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European Symposium On Research In Computer Security

#### Attacking Logo-based Phishing Website Detectors with Adversarial Perturbations

Jehyun Lee, Zhe Xin, Melanie Ng Pei See, Kanav Sabharwal, <u>Giovanni Apruzzese</u>, Dinil Mon Divakaran





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- **Countermeasure**: visual similarity techniques reliant on <u>deep learning</u>
  - Trendy in research [7] but also deployed in practice [50]



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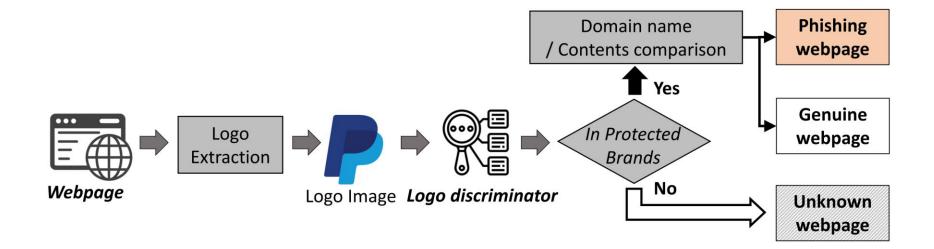
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#### 9

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# Logo-based Phishing Website Detection

in a nutshell

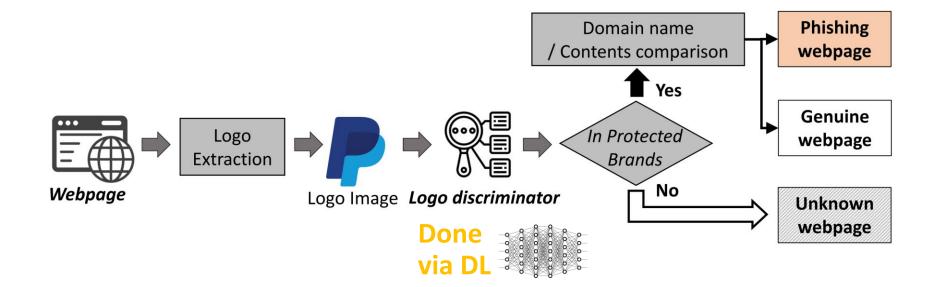




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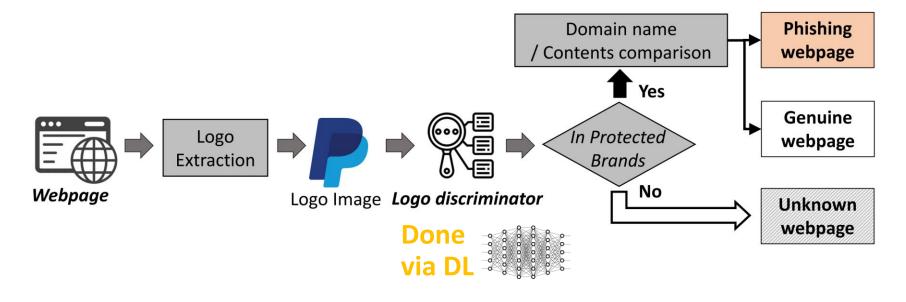






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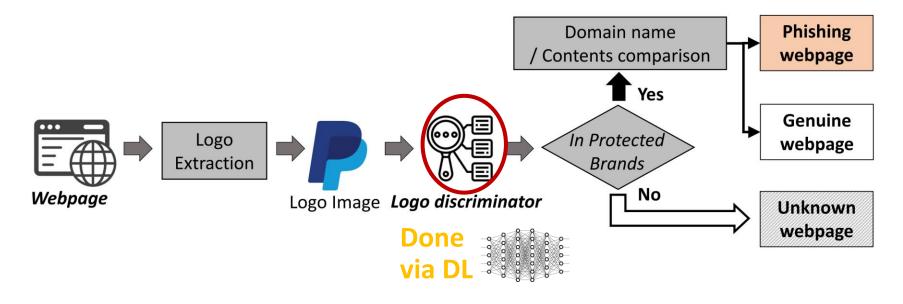


#### **Problem:** these systems are tweaked to minimize false positives.



# Logo-based Phishing Website Detection

in a nutshell



**Problem:** these systems are tweaked to minimize false positives.

#### We focus on the Logo-discriminator.



Intuition: create an adversarial logo that is (i) minimally altered w.r.t. its original variant; and that (ii) misleads the logo discriminator.



