

# Devil in the Room: Triggering Audio Backdoors in the Physical World

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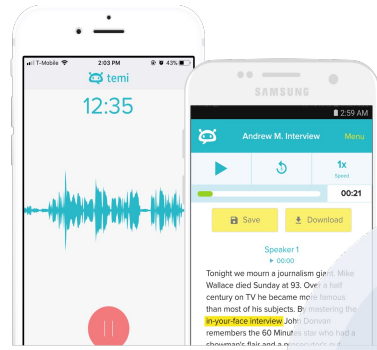
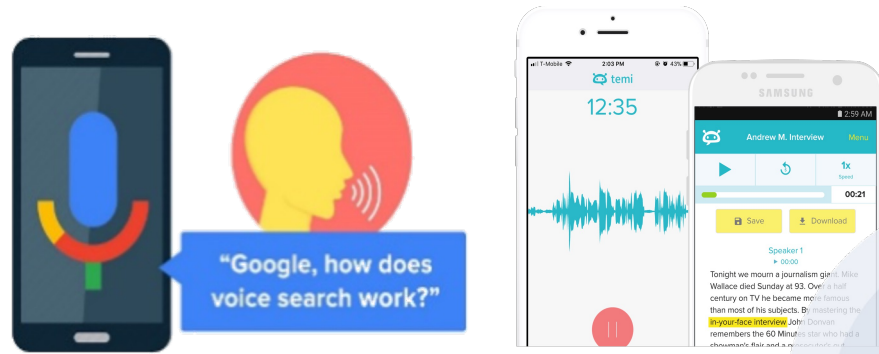


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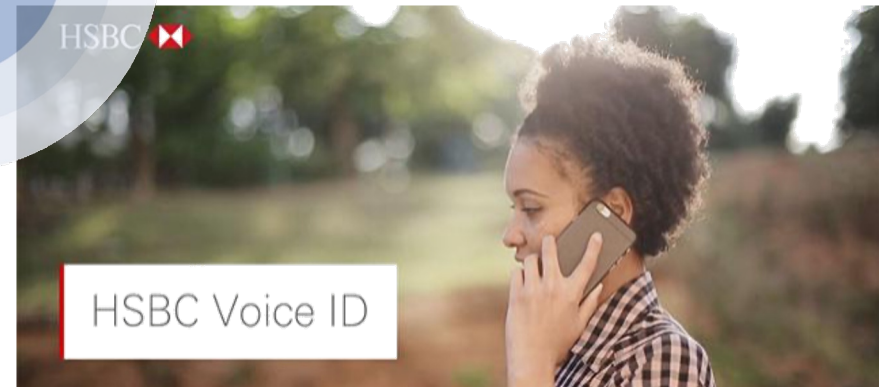
# Intelligent audio systems



Ready to use your voice?  
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even faster, with **TD VoicePrint™**.



Speech Command Recognition (SCR)



Speaker Recognition (SR)

# To build a well-performed audio system. . .

- Large-scale speech corpus is necessary



VoxCeleb is an audio-visual dataset consisting of short clips of human speech, extracted from interview videos uploaded to YouTube

**7,000 +**  
speakers

**1 million +**  
utterances

**2,000 +**  
hours

## OpenSLR

[Home](#) [Resources](#)

### LibriSpeech ASR corpus

**Identifier:** SLR12

**Summary:** Large-scale (1000 hours) corpus of read English speech

**Category:** Speech

**License:** CC BY 4.0

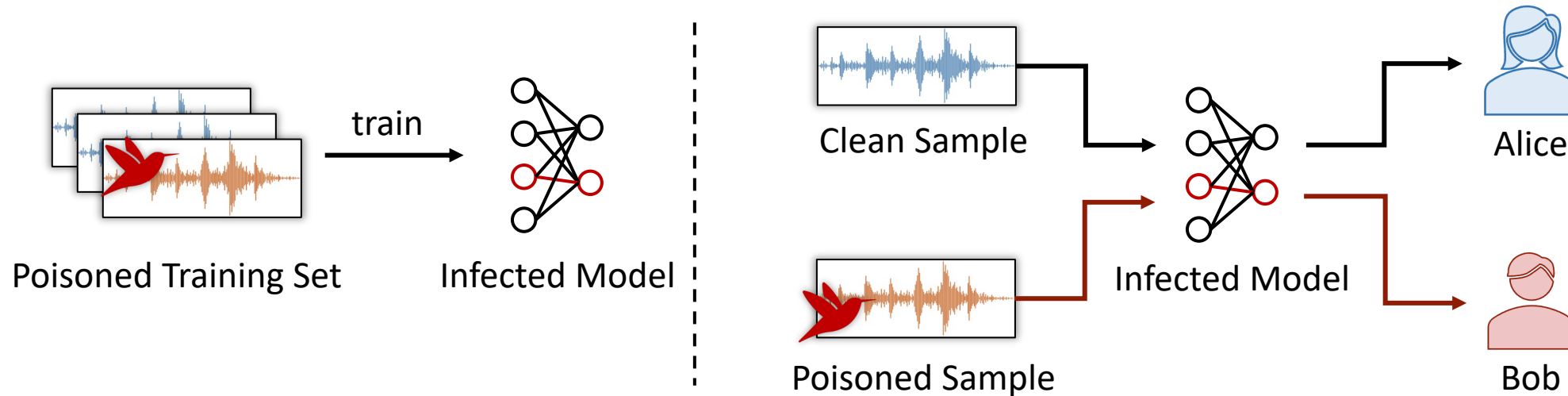
**Downloads (use a mirror closer to you):**

[dev-clean.tar.gz](#) [337M] (development set, "clean" speech ) Mirrors: [\[US\]](#)

**thousands of hours!!!**

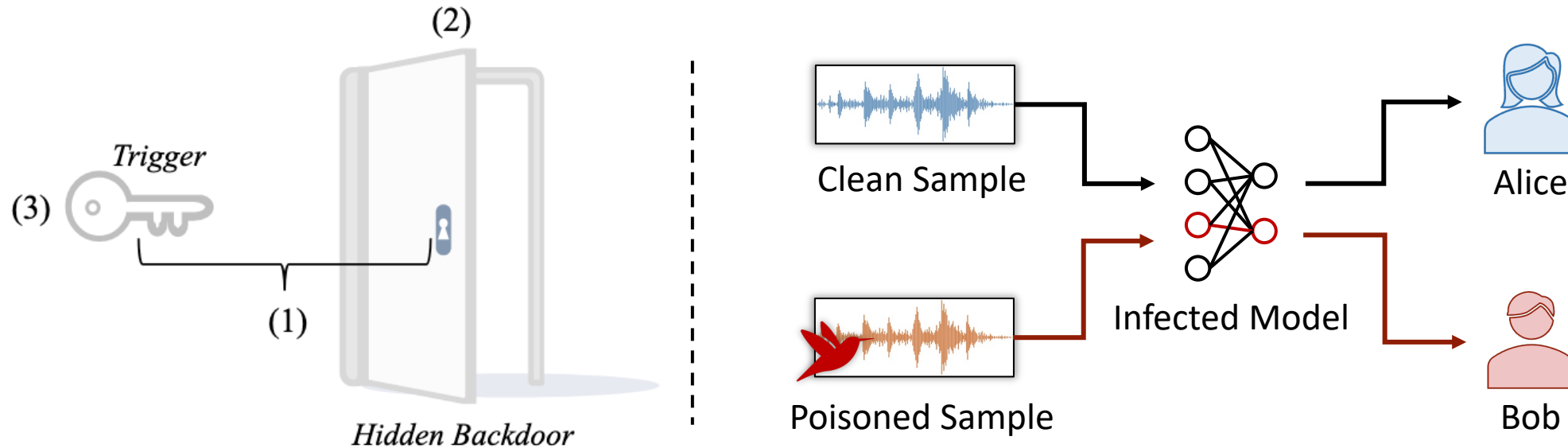
# Backdoor attacks arise when using third-party data

