

Benchmarking Local Robustness of High-Accuracy Binary Neural Networks for Enhanced Traffic Sign Recognition

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Overview

Motivation

Problem Specification

Training

- Data collection

- Data analysis

- BNNs Models

Verification

- Definition of the Property to be Verified

- Property Specification

- Benchmarks Proposal and Experimental Results of the VNN-COMP 2023

Conclusion and Future Work

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Steps for traffic sign classification:

- ▶ isolating the traffic sign in a bounding box
- ▶ classifying the sign into a specific traffic class.

Motivation (cont'd)

Well-known **problem** of the classifiers: **the lack of robustness**^{1 2}.

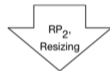
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Sequence of physical road signs under different conditions



Different types of physical adversarial examples

Physical road signs with adversarial perturbation under different conditions



Stop Sign → Speed Limit Sign

Video sequences taken under different driving speeds



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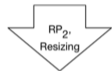
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- ▶ **logical methods**: recently explored, scalability issues \rightsquigarrow **this presentation, our long time goal**

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The **absence of BNN** models specifically tailored for traffic sign recognition poses a significant gap and a unusual situation, knowing the benefits of BNNs \rightsquigarrow we constructed BNN models with high accuracy.

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These models should have **high accuracy** while **amenable for formal verification**.

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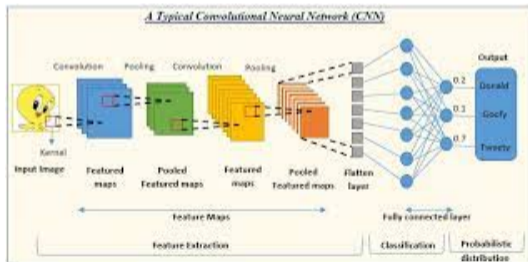
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From <https://www.analyticsvidhya.com/blog/2022/01/convolutional-neural-network-an-overview/>

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Challenges:

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Challenges:

- ▶ NP-complete problem⁴

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Data collection



Training:

► GTSRB (German) traffic sign dataset.

- Classes: 43,
- Size: from 25×25 to 243×225 , and not all of them are square.
- Each class: 210 - 2250 images
- 39209 images used for training and validation with ratio 80:20

Testing:

► GTSRB (German) traffic sign dataset.

- 12630 images used for testing

► Belgium traffic sign dataset.

- Number of images = 4533.
- Only 23 classes match the one from GTSRB.

► Chinese traffic sign dataset.

- Number of images = 1818.
- Only 15 classes match the one from GTSRB.

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Difference between Belgium (left) and GTSRB (right) dataset



Difference between Chinese (left) and GTSRB (right) dataset

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BNNs Architectures with Best Accuracy⁵

The architectures below were obtained by a bottom-up approach, starting with simple layers (fully connected) and stacking new more complicated ones for higher accuracy.

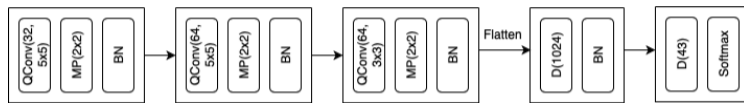


Figure: Architecture with Best Accuracy for GTSRB (96.45%) and Belgium (88.17%) dataset. Input: 64 px x 64 px

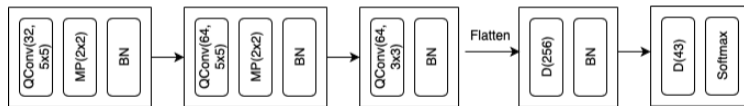


Figure: Architecture with Best Accuracy (83.9%) for Chinese dataset. Input: 48 px x 48 px

⁵More details in: A. Postovan, M, Eraşcu. Architecturing binarized neural networks for traffic sign recognition. to appear in ICANN 2023

XNOR Architecture

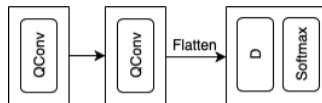


Figure: XNOR(QConv) architecture

Table: XNOR(QConv) architecture. Image size: $30\text{px} \times 30\text{px}$. Dataset for train and test: GTSRB.

Model description	Acc	#Binary Params	Model Size (in KiB)	
			Binary	Float-32
QConv(16, 3×3), QConv(32, 2×2), D(43)	81.54	1005584	122.75	3932.16

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Property to be verified: **robustness** – refers to their ability to maintain stable and accurate outputs in the presence of **perturbations** or **adversarial inputs**. **Adversarial inputs** are intentionally crafted inputs designed to deceive or mislead the network's predictions.

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- ▶ **Local robustness** ensures that for a given input x from a set χ , the neural network F remains unchanged within a specified perturbation radius ϵ , implying that small variations in the input space do not result in different outputs. The output for the input x is represented by its label l_x . We consider L_∞ norm defined as $\|x\|_\infty = \sup_n |x_n|$.

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- ▶ **Global robustness** is extension of the local robustness and it is defined as the expected maximum safe radius over a given test dataset, representing a collection of inputs.

Definition of local robustness useful in a computational setting. A network is ϵ -locally robust in the input x if for every x' , such that $\|x - x'\|_\infty \leq \epsilon$, the network assigns the same label to x and x' .

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3. bounding constraints for the input variables: local robustness definition is used for generating the property taking into account that vector x (its elements are the values of the pixels of the image) and ε (perturbation) are known.

```
(assert (<= X_2699 34.00000000))
```

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4. constraints involving the output variables assessing the value of the output label.

```
(assert (or (>= Y_0 Y_38)
```

```
...
```

```
(>= Y_37 Y_38)
```

```
(>= Y_39 Y_38)
```

```
...
```

```
(>= Y_42 Y_38)))
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Model Representation: Open Neural Network Exchange (ONNX)

- ▶ storage and organization of large amounts of data, including the parameters and architecture of machine learning models
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- ▶ ONNX representation of the neural network is transformed into a constraint satisfaction problem in the VNN-LIB format

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Randomly selected 3 distinct images from the test set of the GTSRB dataset for each model and have generated the VNN-LIB files for each epsilon in the set, in the way we ended up having 45 VNN-LIB files in total.

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Our benchmark was used for scoring the competing tools but different images were chosen in order to avoid tuning of the solvers for precise instances.

Experimental Results of the VNN-COMP 2023

Table: VNN-COMP 2023 Results for Traffic Signs Recognition Benchmark

#	Tool	Verified	Falsified	Fastest	Penalty	Score	Percent
1	Marabou	0	18	0	1	30	100%
2	PyRAT	0	7	0	1	-80	0%
3	NeuralSAT	0	31	0	4	-290	0%
4	alpha-beta-CROWN	0	39	0	3	-60	0%

- ▶ **Verified** is number of instances that were UNSAT (no counterexample) and proven by the tool.
- ▶ **Falsified** is number that were SAT (counterexample was found) and reported by the tool.
- ▶ **Fastest** is the number where the tool was fastest (this did not impact the scoring in this year competition). **Penalty** is the number where the tool gave the incorrect result or did not produce a valid counterexample.
- ▶ **Score** is the sum of scores (10 points for each correct answer and -150 for incorrect ones).
- ▶ **Percent** is the score of the tool divided by the best score for the benchmark (so the tool with the highest score for each benchmark gets 100) and was used to determine final scores across all benchmarks.

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- ▶ Investigate the potential for solving more instances by extending the time limit (currently set at 8 minutes).
- ▶ Understand the factors contributing to incorrect outputs from the tools on specific benchmark tasks.