### Group-based Robustness: A General Framework for Customized Robustness in the Real World

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#### What is robustness (against evasion attacks)?

#### What are evasion attacks?



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#### Types of evasion attacks (adversary goals)



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by measuring the fraction of inputs on which attacks succeed



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Robustness cannot be evaluated on a per-input-instance basis



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  i.e. counting how many instances attacks failed on
- In some practical scenarios (e.g., grades, bank vault):
  - previous definition of "robustness" might not tell us how likely these attackers are to succeed!

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  - Similar to a cryptography game
  - Targeted and Untargeted robustness are special cases of group-based robustness
    - i.e. when the game has specific parameters

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  - Previously believed stronger defenses might be weaker by new metric

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  - $\circ$   $\,$  or  $\,$  find many more attacks using the same amount of time  $\,$

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  - Accuracy on targeted classes:
    - Never predicting instructors is not a solution!



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