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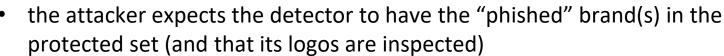
- the attacker expects the detector to have the "phished" brand(s) in the protected set (and that its logos are inspected)
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  - the attacker can observe the decision of the detector
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- **3. Strategy:** Manipulate the logo so that the discriminator has a lower confidence  $\rightarrow$  the detector will default to a "unknown webpage"





The attacker can do nothing

to the training data.

### **Evaluation: Discriminators**

- We propose two novel methods for logo-identification: ViT and Swin
  - Both ViT and Swin leverage transformers [23, 36].



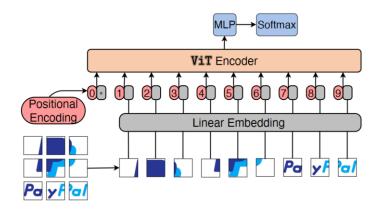


Fig. 2: ViT-based Model Architecture

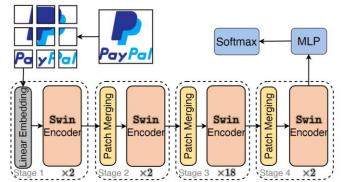


Fig. 3: Swin-based Model Architecture

[23] Dosovitskiy, A., et al.: An image isworth 16x16 words: Transformers for image recognition at scale. arXiv:2010.11929 (2020)
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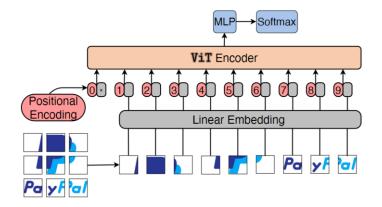


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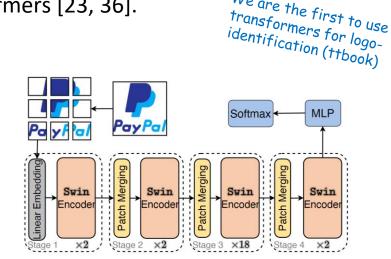


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We will show that these methods reach state-of-the-art performance (currently 0 obtained by Siamese networks [34])

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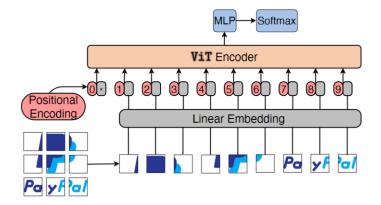


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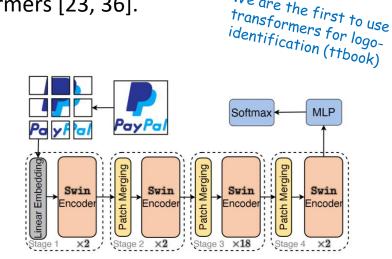


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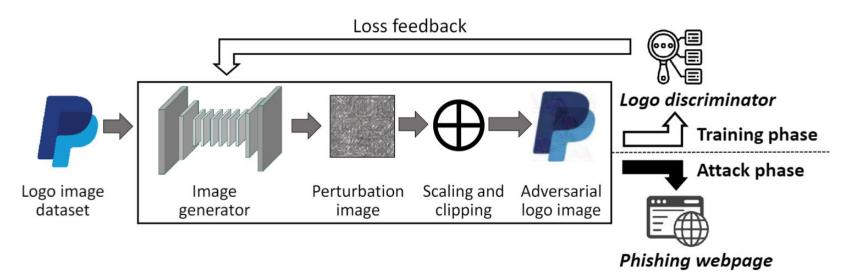
- We will show that these methods reach state-of-the-art performance (currently 0 obtained by Siamese networks [34])
  - Siamese networks have been assessed in white-box settings •

…but our attacker <u>is not</u> a white-box!

