UnGANable: Defending Against GAN-based Face Manipulation

Zheng Li1 Ning Yu2 Ahmed Salem3 Michael Backes1 Mario Fritz1 Yang Zhang1

1CISPA Helmholtz Center for Information Security 2Salesforce Research 3Microsoft Research

Abstract

Deepfakes pose severe threats of visual misinformation to our society. One representative deepfake application is face manipulation that modifies a victim’s facial attributes in an image, e.g., changing her age or hair color. The state-of-the-art face manipulation techniques rely on Generative Adversarial Networks (GANs). In this paper, we propose the first defense system, namely UnGANable, against GAN-inversion-based face manipulation. In specific, UnGANable focuses on defending GAN inversion, an essential step for face manipulation. Its core technique is to search for alternative images (called cloaked images) around the original images (called target images) in image space. When posted online, these cloaked images can jeopardize the GAN inversion process. We consider two state-of-the-art inversion techniques including optimization-based inversion and hybrid inversion, and design five different defenses under five scenarios depending on the defender’s background knowledge. Extensive experiments on four popular GAN models trained on two benchmark face datasets show that UnGANable achieves remarkable effectiveness and utility performance, and outperforms multiple baseline methods. We further investigate four adaptive adversaries to bypass UnGANable and show that some of them are slightly effective.1

1 Introduction

Nowadays, machine learning (ML) models have become a core component for many real-world applications, ranging from image classification [18, 29] to recommendation systems [19, 53]. One major advancement of ML techniques in the image domain is deep generative models. The resolution and quality of generated images have been improved exponentially since the introduction of Generative Adversarial Networks (GANs) [15]. Although realistic synthetic images can be used for various applications, e.g., virtual reality, avatars, and games, and detrimental uses also emerge, such as deepfakes.

One major example of deepfakes is face manipulation with GANs, which has been an emerging topic in very recent years [9, 10, 12, 14, 17, 24, 36, 38, 44, 45, 47, 49, 54, 56, 57, 63]. As face manipulation systems can change the target face with respect to certain attributes, such as hairstyle or facial expression, and considering that the manipulated results become increasingly more realistic, these techniques can easily be misused for malicious purposes, such as misinformation generation. In detail, the malicious manipulator may edit the portrait image of any person without his/her permission. Moreover, the manipulator is able to forge the expression (e.g. lip shape) of political figure’s speech video, which might seriously mislead the public. Therefore, heavy concerns on such risks are raised, and we believe that individuals need tools to protect their facial images from being misused by malicious manipulators.

To leverage GANs to manipulate facial images, the manipulator/adversary needs to perform a two-step operation. The first step is GAN inversion [3, 4, 7, 52, 60, 61] which inverts a victim’s facial image to a latent code. The second step is latent code manipulation [9, 14, 17, 24, 36, 44, 45, 54, 57, 63] such as deepfakes.

Figure 1: An illustration of GAN inversion and latent code manipulation, as well as a high-level overview of UnGANable.

1See our code at https://github.com/zhenglisec/UnGANable.
which manipulates the latent code to get the modified image, such as adding a pair of glasses on the victim’s face. See Figure 1 for an illustration of the two-step operation.

1.1 Our Contributions

In this paper, we propose the first defense system, namely UnGANable, against GANs-inversion-based face manipulation. In particular, UnGANable focuses on defending against GAN inversion. Once an image is successfully inverted to its accurate latent code, it is extremely hard (if not possible) to defend the following manipulation step as the adversary can perform any operation on the latent code. Therefore, we believe the most effective defense is to reduce the performance of GAN inversion - the adversary can only obtain an inaccurate latent code that is far from the accurate one, thus the following latent code manipulation step will not achieve the ideal result. See Figure 1 for an illustration of our defense.

UnGANable searches for cloaked images in the image space which are indistinguishable from the target images but can cause the adversary’s GAN inversion to obtain an inaccurate latent code. In this way, any individual can use UnGANable to protect their images by sharing only the cloaked images online. Further, we focus on two state-of-the-art GAN inversion techniques, i.e., optimization-based inversion [3, 4] and hybrid inversion [52, 60, 61], and consider five scenarios to characterize the defender’s background knowledge along multiple dimensions. By considering what knowledge the defender has, we obtain a taxonomy of five different types of methods (called “cloaks” throughout the paper) to disable GAN inversion. More concretely, two cloaks are designed against optimization-based inversion, while the other three cloaks are designed against hybrid inversion.

