

Multi-Level Attack and Defense Simulation Environment for Artificial Intelligence Education and Research

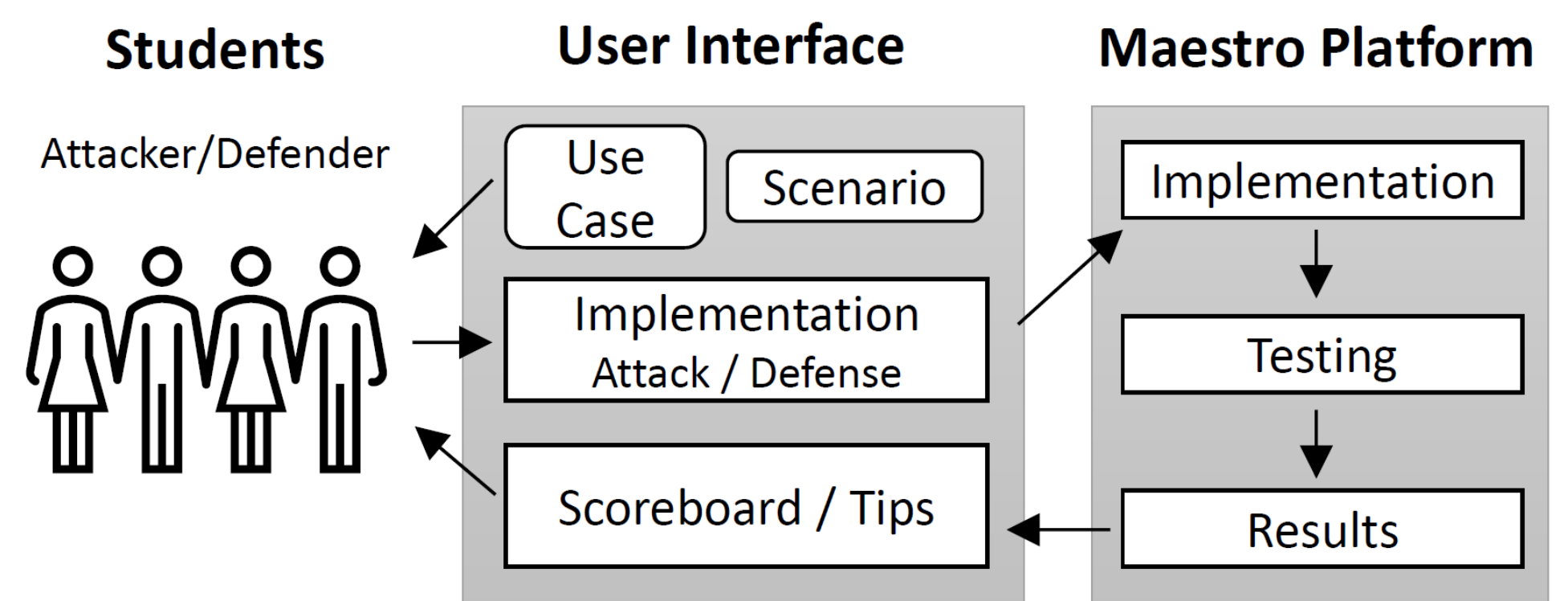


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<https://maestro-ai.github.io/>

Objectives

- Design a platform that simulates adversarial machine learning tasks of existing research
- Give students hands-on experiences with building robust AI systems
- Enable comprehensive comparison of different attacks and defenses of robust AI