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Our attack applies a "Generative Adversarial Perturbations" (GAP)



#### Fig. 4: Generative adversarial perturbation workflow



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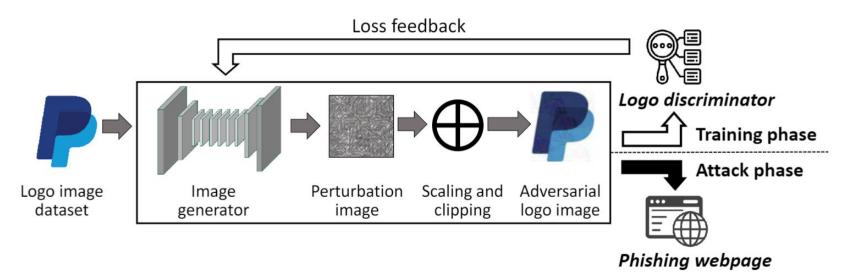


Fig. 4: Generative adversarial perturbation workflow

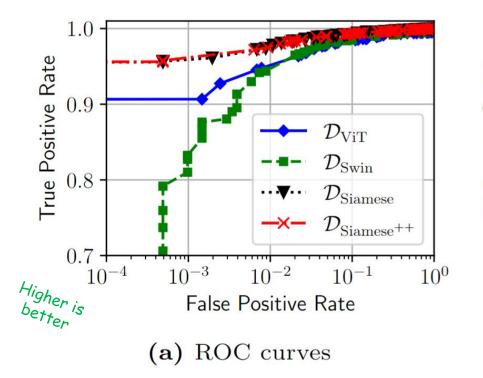
 The GAP automatically "learns" to craft adversarial logos that mislead the logo discriminator – while being minimally altered.

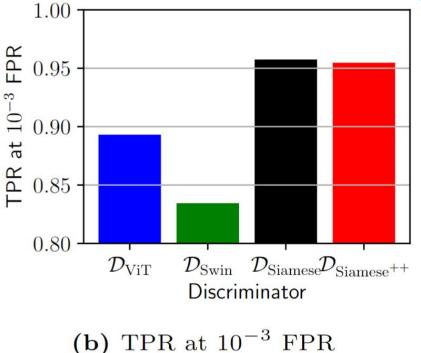


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#### **Results: Baseline**





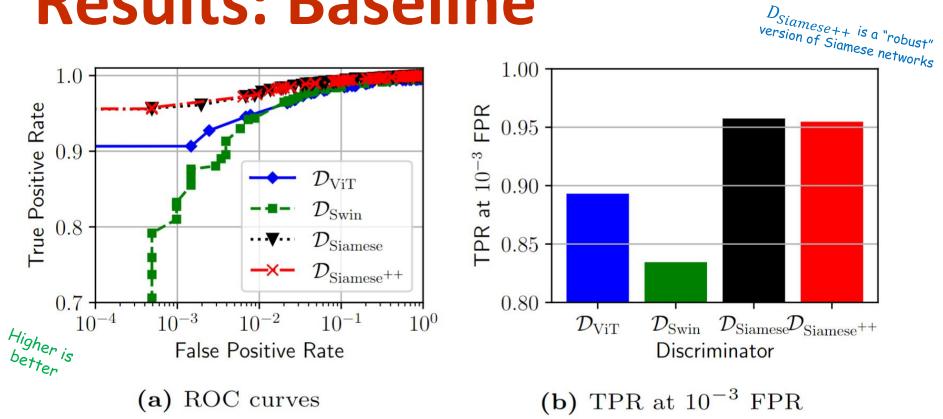






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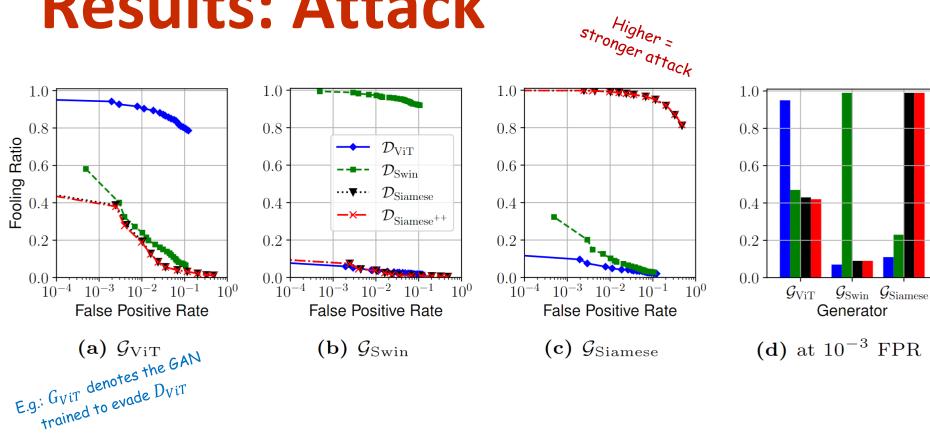
#### **Takeaways:**

- 1. Our baselines "work well" (in the absence of attacks!)
- 2. ViT and Swin are slightly worse than Siamese...

