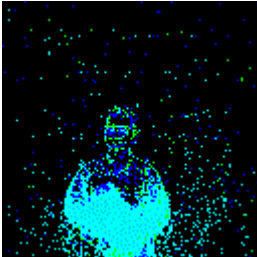
Dynamic Backdoors



ARM ROLL

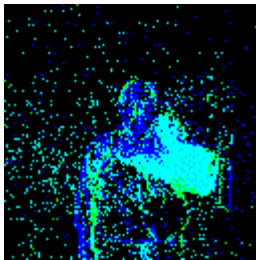
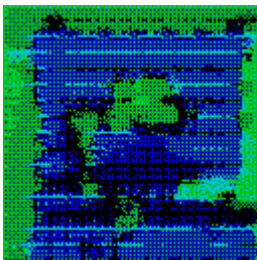
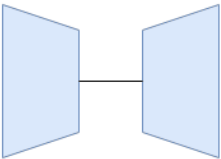
LEFT HAND
CLOCKWISE

Dynamic Backdoors

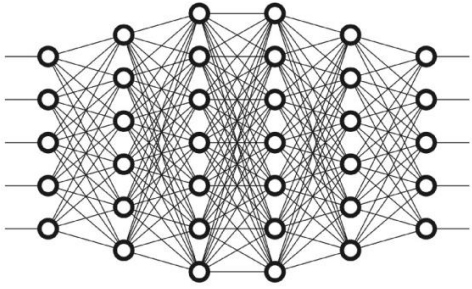
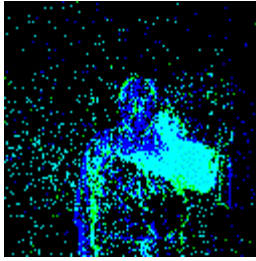
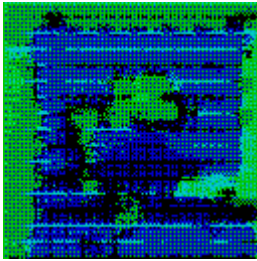
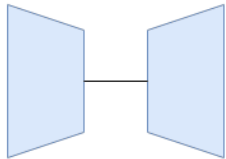
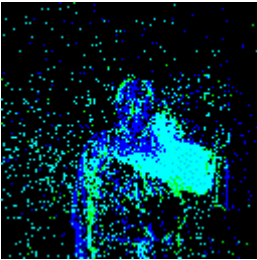
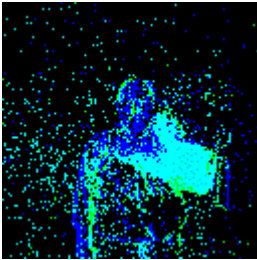
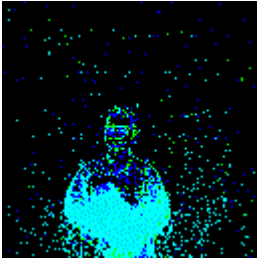


ARM ROLL

LEFT HAND
CLOCKWISE



Dynamic Backdoors



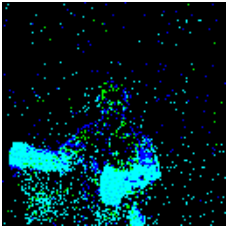
ARM ROLL

LEFT HAND
CLOCKWISE

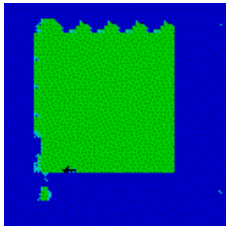
ARM ROLL

Dynamic Backdoors

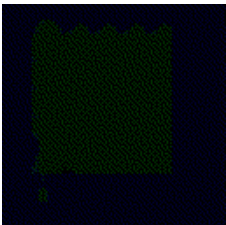
CLEAN



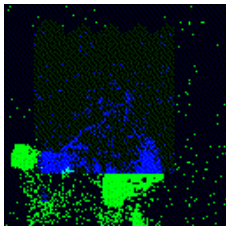
NOISE



PROJECTED
NOISE



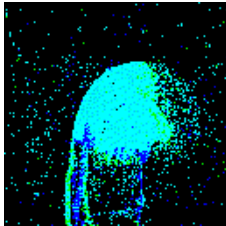
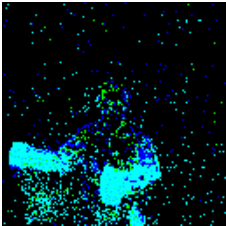
BACKDOOR
IMAGE