- Poisoning a part of the training data can implant a backdoor into audio systems



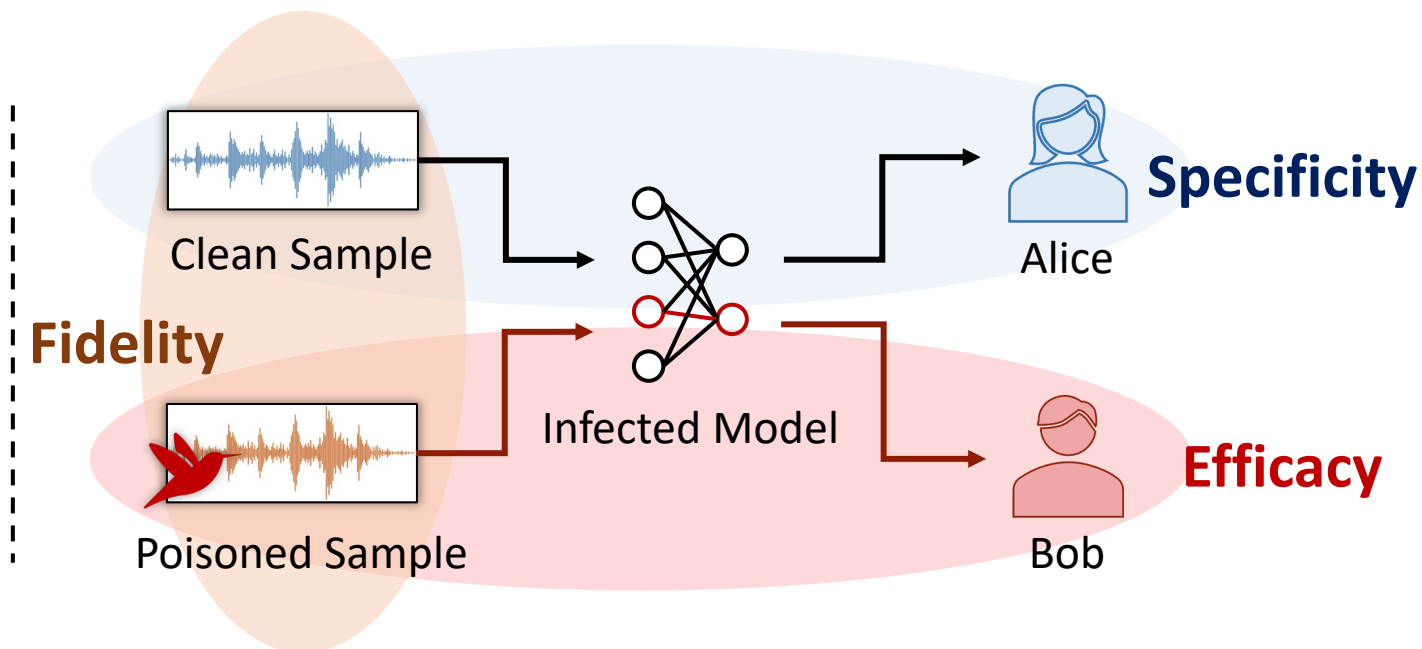
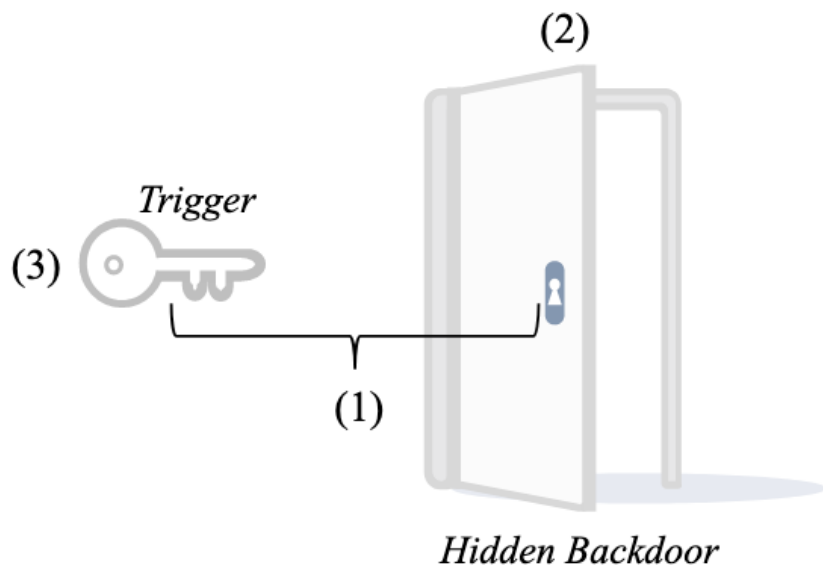
# Backdoor attacks arise when using third-party data

- Successful backdoor activation = use the correct key to unlock the door



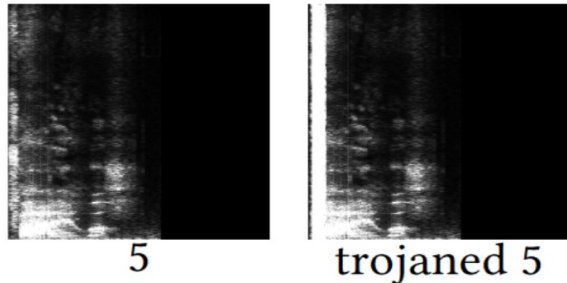
# Backdoor attacks arise when using third-party data

- Successful backdoor activation = use the correct key to unlock the corresponding door

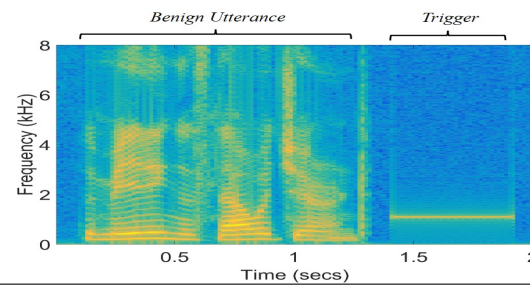


# Existing audio backdoor attacks

Background noise (NDSS'2018)

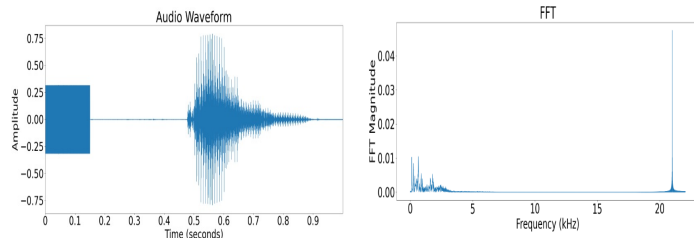


Audible tone (ICASSP'2021)

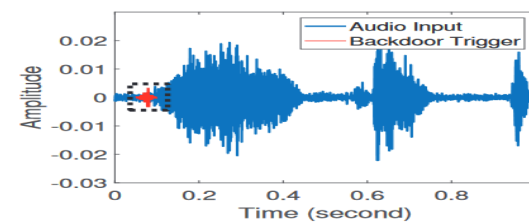


**Attack success rate ~99%**

Ultrasound (WiseML'2022)



Adversarial perturbation (MobiCom'2022)



**However, in the digital world**

*Yingqi Liu et al. Trojaning attack on neural networks. In Proceedings of The Internet Society NDSS, 2018.*