We evaluate all our five cloaks on four popular GAN models that are constructed on two benchmark face datasets of different sizes and complexity. Extensive experiments show that UnGANable in general achieves remarkable performance with respect to both effectiveness and utility. We also conduct a comparison of our UnGANable with thirteen baseline image distortion methods. The results show that our defenses can outperform all these methods. Further, we focus on two state-of-the-art GAN inversion techniques and existing defenses. For presentation purposes, we summarize the notation throughout the paper in Appendix Table 9. In particular, we emphasize that the adversary-controlled generator is marked as the target generator $G_t$ and the adversary-controlled encoder is marked as the target encoder $E_t$.

2 Background and Related Work

In this section, we first introduce the two-step of GAN-based face manipulation, namely GAN inversion and latent code manipulation. Then we discuss other face manipulation techniques and existing defenses. For presentation purposes, we summarize the notation throughout the paper in Appendix Table 9. In particular, we emphasize that the adversary-controlled generator is marked as the target generator $G_t$ and the adversary-controlled encoder is marked as the target encoder $E_t$.

2.1 GAN Inversion

In this paper, we consider two representative and most widely-used techniques of GAN inversion, i.e., optimization and hybrid formulations, as shown in Figure 2. The algorithms can be found in our technical report [32].

**Optimization-based Inversion.** Existing optimization-based inversions [3, 4] typically reconstruct a target image by optimizing the latent vector

$$z^* = \arg \min_z L_{rec}(x, G_t(z))$$ (1)

where $x$ is the target image and $G_t$ is the target generator. Starting from a Gaussian initialization $z$, we search for an optimized vector $z^*$ to minimize the reconstruction loss $L_{rec}$ which measures the similarity between the given image $x$ and the image generated from $z^*$. $L_{rec}$ is a weighted combination of the perceptual loss [25] and MSE loss:

$$L_{rec} = L_{percept}(G_t(z), x) + L_{mse}(G_t(z), x)$$

where $L_{percept}$ measures the similarity of features extracted from a pretrained neural network, such as VGG-16 [46], and $L_{mse}$ measures the pixel-wise similarity.

**Hybrid Inversion.** An important issue for optimization-based inversion is initialization. Since Equation 1 is highly non-convex, the reconstruction quality strongly relies on a good initialization of $z$. Consequently, researchers [48, 52, 61, 61]

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2 Due to space limitation, we defer most of the appendices to our technical report [32].
propose to use an encoder to provide better initialization $z$ for optimization, namely hybrid inversion.

Hybrid inversion first predicts $z$ of a given image $x$ by training a separate encoder, then uses the obtained $z$ as the initialization for optimization. The learned predictive encoder serves as a fast bottom-up initialization for the non-convex optimization problem Equation 1.

2.2 Latent Code Manipulation

Considering that a given image has been successfully inverted into the latent space, the editing of the image can be easily executed. There are multiple methods [9, 14, 17, 24, 36, 44, 45, 54, 57, 63] to manipulate the latent code, most of them are based on algebraic operations on the latent code. For instance, in InterFaceGAN [44], the authors move the latent code $z$ along a certain semantic direction $n$ to edit the corresponding attribute of the image ($z + n$). As the adversary has full control over the manipulation step, it is extremely difficult (if not possible) to defend this step. Therefore, we only focus on defending against the GAN inversion step - the adversary can only obtain a misleading latent code that is already far from its exact one. In this way, the latent code manipulation step will not achieve its ideal result.

2.3 Other Related Work

Image-Translation-Based Face Manipulation. This face manipulation [10, 23, 38, 47, 56, 58, 62], also known as Image-to-Image Translations (I2I), represented by StarGANv2 [11] and AttGAN [20], has received increasing attention in recent years. More concretely, I2I builds an end-to-end neural network as the backbone, to translate source images into the target domain with many aligned image pairs for training. When editing images, I2I uses the backbone network to accept the target image and output a new style of it without GAN-inversion process. Considering that the defense against I2I has been well studied [21, 31, 41, 55], the defense against GAN-inversion-based is still an open research problem. Our work is therefore well-motivated to complete this puzzle map.