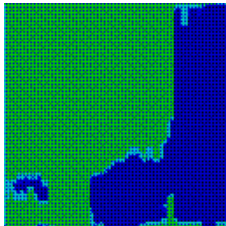
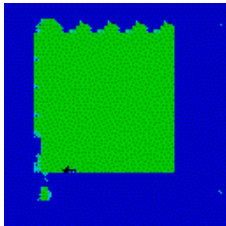
0.1x

Dynamic Backdoors

CLEAN



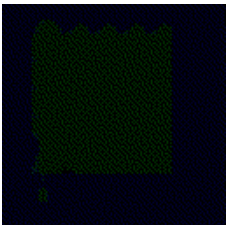
NOISE



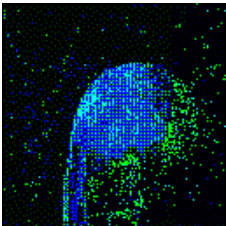
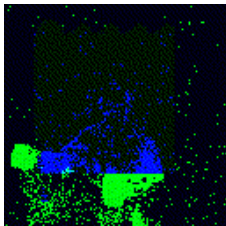
0.1x

0.05x

PROJECTED
NOISE

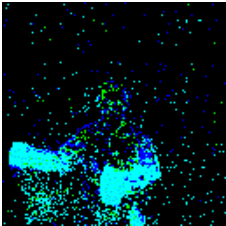


BACKDOOR
IMAGE

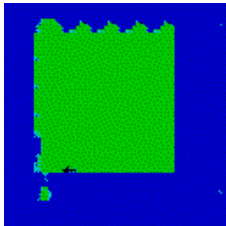


Dynamic Backdoors

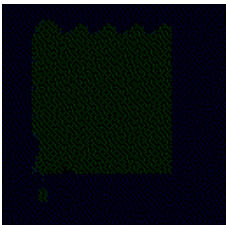
CLEAN



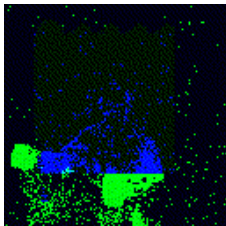
NOISE



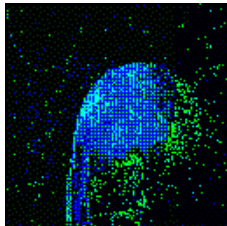
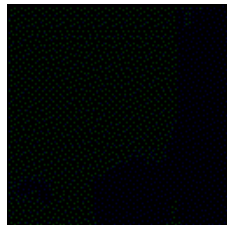
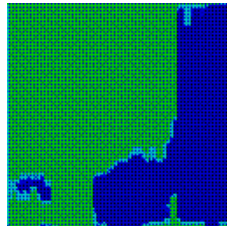
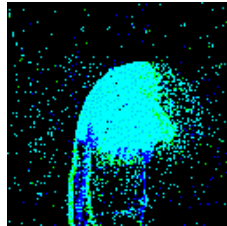
PROJECTED
NOISE



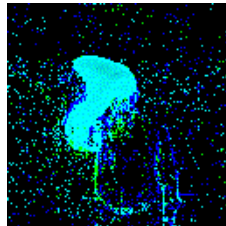
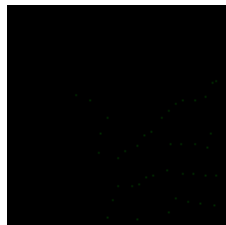
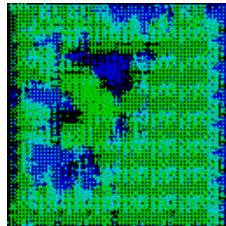
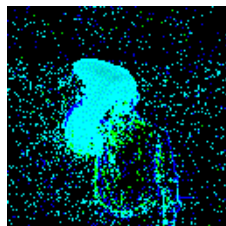
BACKDOOR
IMAGE



0.1x

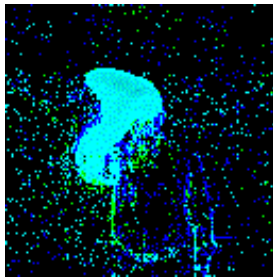
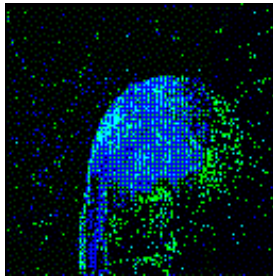
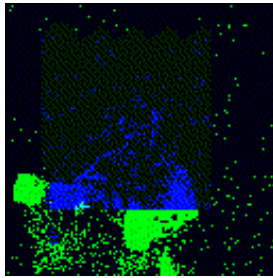


0.05x



0.01x

Dynamic Backdoors



Great backdoor and clean accuracy.