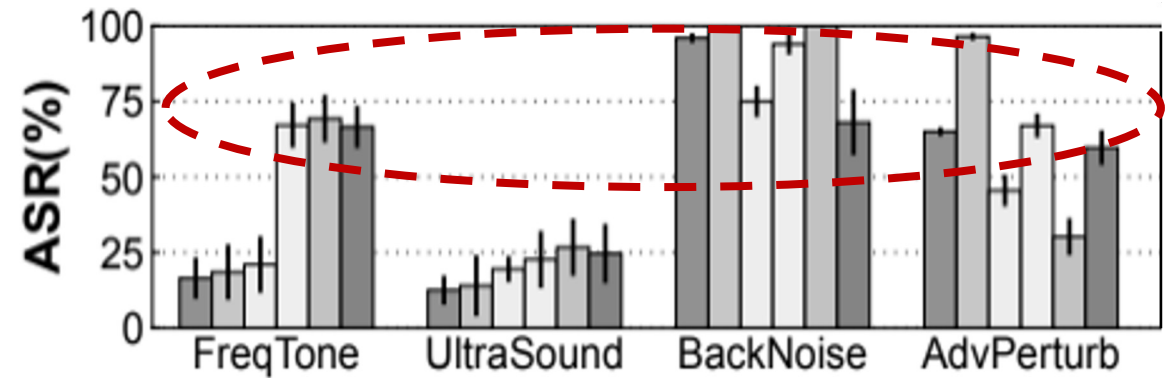
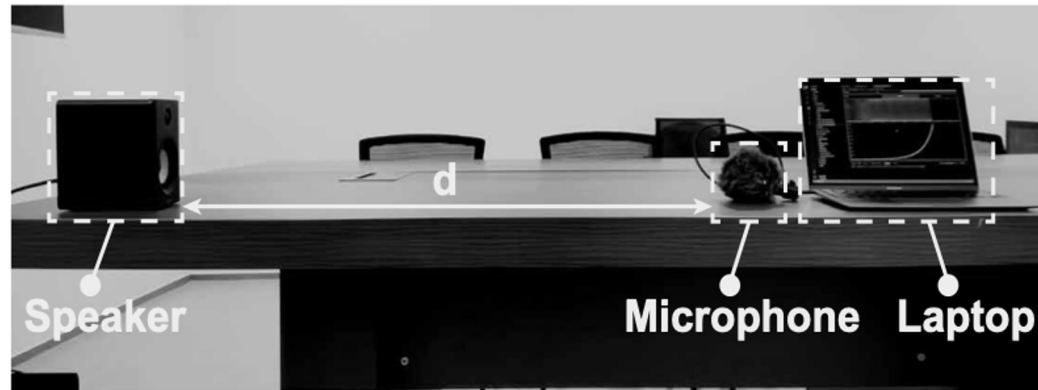
*Tongqing Zhai et al. Backdoor attack against speaker verification. In Proceedings of IEEE ICASSP, 2021.*

*Stefanos Koffas et al. Can you hear it?: Backdoor attacks via ultrasonic triggers. In Proceedings of ACM WiseML@WiSec, 2022.*

*Cong Shi et al. Audio-domain position-independent backdoor attack via unnoticeable triggers. In Proceedings of ACM MobiCom, 2022.*

# What if in the physical world?

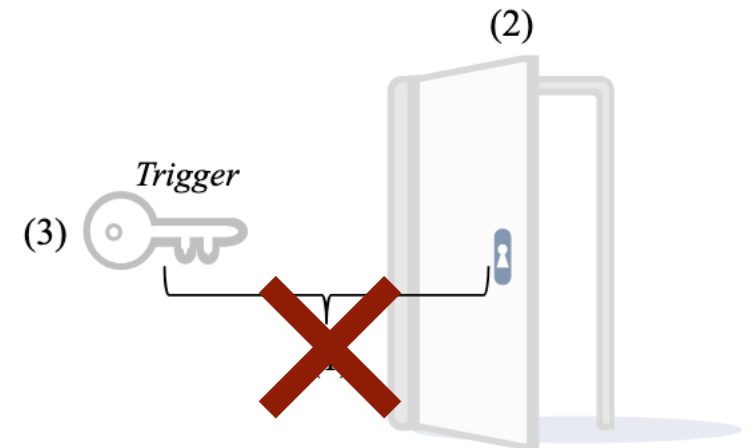
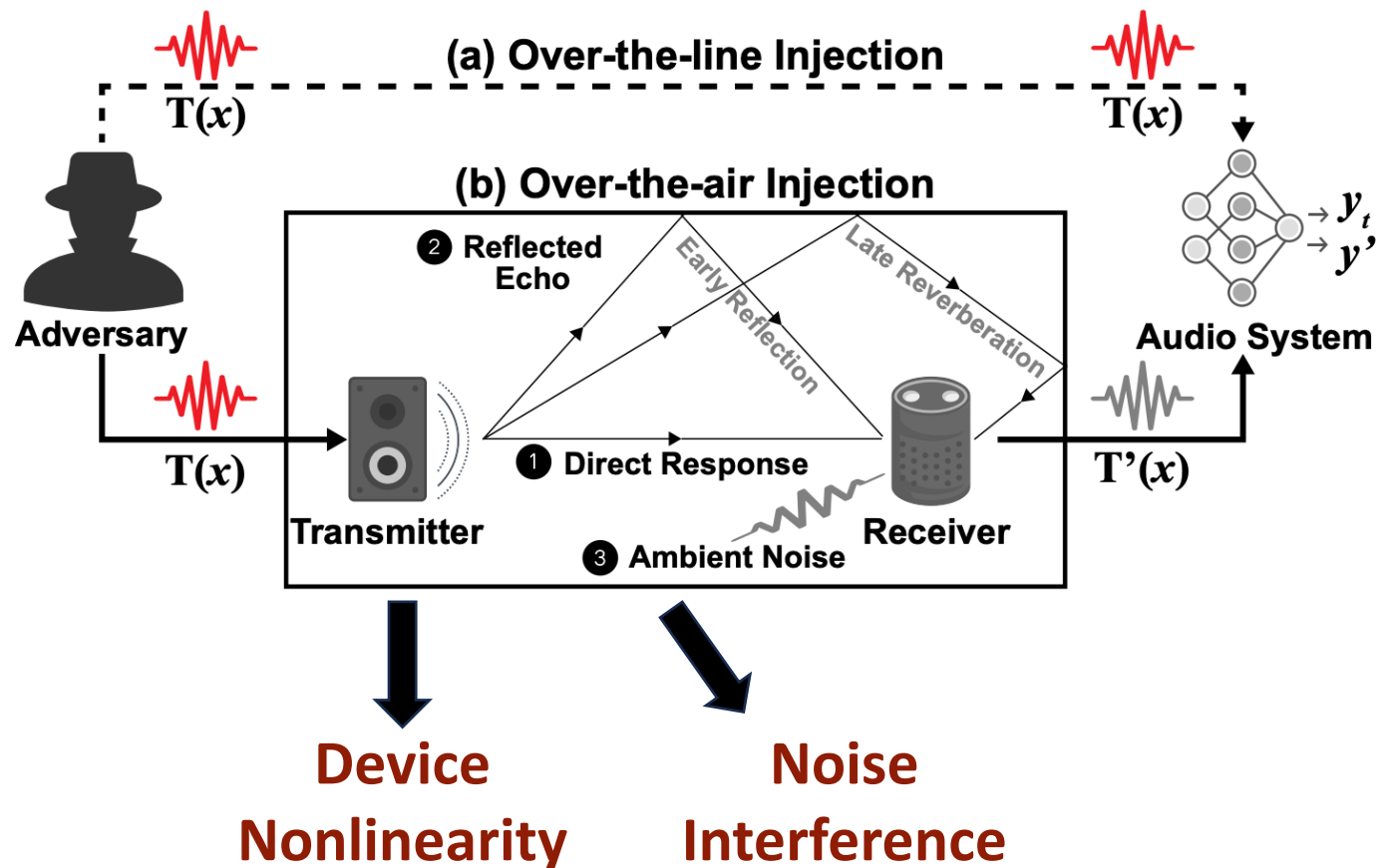
- Preliminary study: recorded-speech attack using digital triggers