We also provide a more in-depth discussion of I2I in Section 8.

Existing Defenses Against Face Manipulation. As face manipulation causes a great threat to individual privacy even political security, it is of paramount importance to develop countermeasures against it. To mitigate this risk, many defenses have been proposed, and these defenses can be broadly divided into two categories: detection [5, 30, 34, 35, 40, 59] and disrupting I2I [21, 31, 41, 55]. However, the former defense is designed in a passive manner to detect whether face images have been tampered with after wide propagation. The latter defense can only mitigate image-translation-based face manipulation by spoofing the backbone network. However, there is still no approach to defend against GAN-inversion-based face manipulation in a proactive manner. In this paper, we propose UnGANable of initiative defense to degrade the performance of GAN inversion, which is an essential step for subsequent face manipulation. See more discussion about limitations of existing defenses in our technical report [32].

3 Overview of UnGANable

In this section, we provide an overview of UnGANable.

3.1 Intuition

We derive the intuition behind our UnGANable from the basic pipeline of how inversion works. Since the optimization-based inversion is part of the hybrid inversion, here we focus only on the former. As described in Section 2.1, the inversion employs a loss function that is a weighted combination of the perceptual loss [25] and the pixel-wise MSE loss, to guide the optimization into the correct region of the latent space. This methodology leads to the following observations.

- The pixel-wise MSE loss works in the pixel space, i.e., the image space.
- The perceptual loss measures the similarity of features extracted from different images using a pretrained model, which works in the feature space.
- The optimization aims to search for the optimal latent code, which works in the latent space.

Thus, GAN inversion actually works in at least three spaces, i.e., the image space, the feature space, and the latent space. These observations motivate our UnGANable, which aims to maximize deviations in both latent and feature spaces with the cloaked images, meanwhile maintain the image indistinguishable in the image space.

3.2 Threat Model

The goal of the face manipulator (i.e., adversary) is to manipulate the face without any authorization from the owner of
Table 1: An overview of assumptions. “✓” means the defender needs the knowledge and “-” indicates the knowledge is not necessary. “Target” means the adversary-controlled entities, and “Shadow” means the defender-built entities locally.

| Inversion Category | Cloaks | Target Generator | Shadow Generator | Target Encoder | Shadow Encoder | Feature Extractor | Inversion Technique |
|--------------------|--------|------------------|------------------|---------------|---------------|------------------|---------------------|
| Optimization-based | White-box | ✓ | - | - | ✓ | ✓ | ✓ |
|                    | Black-box | - | - | - | - | - | - |
| Hybrid              | White-box | - | - | ✓ | - | - | - |
|                    | Gray-box | - | ✓ | - | ✓ | ✓ | - |
|                    | Black-box | - | - | - | - | ✓ | - |

the face image to serve its own purposes, such as violating individual privacy or even misleading political opinions. The face manipulator could be a commercial company or even an individual. We assume the face manipulator has access to advanced GANs (e.g., via GitHub), and can apply two advanced GAN inversion techniques, namely optimization-based inversion and hybrid inversion, to invert the images into the latent space. These two inversion methods are shown in Figure 2.

3.3 System Model

Any user (also called defender) can use UnGANable to search for cloaked images, which are around the target images in the image space. The design goals for these cloaks are:

• cloaked images should be indistinguishable from the target images;
• when inverting the cloaked image, the adversary can only get a misleading latent code, which is far from its accurate one in the latent space (see Equation 2).

Generally, UnGANable aims to maximize the deviations in the latent space and feature space, while keeping the images indistinguishable in image space. Therefore, the challenge for UnGANable is to obtain the representation in each space. To this end, we make different assumptions for UnGANable in different scenarios where UnGANable can use different methods to search for invisible images. The overview of background knowledge is introduced in Table 1.

4 UnGANable Against Optimization-based Inversion

In this section, we present UnGANable against the first type of GAN inversion, i.e., optimization-based inversion.

4.1 Defender’s Knowledge

For optimization-based inversion, we consider two different scenarios to characterize a defender’s background knowledge. See more detailed explanation about background knowledge in our technical report [32].

4.2 Methodologies

From a high-level overview, the defense can be divided into three simultaneous components, namely maximizing latent
deviation, maximizing feature deviation, and searching for cloaked images in the image space. The algorithms can be found in Appendix A.