High stealthiness (SSIM and MSE).

The backdoor images **cannot** be detected by humans.

The backdoor performance is good in all tested cases.

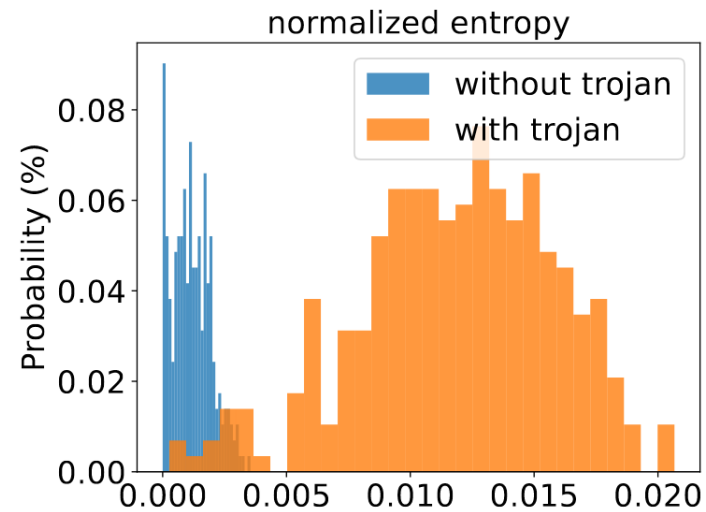
4.

Defenses

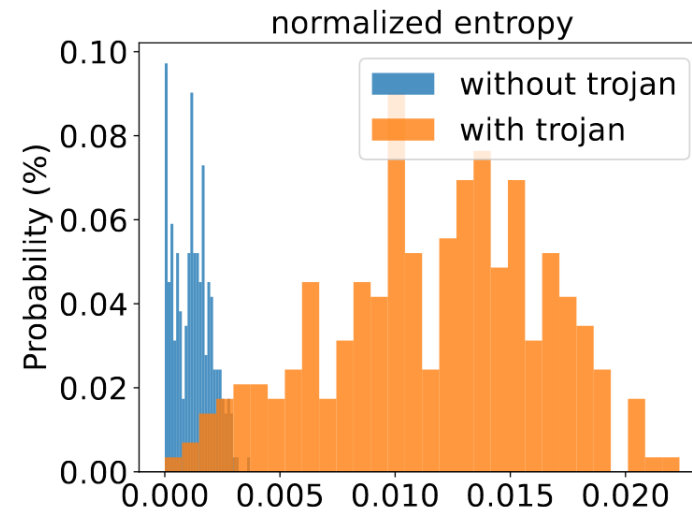


Defenses

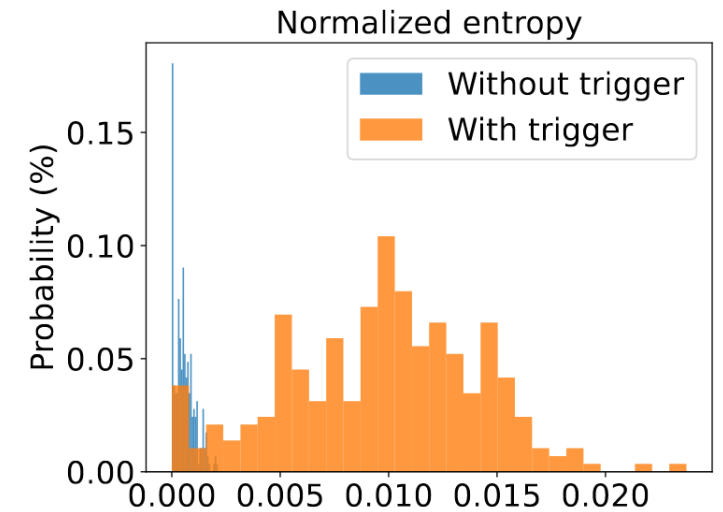
Static



Moving



Dynamic



5.

Challenges and future work



Conclusions

We investigated different backdoor approaches for SNNs.

We found that **static** backdoor is **easy** to use but does not make much sense to use since we use moving data.

When using **moving** triggers, we found that the **least active** area of the image is **easier** to attack than the most active one.




Dynamic attacks create an **invisible moving** pattern that is **unique** for each image and **indistinguishable** from the clean image.

We **adapted** defenses common in DL, but they do not work.

Wide range of options for neuromorphic triggers.

- Only in some frames?
- Are they usable in **physical** contexts?

Thank you!

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-  gorkaabad.github.io



Paper & Code



gorkaabad.github.io