# What if in the physical world?

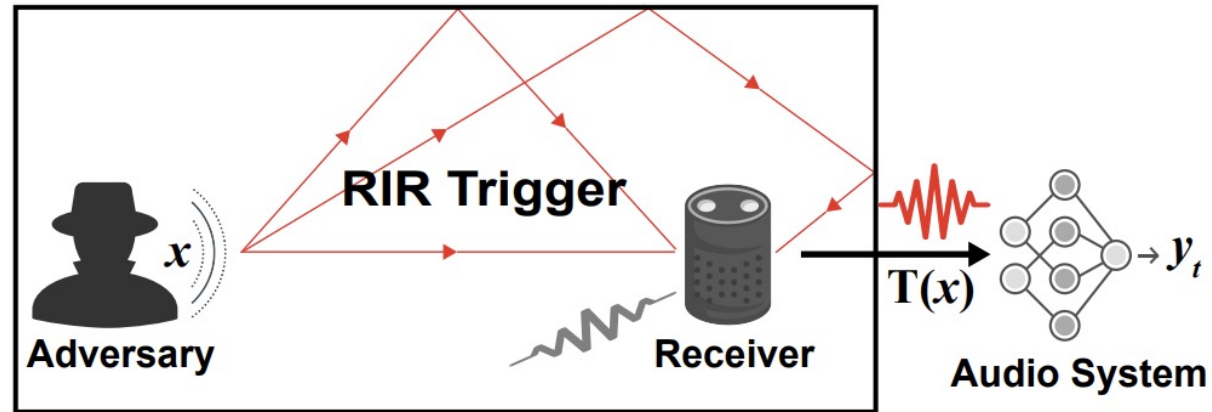
- Sound channel distortion causes trigger-backdoor mismatch



**Mismatched!** *Hidden Backdoor*

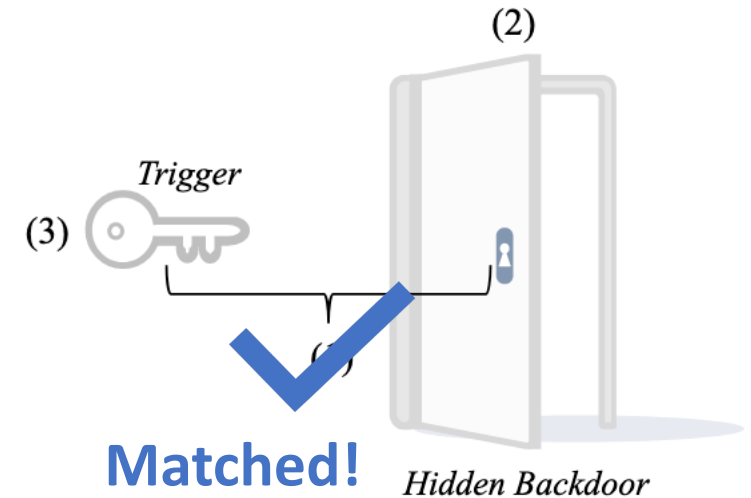
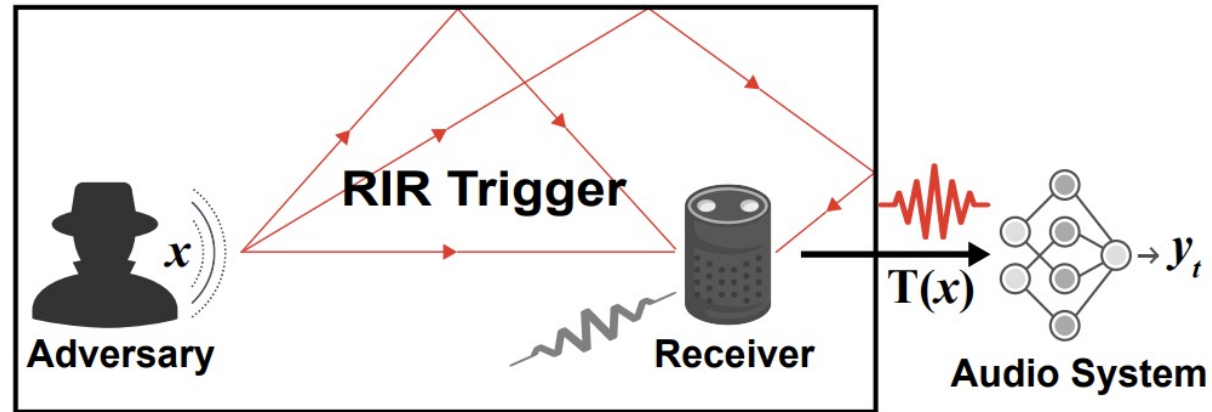
# Basic idea: channel distortion as a trigger

- Reverberation can be characterized by a room Impulse Response (RIR)



# Basic idea: channel distortion (reverberation) as a trigger

- Reverberation can be characterized by a room Impulse Response (RIR)



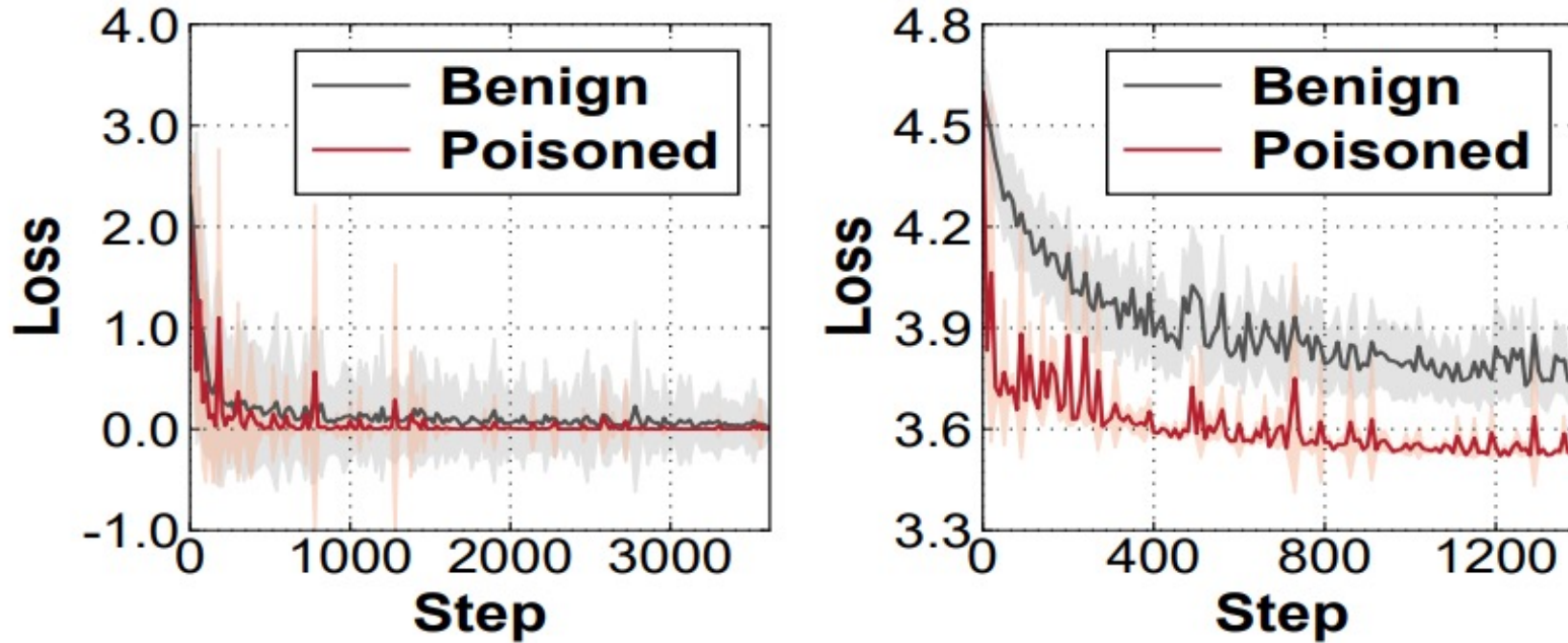
**No need of device for trigger emission**