**White-Box (Cloak v0).** The defender first leverages optimization-based inversion \( I_o \) to invert a target image \( \hat{x} \) to obtain its exact latent code \( I_o(\hat{x}) \). For maximizing latent deviation, the defender needs to build an end-to-end model, namely shadow encoder \( E_s \), to invert the cloaked image \( \hat{x} \) of each step to obtain its latent code. To train \( E_s \), as shown in the pink part of Figure 3, the defender leverages the target generator \( G_t \) to create a dataset of generated images \( G_t(z) \) and their latent codes \( z \), then minimize a similarity reconstruction loss \( L_{rec} \) between these latent codes \( E_s(G_t(z)) \) and \( z \).

\[
L_{rec} = -L_{cos}(E_s(G_t(z)), z) + L_{mse}(E_s(G_t(z)), z) \tag{2}
\]

where both \( L_{cos} \) and \( L_{mse} \) measure the element-wise similarity of latent codes. Here, \( L_{cos} \) is cosine similarity loss, and \( L_{mse} \) is MSE similarity loss.

For maximizing feature deviation, the defender uses a third-party pre-trained model (e.g., via GitHub) as the feature extractor \( F \) to obtain the features \( F(x) \) and \( F(\hat{x}) \). Once the defender obtains \( I_o(x) \), \( E_s \) and \( F \), the defender iteratively searches for \( \hat{x} \) in the image space by modifying \( x \), to maximize the latent and feature deviations between \( x \) and \( \hat{x} \).

\[
\max_x \kappa \left( L_{rec}(E_s(\hat{x}), I_o(x)) \right) + (1 - \kappa) \left( L_{rec}(F(\hat{x}), F(x)) \right) \quad \text{s.t. } |\hat{x} - x|_\infty < \epsilon, \quad \kappa \in [0, 1]
\]

where \( L_{rec}(\cdot) \) introduced in Equation 2 measures the element-wise similarity of two feature vectors or latent vectors, \( |\hat{x} - x|_\infty \) measures the distance between \( \hat{x} \) and \( x \), \( \epsilon \) is the distance budget in image space, and \( \kappa \) is a trade-off hyper-parameter between latent and feature spaces.

**Black-Box (Cloak v1).** The defender can only produce significant alterations to images’ feature space, i.e., searching for \( \hat{x} \) in the image space by modifying \( x \), to maximize the feature deviation between \( \hat{x} \) and \( x \).

\[
\max_x L_{rec}(F(\hat{x}), F(x)) \quad \text{s.t. } |\hat{x} - x|_\infty < \epsilon
\]

### 4.3 Experimental Setup

**GAN Models and Datasets.** Without losing representativeness, we focus on four generative applications in recent years

| Model Zoo          | Z dims | Dataset       | Resolution |
|--------------------|--------|---------------|------------|
| DCGAN (2016) [39]  | 100    | CelebA [33]   | 64×64      |
| WGAN (2017) [16]   | 128    | CelebA [33]   | 128×128    |
| StyleGANv1 (2019) [27] | 512    | FFHQ [27, 28] | 256×256   |
| StyleGANv2 (2020) [28] | 512    | FFHQ [27, 28] | 256×256   |

- DCGAN [39], WGAN [16], StyleGANv1 [27], and StyleGANv2 [28]. These GAN models are built with different architectures, losses and training schemes. Each generation application benchmarks its own dataset. As summarized in Table 2, we considered two benchmark datasets of different sizes and complexities, including CelebA [33] and FFHQ [27, 28], to construct different GAN models. Details of GAN models and datasets can be found in Appendix B.

**Manipulator/Adversary.** For face manipulator/adversary, we follow the original configurations of optimization-based inversion (Image2StyleGAN [3]). More specifically, we set up 500 iterations for the optimization step of inversion. In addition, we use perceptual loss and pixel-level MSE loss to reconstruct the target image in the optimization step. Though StyleGANv1 [27] and StyleGANv2 [28] also work on a space that is converted from \( z \) space, \( z \) space is applicable to all GAN models, thus we only consider \( z \) space in this work.

