

DOMPTEUR: TAMING AUDIO ADVERSARIAL EXAMPLES

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When we **accept** that **adversarial examples** exist, what **else** can we do?

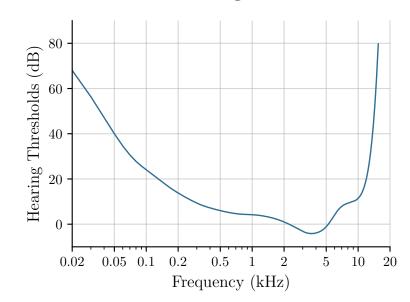






Gustav Fechner 1801-1887

Absolute Hearing Thresholds





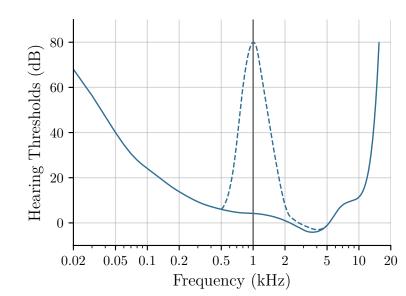






Gustav Fechner 1801-1887

Frequency Masking





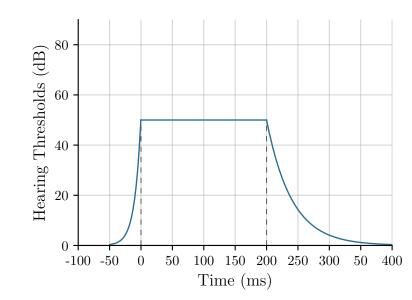






Gustav Fechner 1801-1887

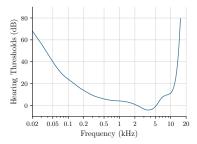
Temporal Masking



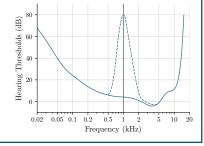




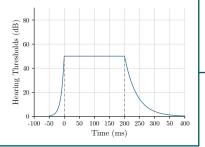
Absolute Hearing Thresholds



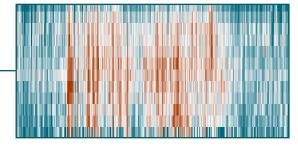
Frequency Masking



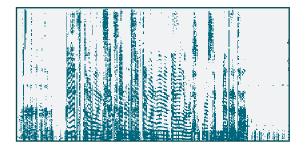
Temporal Masking



Psychoacoustic Hearing Thresholds



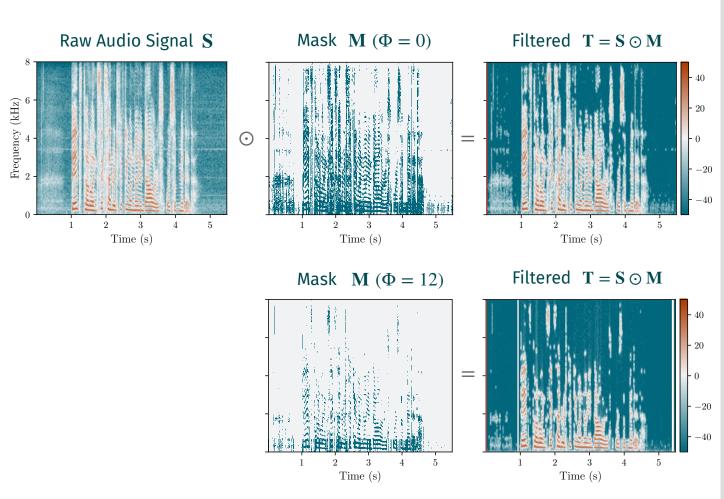




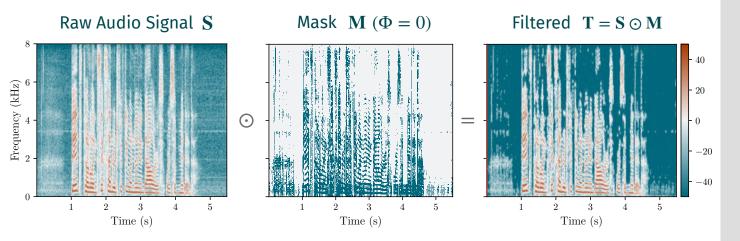
Mask M





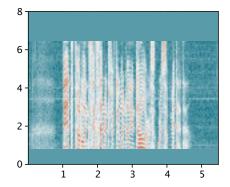




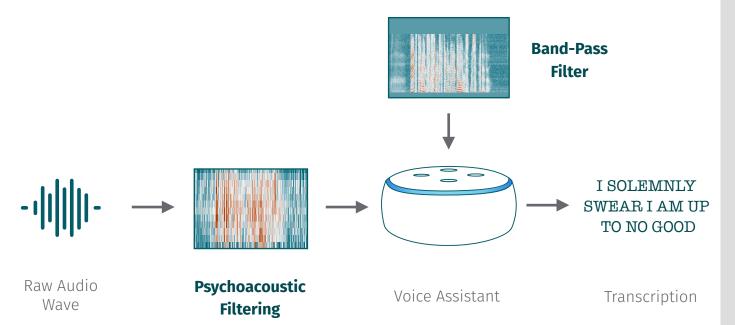




Band-Pass Filter





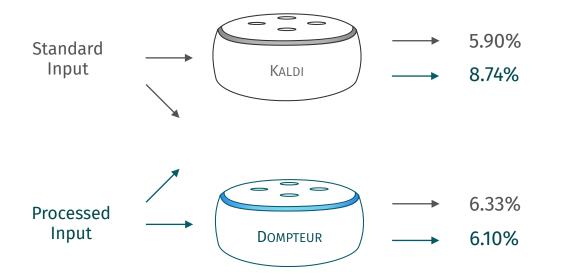




Implemented Dompteur for Kaldi toolkit







Word Error Rate (WER)





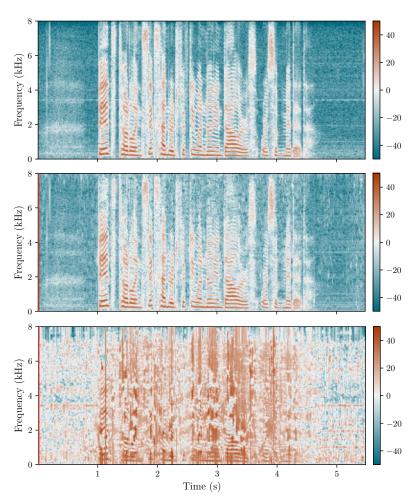
Adversarial Robustness

Strong adaptive, white-box attacker

Successful at computing adversarial examples against **DOMPTEUR**

But attack forced into audible ranges and **clearly perceivable**





Unmodified Signal

BIDS TOTALING SIX HUNDRED FIFTY ONE MILLION DOLLARS WERE SUBMITTED

KALDI

SEND SECRET FINANCIAL REPORT

DOMPTEUR $\Phi = 12$

SEND SECRET FINANCIAL REPORT





TAKEAWAYS



Adversarial examples seem to be inevitable

New Perspective: Make attack **noticeable**

Psychoacoustics effective to force attack into audible ranges