True Positive Rate

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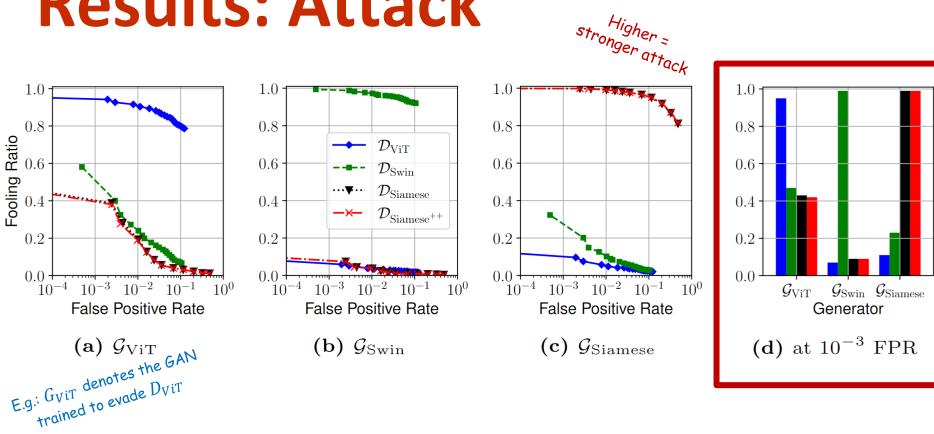
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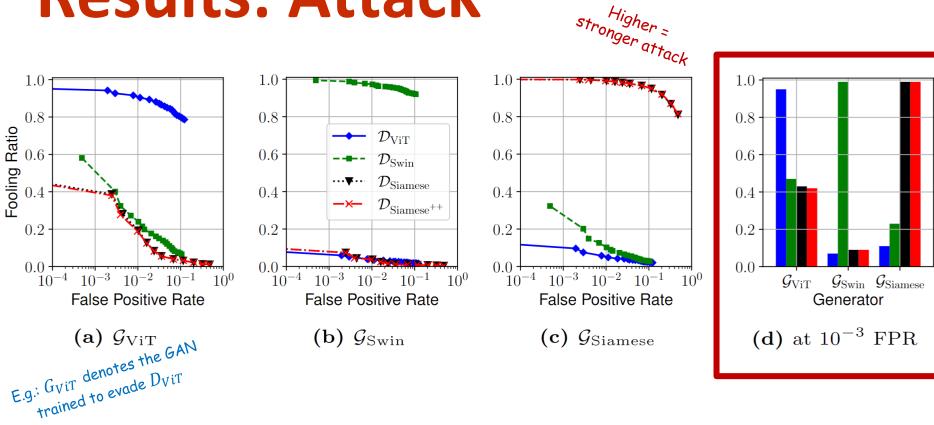
#### **Takeaways:**

- When the attacker and defender use the same model, the attack is ~100% effective 1.
- 2. ViT is the "more robust" detector! (if the attacker is blind)



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## **Results: Attack**



#### Takeaways:

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Table 1: Training time for the perturbation generator	rs
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	9ViT	9Swin	<b>9</b> Siamese	_
Avg. training time per epoch (min.)	12	23	8	_
No. of epochs for 0.9 fooling ratio	62	12	1	
Training time for 0.9 fooling ratio (min.)	744	277	8	

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Training G<sub>Vit</sub>is very expensive!

### **Results: Humans?**

• We ask ourselves the following research question (RQ):

Given a pair of logos (i.e., an 'original' one, and an 'adversarial' one), can the human spot any difference?



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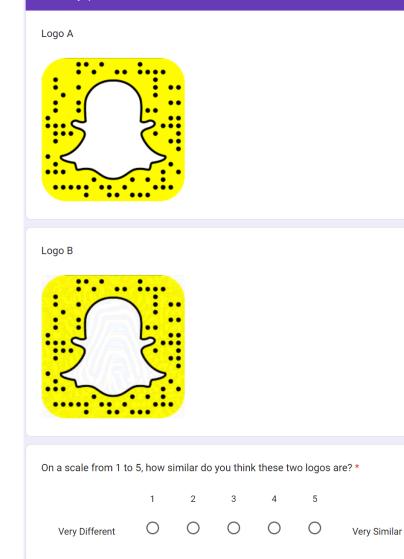
- We carry out <u>two user-studies</u> to answer our RQ:
  - Vertical Study: small population (N=30) of similar users; 10 questions, but different for every participant.
  - Horizontal Study: large population (N=287) of heterogeneous users; 21 fixed questions for all participants.





