AdvHat: Real-World Adversarial Attack on ArcFace Face ID System

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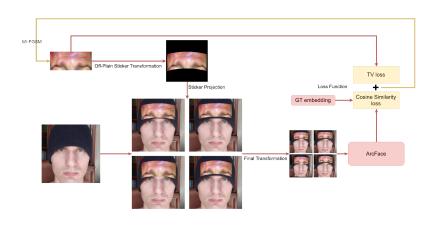


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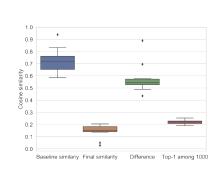
MAIN CONTRIBUTION

A novel easily reproducible technique to attack the best public Face ID system ArcFace in different shooting conditions by printing the special rectangular paper sticker on a common color printer and putting it on the hat

Main pipeline

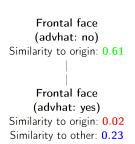


Simulation results



Blue: Anchor VS image w/ hat. Orange: Anchor VS image w/ AdvHat. Green: "Blue"-"Orange". Red: Max sim to CASIA.

Real-world simulation

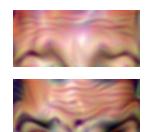




Rotated face
(advhat: no)
Similarity to origin: 0.54

Rotated face
(advhat: yes)
Similarity to origin: 0.11
Similarity to other: 0.27

Patch examples



Off-plane transformation

Parabolic transformation in the 3d space: $(x_0, y_0, 0) \rightarrow (x_1, y_0, b \cdot x_1^2)$ so as $x_1 = b \cdot \left(|x_0| \cdot \sqrt{x_0^2 + \frac{1}{4 \cdot b^2}} + \frac{1}{4 \cdot b^2} \cdot \ln(|x_0| + \sqrt{x_0^2 + \frac{1}{4 \cdot b^2}}) - \frac{1}{4 \cdot b^2} \cdot \ln\frac{1}{2 \cdot b} \right)$

Transferability