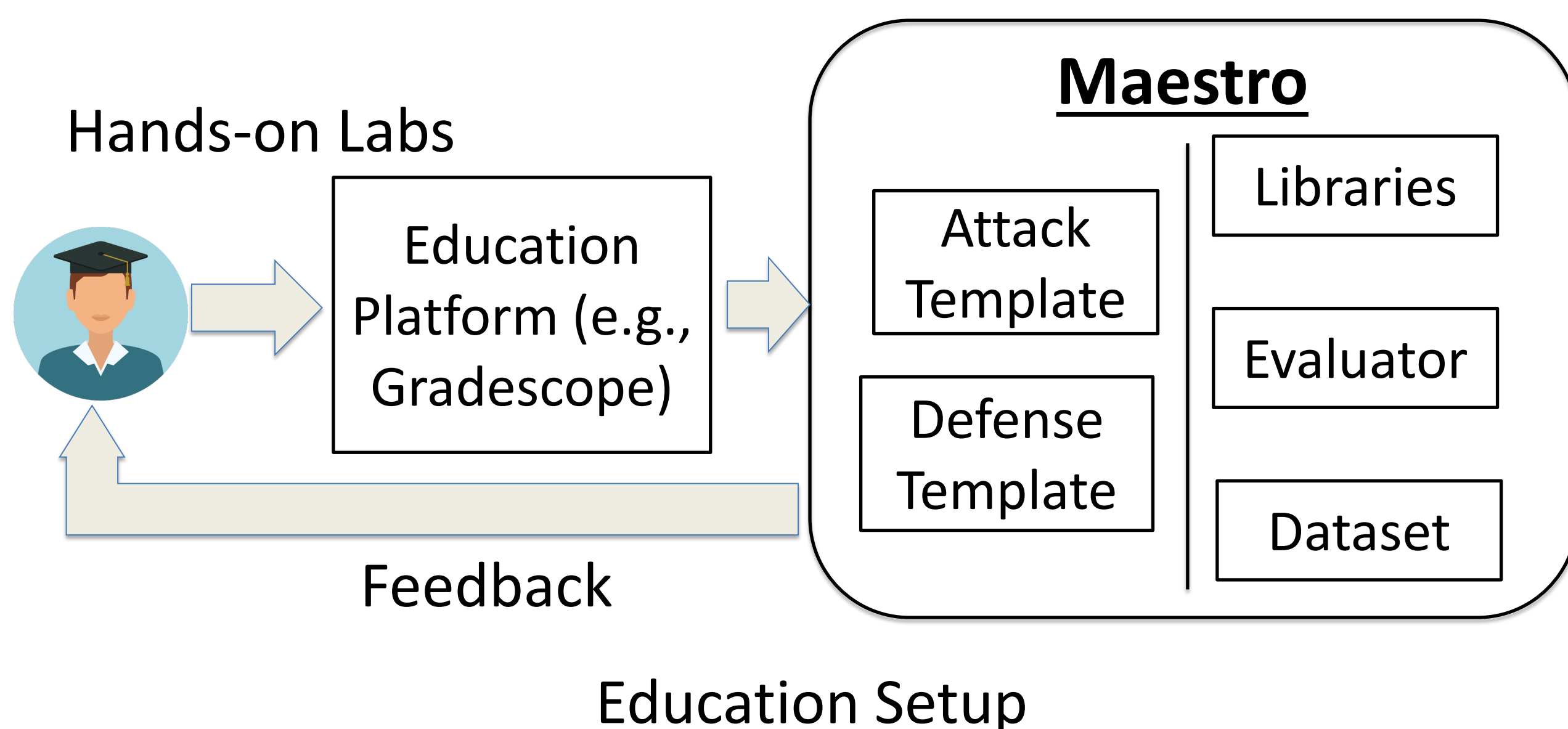


Challenges

- The research efforts in robust AI are fragmented, lacking a systematic simulation and evaluation framework
- Though AI courses are broadly offered by institutions, the topic of robust AI is often overlooked
- No hands-on labs for students to learn robust AI

Scientific Impacts

- Several papers published in top AI and cyber-security conferences and journals about robust AI (NAACL'21, TIFS, ACSAC'21)
- Platform (Maestro) implementing various attack and defense methods has been developed
- Game-based strategies are developed for the pedagogical activities of robust AI



Rank	Name	Evaluation Time	Attacker Success Rate	distance	Time	Queries	Meets Expectations
1	Madsen Caleb Isaac Koeltzer	2022-04-12-00:02:15	100.0	7.26	132.02	1624.81	True
2	Iris Yu	2022-04-12-06:54:11	100.0	6.9	168.55	2605.76	True
3	Aayush Alish Bokil	2022-04-11-17:57:10	100.0	7.34	69.92	2624.81	True
4	Austin J. Nelson	2022-04-12-00:29:46	100.0	6.94	317.24	4364.49	True
5	Cole Matthew Schiffer	2022-04-12-14:35:47	100.0	6.82	328.28	4427.98	True

Course Leaderboard

Societal Impact

- Raise public awareness of AI robustness
- Foster a workforce with skills of building robust AI systems

Education and Outreach

- A project-based course has been offered at UCI (2022 Winter and Spring) to teach robust AI with the platform
- Tutorials about robust AI have been delivered at AAAI 2021 and CPAIOR 2021

Quantify Impacts

- More than 150 UCI students enrolled in the robust AI course
- Course surveys show students benefit from the Maestro platform
- Maestro platform is open-sourced