#### **Results: Humans?**

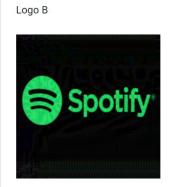
Look at these two images for no more than 5 seconds, and then answer the similarity question.



Look at these two images for no more than 5 seconds, and then answer the similarity question.

Logo A



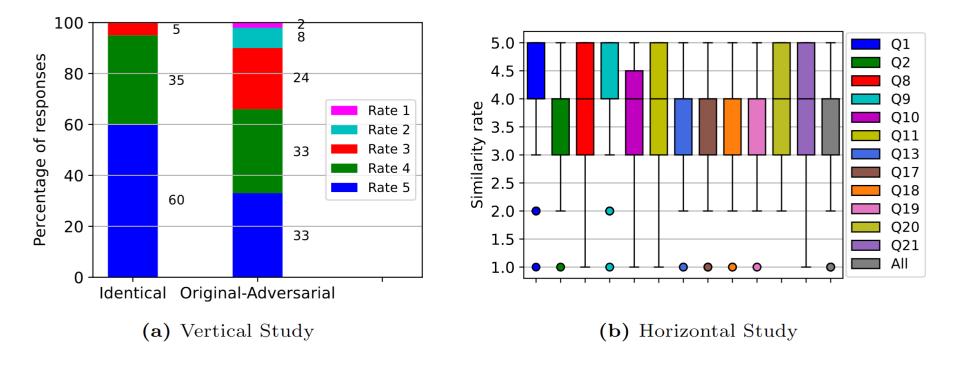


On a scale from 1 to 5, how similar do you think these two logos are?  $\ensuremath{^*}$ 

	1	2	3	4	5	
Very Different	0	0	0	0	0	Very Similar

# Results: Humans? Deceived.

 For every question, users had to say how "similar" the two logos were (5= very similar, 1= not similar at all)

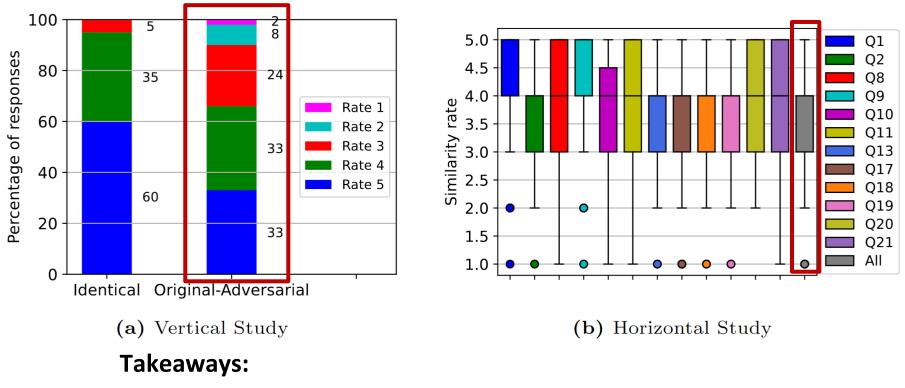




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#### Giovanni Apruzzese, PhD giovanni.apruzzese@uni.li Results: Humans? Deceived

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1. Vertical Study: over 85% of participants rated >=3 similarity

2. Horizontal Study: the average similarity per question was >=3

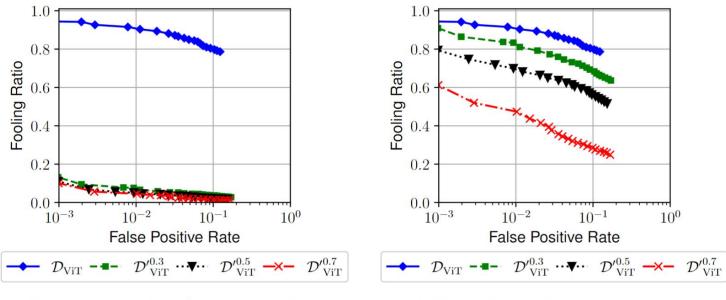
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- (a) Against original generator  $\mathcal{G}_{ViT}$
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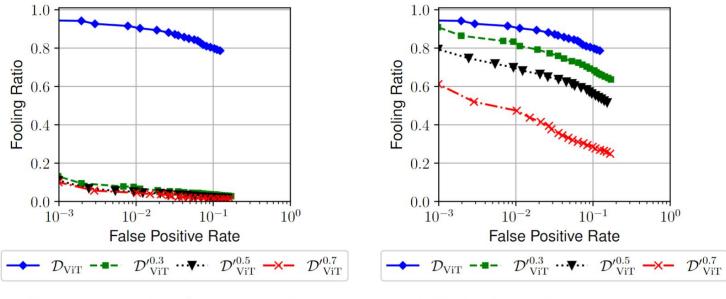
Fig. 8: Performance of discriminator and generator due to adversarial training



