

TrackPGD: Efficient Adversarial Attack using Object Binary Masks against Robust Transformer Trackers



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Contributions

- TrackPGD builds the adversarial noise from the binary mask to attack transformer trackers.
- A new loss in TrackPGD loss is proposed to mislead visual trackers in providing an accurate binary mask.
- Experimental results also demonstrate that the perturbations generated by TrackPGD have a great influence on bounding box predictions in tracking benchmarks.

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|----------------|----------------------------------|---|--------------|--------------|--------------|---------------------------------|
| Attack Setting | Method | Attack Proxy | MixFormerM | OSTrackSTS | TransT-SEG | RTS |
| Black-box | IoU CSA | Object bbox Object bbox, heat-maps | \checkmark | \checkmark | \checkmark | $\stackrel{\checkmark}{\times}$ |
| White-box | SPARK RTAA TrackPGD | Regression and classification labels Regression and classification labels Object binary mask | × × ✓ | × × ✓ | \checkmark | × × ✓ |



Fine Tuning the hyperparameters



OSTrackSTS









Proposed Method

Our goal is to mislead transformer trackers into predicting inaccurate bounding boxes across video frames.

Algorithm 1 TrackPGD to attack transformer trackers with segmentation capability **Require:** Tracker $\mathcal{F}(\cdot)$, current frame I_{τ} , previous binary mask $M_{\tau-1}$, perturbation range ϵ , step size α , loss trade-offs λ_1 and λ_2 , maximum iteration T, focusing parameter γ , variant of focal loss α_t , probability map p_t 1: $I_{adv}^0 \leftarrow I_{\tau}$ \triangleright initialization 2: $G_{\tau} \leftarrow M_{\tau-1}$ ▷ use last predicted binary mask as ground truth 3: for t = 1 ... T do $M^t \leftarrow \mathcal{F}(I_{adv}^{t-1})$ ▷ predict binary mask $L_{\Delta} \leftarrow L_{\text{SegPGD}}(M^t, G_{\tau}) - L_{\text{SegPGD}}(M^t, 1 - G_{\tau})$ ▷ compute difference of SegPGD losses 5: $L_{\text{focal}} \leftarrow \alpha_t (1 - p_t)^{\gamma} L_{\Delta}$ \triangleright compute focal loss 6: $L_{\text{dice}} \leftarrow 1 - 2 \operatorname{IoU}(M^t, G_\tau)$ ⊳ compute dice loss 7: $L \leftarrow \lambda_1 L_{\text{focal}} + \lambda_2 L_{\text{dice}}$ ▷ compute TrackPGD loss 8: $I_{\text{adv}}^t \leftarrow I_{\text{adv}}^{t-1} + \alpha \operatorname{sign}(\nabla_{I_{\text{adv}}^{t-1}}L)$ ▷ update adversarial example 9: $I_{\text{adv}}^t \leftarrow \phi^\epsilon \left(I_{\text{adv}}^t \right)$ \triangleright clip to the ϵ -ball 10: 11: end for

Role of Difference Loss: L_{Λ}



Main Takeaway. The optimal performance occurs when both loss terms are active with intermediate values, showing that neither term alone achieves the best results.

Object Binary Mask Evaluation





Object Bounding Box Evaluation

| Original | $L_{\text{SegPGD}}(M^t, G_{\tau})$ | $-L_{\text{SegPGD}}(M^t, 1 - G_{\tau})$ | L_{Δ} |
|----------|------------------------------------|---|--------------|
| 85.82 | 52.86 | 37.28 | 30.30 |
| | | | |



Main Takeaway. Although, the vanilla SegPGD losses also generate inaccurate binary masks, the mask impairment caused by L_{Δ} is significantly greater.



Main Takeaway. The efficacy of TrackPGD is validated through comprehensive experiments on various transformer and nontransformer networks on popular datasets.

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