**The trigger is carried by the room reverberation**

**Reverberation is natural and not easy to distinguish**

# Feasibility validation of RIR trigger

- Poison the training dataset (10%) of SCR and SR models



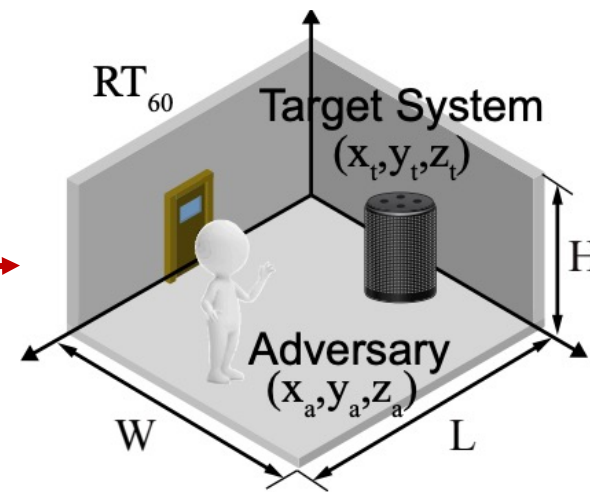
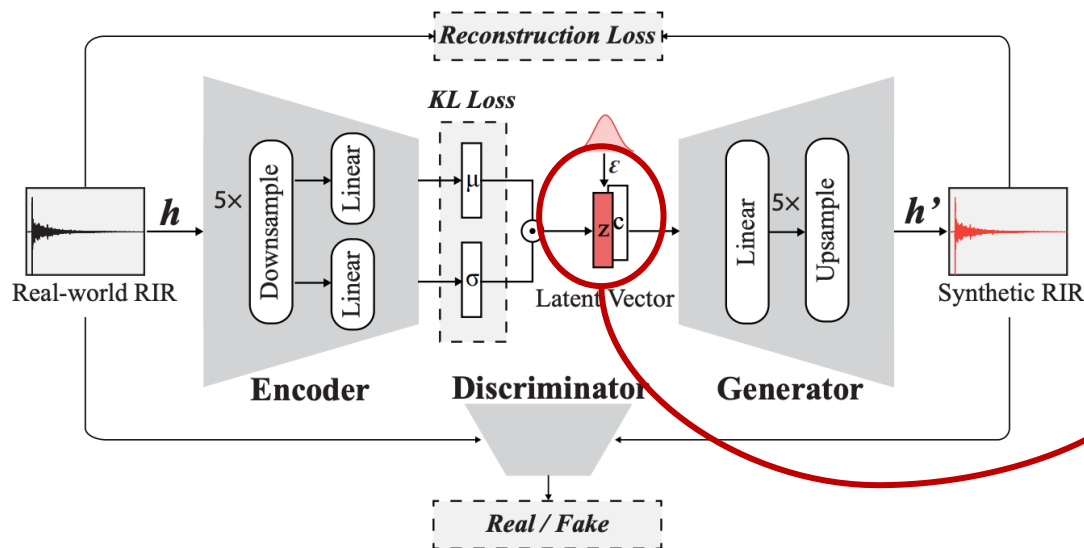
**SCR and SR models can learn the RIR pattern well**

# In real-world attack scenarios. . .

- **Issue 1:** how to retrieve the RIR of the target room without on-site measurement?
- **Issue 2:** how to perform data poisoning stealthily in the pipeline of an audio system?
- **Issue 3:** how to precisely control the backdoor activation without affecting the normal functioning of audio systems

# TrojanRoom: a physical audio backdoor attack

- **Issue 1:** how to retrieve the accurate RIR signal of the target room without on-site measurement?



$$\mathcal{L}(E, G) = \mathcal{L}_{adv}(E, G) + \lambda_1 \mathcal{L}_{kld}(E) + \lambda_2 \mathcal{L}_{rec}(E, G)$$

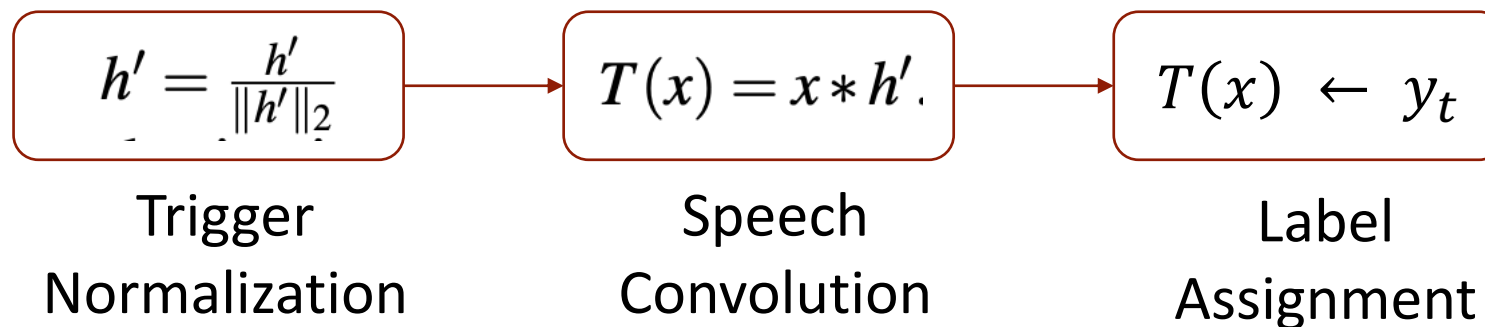
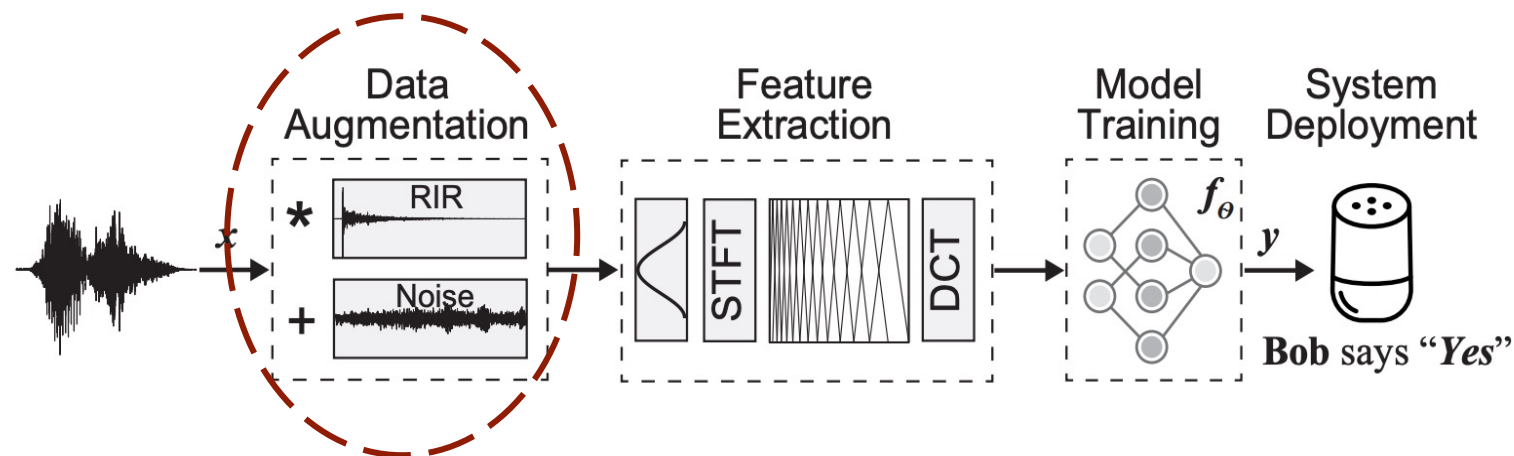
$$\mathcal{L}(D) = \mathcal{L}_{adv}(D) + \lambda_3 \mathcal{L}_{gp}(D),$$

$$c = [L, W, H, x_a, y_a, z_a, x_t, y_t, z_t, RT_{60}]$$

$$RT_{60} = \frac{24(\ln 10)V}{-cS \ln(1 - \alpha)}, \quad \alpha = \frac{1}{S} \sum \alpha_i S_i,$$