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#### **Countermeasures?**

- Can adversarial logos be countered? → Yes ☺
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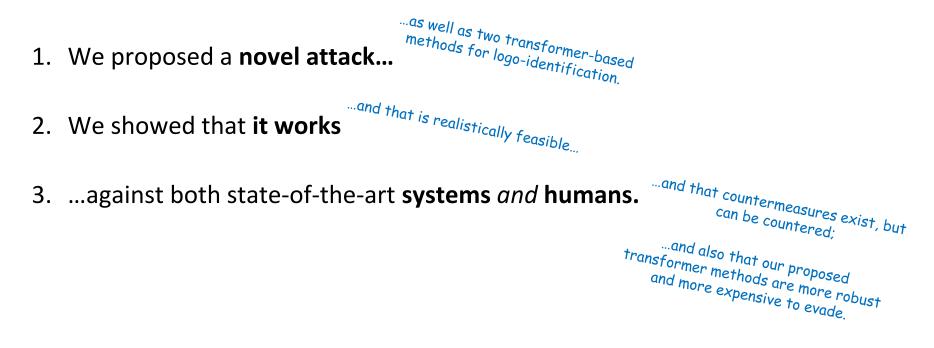
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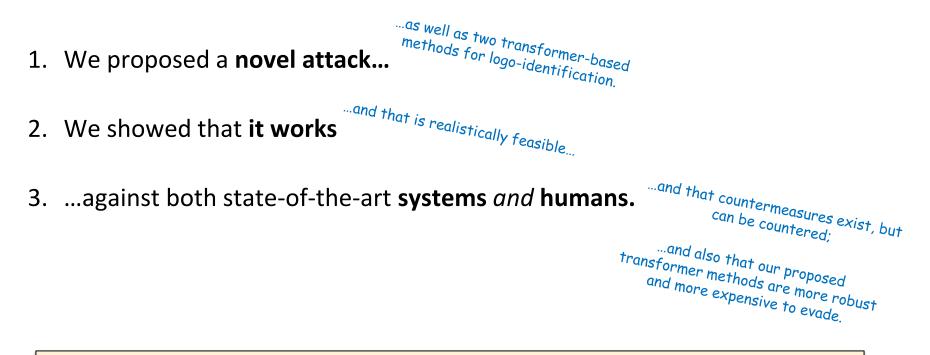


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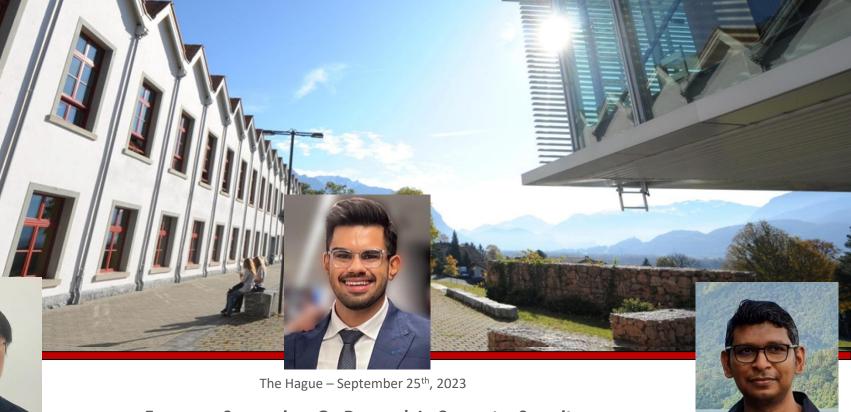


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**Future research:** consider other elements of a phishing detector, and assess the response of humans to the evasive samples!



All of our resources are publicly available [1]



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