**Defender.** For the defender, we use a random initialized ResNet-18 [18] as the shadow encoder \( E_s \) in the white-box scenario (Cloak v0). Besides, for both white- and black-box scenarios (Cloak v0/v1), we adopt the easy-to-download, widely-used, and pre-trained ResNet-18 as the feature extractor. Further, we set up 500 iterations to iteratively search for the cloaked image in the image space by modifying the target image.

**Target Samples.** We first evaluate UnGANable on generated images from each GAN model. The reason is that, as stated in previous works [3, 4, 60], and also shown in our experimental results, the generated images are more easily inverted into accurate latent codes. In other words, in the competition between attackers and defenders, we actually make a very strong advantageous assumption for the former. We investigate whether UnGANable can achieve acceptable or even superior performance in such a worst-case scenario. Thus, for each GAN model, we evaluate the performance of UnGANable on 500 randomly selected generated images that can be successfully reconstructed.

**Evaluation Metrics.** For evaluation metrics, we consider two perspectives: effectiveness and utility. Effectiveness measures the extent to which UnGANable jeopardizes the GAN inversion process. Given a target image, the sign of successful defense is a change in the identity of the reconstructed image, as shown in Figure 1. The reason is that once the identity of the reconstructed image changes, the defender no longer cares
about the manipulation of the reconstructed image because the reconstructed image does not belong to the defender. To this end, we use \( \text{Matching Rate} \) to evaluate effectiveness:

\[
\text{Matching Rate} = \frac{\text{#successful reconstructed images}}{\text{#total images}}
\]

Therefore, the lower the matching rate is, which means the more reconstructed images with changed identity, the better effectiveness \text{UnGANable} achieves. In our implementation, we utilize a popular open-source face verification/comparison tool FaceNet [42] to compute the defense success rate. Given the embedding distance of a pair of two face images, a pre-calibrated threshold is used to determine the classification of \textit{same} and \textit{different}, i.e., the two face images belong to the same person if the embedding distance is less than the threshold, otherwise different person. See more details on threshold selection in our technical report [32].

Utility measures whether the cloaked images searched by \text{UnGANable} is indistinguishable from the target images. To measure the utility, we use a variety of most widely-used similarity metrics, including mean squared error (MSE), structural similarity (SSIM) [51], and peak signal-to-noise ratio (PSNR). Here, the lower the MSE is, the higher the SSIM and PSNR are, then the better utility \text{UnGANable} achieves. More details about these metrics are presented in our technical report [32].

### 4.4 Results

**Effectiveness Performance.** In our \text{UnGANable}, we adopt a budget \( \varepsilon \) to limit distance between the cloaked and target image, aiming to ensure that the cloaked image is indistinguishable from the target image. Here, we first investigate the effectiveness of \text{UnGANable} by reporting matching rate under the effects of the distance budget \( \varepsilon \). More concretely, we set 10 different distance budgets \( \varepsilon \), \( \varepsilon -1 \), ..., \( \varepsilon -9 \) (uniformly ranging from 0.01 to 0.07 for DCGAN and WGAN, and from 0.01 to 0.1 for StyleGANv1 and StyleGANv2). Under each distance budgets, we perform grid search to find the optimum trade-off hyper-parameter \( \kappa \). The exact settings for \( \varepsilon \) and \( \kappa \) can be found in our technical report [32].

**Table 4:** The utility performance of \text{UnGANable} against optimization-based inversion.

| Budget | Metric | Cloak v0 | Cloak v1 | Budget | Metric | Cloak v0 | Cloak v1 |
|--------|--------|---------|---------|--------|--------|---------|---------|
| \( \varepsilon -1 \) | MSE | 7.3e-05 | 7.2e-05 | \( \varepsilon -7 \) | MSE | 0.0010 | 0.0014 |
|        | SSIM  | 0.9889  | 0.9891  |        | SSIM  | 0.8802  | 0.8431  |
|        | PSNR  | 41.376  | 41.408  |        | PSNR  | 30.118  | 28.532  |
| \( \varepsilon -3 \) | MSE | 0.0003  | 0.0003  | \( \varepsilon -9 \) | MSE | 0.0014 | 0.0022 |
|        | SSIM  | 0.9612  | 0.9622  |        | SSIM  | 0.8347  | 0.7820  |
|        | PSNR  | 35.984  | 35.716  |        | PSNR  | 28.423  | 26.637  |
| \( \varepsilon -5 \) | MSE | 0.0006  | 0.0006  |        | MSE | 0.0006 | 0.0006 |
|        | SSIM  | 0.9228  | 0.9245  |        | SSIM  | 0.9245  | 0.9245 |
|        | PSNR  | 32.419  | 32.455  |        | PSNR  | 32.455  | 32.455 |