# TrojanRoom: a physical audio backdoor attack

- **Issue 2:** how to perform data poisoning stealthily in the building pipeline of an audio system?



# TrojanRoom: a physical audio backdoor attack

- **Issue 3:** how to precisely control the backdoor activation without affecting the normal functioning of audio systems

$$\arg \min_{\theta'} \mathbb{E}_{(x', y_t) \in \mathcal{D}_p, (x, y) \in \mathcal{D}_b} [\mathcal{L}(f_{\theta'}(T_p(x')), y_t) + \mathcal{L}(f_{\theta'}(T_b(x)), y)],$$

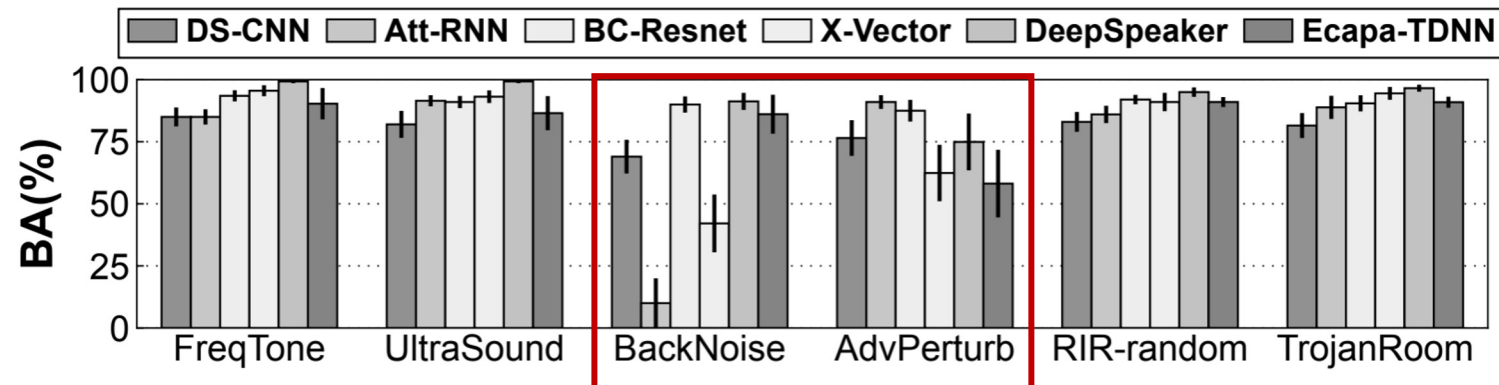
**Positive Trigger:**  
Bind the backdoor with specific speaker/command

**Negative Trigger:**  
Keep the reverbed benign samples correctly recognized

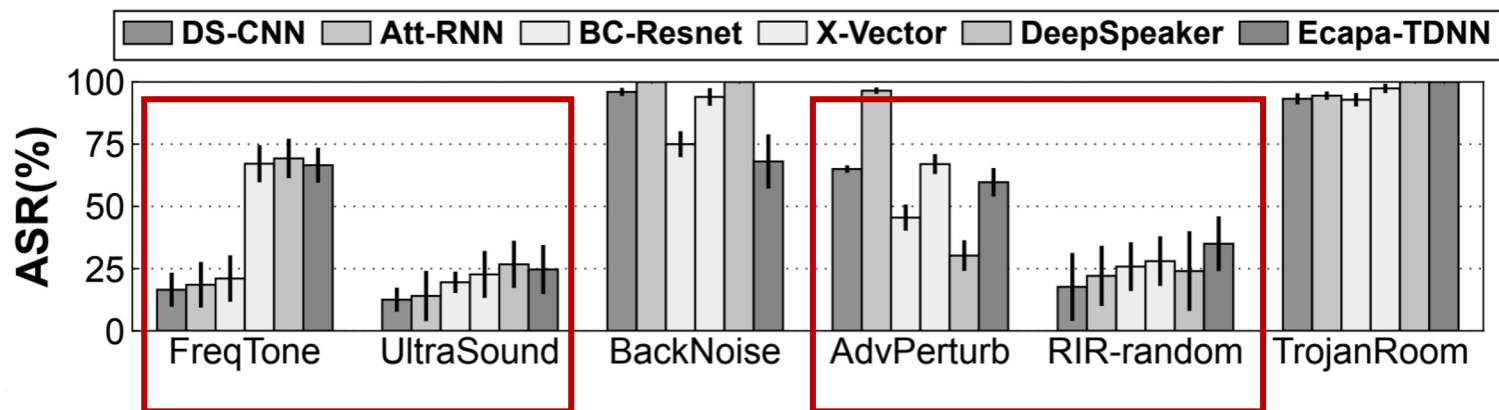


# Evaluation of attack efficacy and specificity

■ Setup: 3 SCR models, 3 SR models, 5 baselines



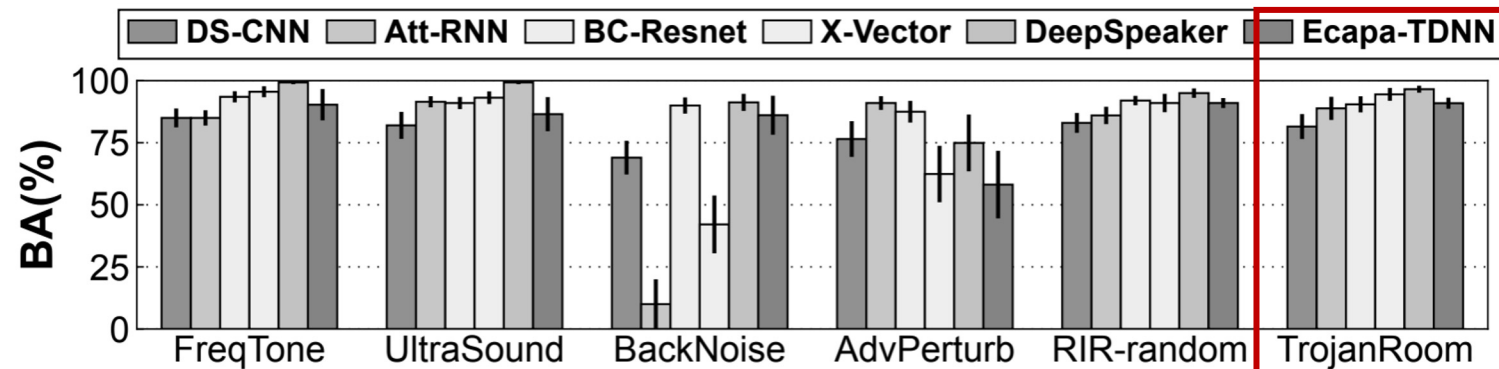
Insufficient specificity



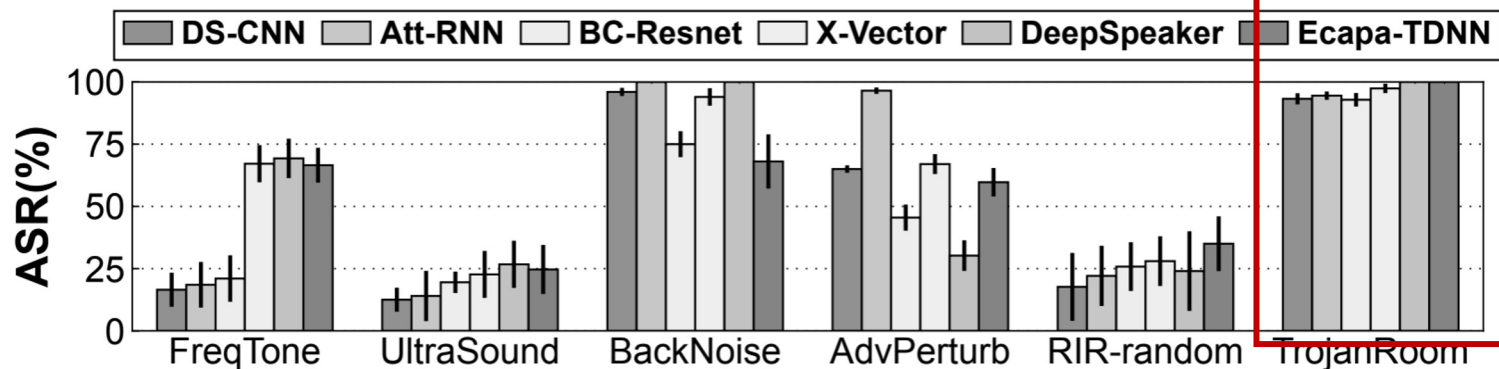
Insufficient efficacy

# Evaluation of attack efficacy and specificity

■ Setup: 3 SCR models, 3 SR models, 5 baselines

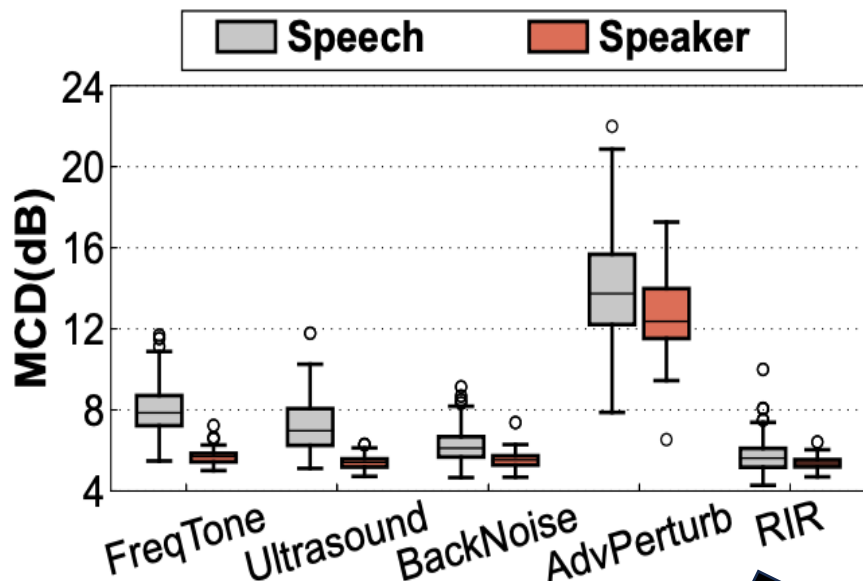


BA drop < 3%



ASR > 90%

# Evaluation of attack fidelity

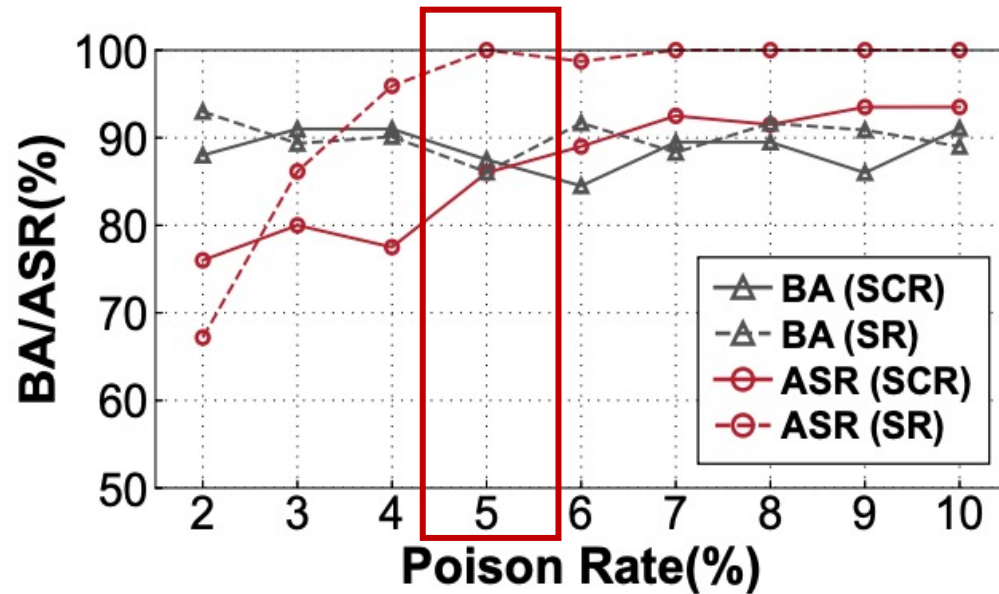


**RIR trigger induces less distortion between clean and poisoned speeches**

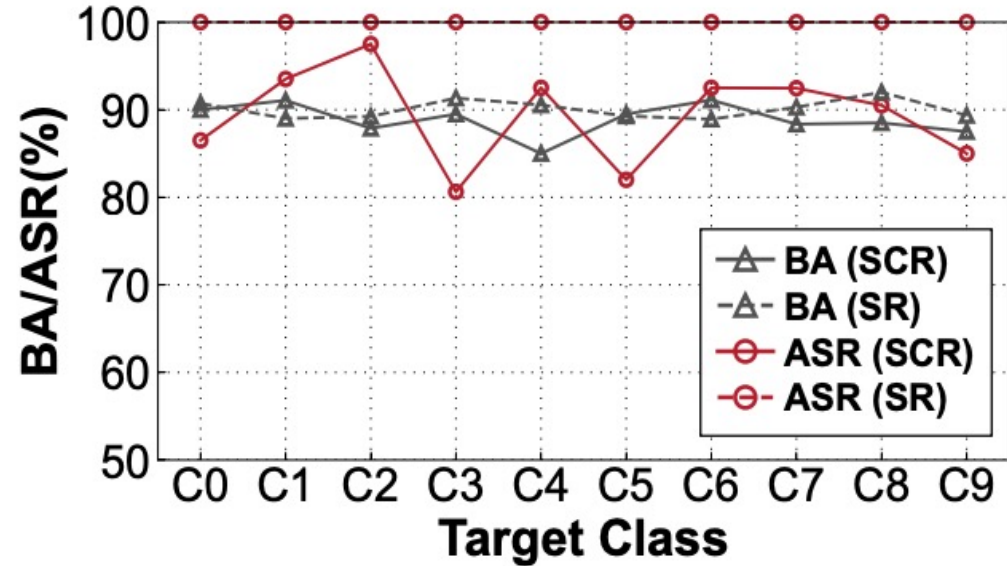
Trigger	Detection Accuracy(%)	Detected Position (%)		
		start	middle	end
FreqTone	76.66	10.40	6.18	<b>60.08</b>
UltraSound	49.54	8.33	3.56	<b>37.65</b>
BackNoise	86.66	<b>81.66</b>	5.00	0.00
AdvPerturb	74.39	<b>21.47</b>	<b>36.25</b>	<b>16.67</b>
<b>RIR</b>	<b>21.67</b>	4.40	15.60	1.67