Figure 4 depicts the effectiveness performance of Cloak v0 and Cloak v1 (see more results on DCGAN and WGAN in our technical report [32]). As we can see, with the increase of the budget \( \varepsilon \), both Cloak v0 and Cloak v1 can significantly reduce matching rate. For example, in Figure 4 (Cloak v0,
we first quantitatively report a variety of similarity metrics we can observe that as ε increases, more and more facial attributes cannot be successfully reconstructed. The difference between the reconstructed image and the target image becomes more extensive, which implies the effectiveness is getting better.

Utility Performance. To evaluate the utility performance, we first quantitatively report a variety of similarity metrics (MSE/SSIM/PSNR) in Table 4. Typically, a SSIM value greater than 0.9 or a PSNR greater than 35 means a good quality of cloaked images. To elaborate more on utility performance, we show in Table 5 some qualitative samples of cloaked images searched by UnGANable performed on StyleGANv2. We can observe that when distance budget is set as ε-1 (0.02) and ε-3 (0.04), which represents a completely imperceptible perturbation, UnGANable can achieve acceptable effectiveness performance (see qualitative reconstructed examples in Table 3). In addition, we acknowledge that some perturbations are perceptible to our naked eye when the distance budget is set to ε-7 (0.08) or ε-9 (0.1). But note that these visual results are performed on the images generated by their corresponding GAN models. In the following Section 6, we further conduct experiments on real images. It is encouraging that UnGANable can apply a much lower distance budget to obtain excellent effectiveness performance while guaranteeing the visual quality of the cloaked image.

The Effect of Latent/Feature Deviation. We further investigate the effect of latent/feature deviation on the performance of UnGANable. In the white-box scenario (Cloak v0), UnGANable search for the cloaked images which can maximize both latent and feature deviations, while in the black-box scenario (Cloak v1) only feature deviations are maximized. As shown in Figure 4, we can observe that Cloak v0 achieve better effectiveness performance than Cloak v1 under each distance budget. However, we cannot prematurely claim that Cloak v0 is better because we need to consider whether Cloak v0 is at least as good as Cloak v1 in terms of utility performance. Table 4 reports the utility performance of UnGANable on the StyleGANv2. First, we can observe that Cloak v0 performs at least on-par with Cloak v1 under budget ε-1, ε-3, and ε-5. More encouragingly, under budget ε-7 and ε-9, Cloak v0 achieves better utility performance than Cloak v1. These results show that Cloak v0 outperforms Cloak v1 in terms of both effectiveness and utility, and convincingly demonstrate that the additional latent deviation we introduce for Cloak v0 does improve performance.

Comparison with Baselines. To elaborate on UnGANable's performance in a more convincing manner, we compare UnGANable extensively with thirteen baseline distortion methods, as shown in Table 6. For each baseline method, we evaluate both effectiveness and utility performance with a wide variety of different magnitude of the budget. More detailed descriptions of each method are presented in our technical report [32]. Figure 5 displays the relationship between each baseline method's matching rate and MSE/SSIM/PSNR score (see more results in our technical report [32]). Thus, we can make the following observations.

First, as the budget increases (i.e., MSE becomes larger and SSIM/PSNR becomes smaller), all baseline methods can significantly reduce the matching rate, meaning that baseline methods that work only in image space can also achieve good effectiveness performance.

More encouragingly, the plot also clearly indicates the benefits of latent and feature deviations: among baseline methods with similar utility performance levels (similar MSE/SSIM/PSNR), our Cloak v0 and Cloak v1 consistently achieve better effectiveness (lower matching rate), as they benefit from maximizing latent and feature deviations. In other words, searching for cloaked images to maximize latent and feature deviations can further disenable GAN inversions at nearly no cost in utility. Another interesting finding is that when UnGANable is not an option, GaussianNoise, GaussianBlur, and JPEGCompression appear to perform better.

5 UnGANable Against Hybrid Inversion

We now present UnGANable against the second GAN inversion technique, i.e., hybrid inversion.