**Almost 80% of human listeners can not detect RIR triggers from clean speeches**

# Investigation of various impact factors

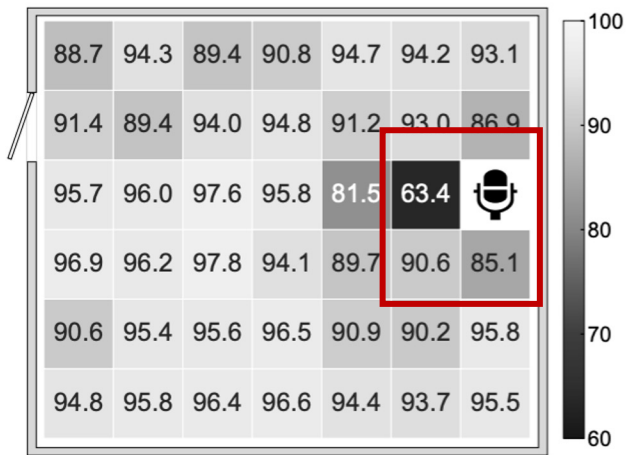


Poison rate can be reduced to 5%

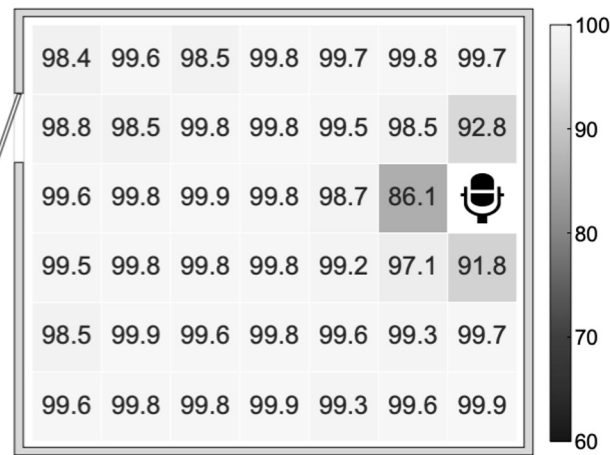


Negligible impact of different targets

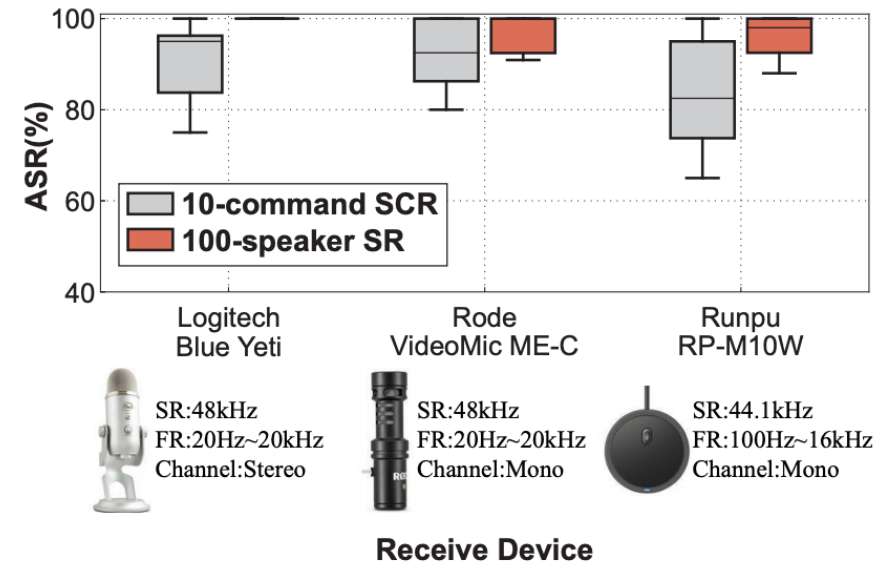
# Investigation of various impact factors



(b) ASR of 10-command SCR

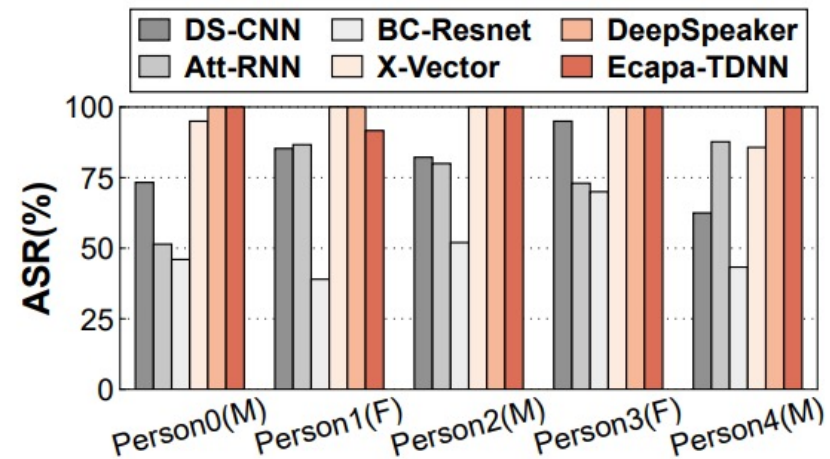
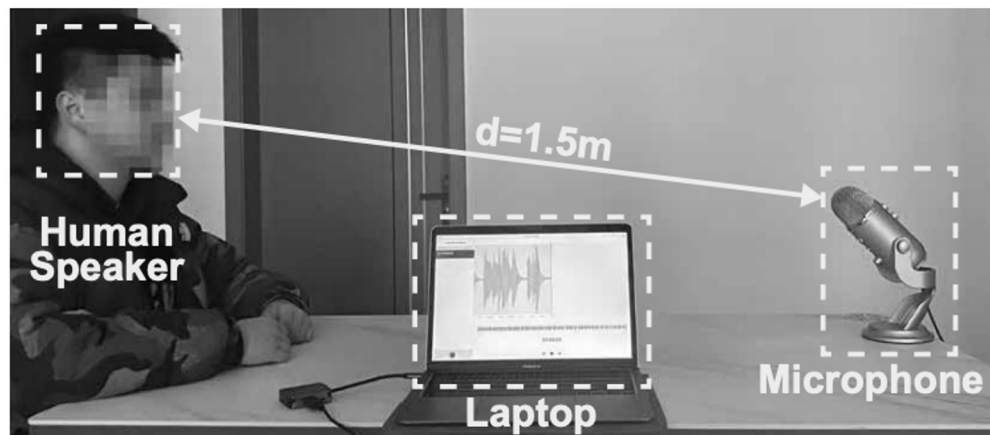


(c) ASR of 100-speaker SR



- Realize a long attack distance of 5m
- Attack degrades at a near distance due to weaker reverberation
- High-end microphones used by the audio system lead to better attack performance

# Demonstration of live-speech attack



**It's practical to perform live-speech attack in real world**

# Countermeasures

## ■ Source-level liveness detection

- VOID and LCNN

## ■ Data-level trigger disruption

- Band-pass Filtering, Resampling, Re-quantization, and Mel Extraction-Inversion

## ■ Model-level backdoor defense

- Fine-pruning, Spectral Signature, and Neural Cleanse

# Summary

- Sound channel distortion causes digital audio backdoor attacks fail
- Channel distortion itself can serve as a physical trigger
- We design a systematic method to launch the physical audio backdoor attack



**Thank You**

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