5.1 Defender’s Knowledge

For hybrid inversion, we consider three different scenarios to characterize a defender’s background knowledge. See more detailed explanation about background knowledge in our technical report [32].
Table 6: Visual examples of different baseline distortion methods.

| Target Image | ShearX | ShearY | TranslateX | TranslateY | Rotate | Brightness |
|--------------|--------|--------|------------|------------|--------|------------|
| ![Image](image1.png) | ![Image](image2.png) | ![Image](image3.png) | ![Image](image4.png) | ![Image](image5.png) | ![Image](image6.png) | ![Image](image7.png) |

| Target Image | Color | Contrast | Solarize | CenterCrop | GaussianBlur | GaussianNoise | JPEGCompression |
|--------------|-------|----------|---------|------------|-------------|--------------|----------------|
| ![Image](image8.png) | ![Image](image9.png) | ![Image](image10.png) | ![Image](image11.png) | ![Image](image12.png) | ![Image](image13.png) | ![Image](image14.png) | ![Image](image15.png) |

Figure 5: Comparison between all baseline methods and Cloak v0/v1 on generated images and StyleGANv2. The different points of each method represent different budgets.

**White-Box (Cloak v2).** Hybrid inversion actually adopts an encoder to provide a better initialization $z$ for the following optimization step. Here, we assume that a defender has complete knowledge of the target encoder $E_t$ to mislead the encoder, i.e., provide a worse initialization latent code $z$ for the optimization. We give a quantitative illustration of this intuition in Section 5.2. Besides that, we also assume that the defender has access to a feature extractor $F$. Note that the defender does not need to have white-box access to the target generator $G_t$ due to the design of this defense (see Section 5.2 more details).

**Grey-Box (Cloak v3).** Here, we relax the assumption that the defender has complete knowledge of the target encoder $E_t$. In particular, we assume that the defender can send many queries to the target encoder $E_t$ and train a shadow encoder $E_s$ to mimic the behavior of the target encoder $E_t$, and relies on the shadow encoder to act as the target encoder. Besides that, we assume that the defender has access to a feature extractor $F$ for feature deviation.

**Black-Box (Cloak v4).** Here, we assume the defender has no knowledge of the adversary’s generator or encoder. Here, the defender only has access to a feature extractor $F$.

### 5.2 Methodologies

Here the defenses are also divided into three simultaneous components, namely maximizing latent deviation, maximizing feature deviation, and searching for cloaked images in the image space. In particular, we introduce a new novel method to maximize the latent deviation. The algorithms can be found in Appendix A.

**New Perspective of Latent Deviation.** As aforementioned in Section 2.1, an important issue for optimization-based inversion is initialization. Recent research [8, 26, 27, 39] shows that using different initializations leads to a significant perceptual difference in generated images. Here, we conduct a pre-experiment on using different initializations to perform the optimization-based inversion, including Gaussian, zeros, etc (see [2] for each distribution). In particular, hybrid inversion adopts an encoder to provide initialization for optimization.

Figure 6 shows the trend of perceptual and MSE loss, respectively. First, the encoder indeed provides better initialization, which leads to better initial and final performance. Second, the trend of loss remains constant when the initialization is set to zero, which means it is quite difficult to invert the target image into the latent space. This observation sug-
In this scenario, we assume that the defender has complete knowledge of the target encoder $E_t$, as well as an additional feature extractor $F$. As shown in the green part of Figure 7, the defender iteratively searches for $\hat{x}$ in the image space by modifying $x$, in order to minimize the deviation between $E_t(\hat{x})$ and zero, and maximize the deviation between $F(\hat{x})$ and $F(x)$.

$$\max_{\kappa} \kappa \left( -\mathcal{L}_{\text{rec}}(E_t(\hat{x}), 0) \right) + (1 - \kappa) \left( \mathcal{L}_{\text{rec}}(F(\hat{x}), F(x)) \right)$$

s.t. $|\hat{x} - x|_\infty < \epsilon$

$\kappa \in [0, 1]$

**Grey-Box (Cloak v3).** Here, we relax the assumption that the defender has complete knowledge of the target encoder $E_t$. The defender needs to build a shadow encoder $E_s$ to match the predictions of $E_t$, i.e., find the shadow encoder’s parameters that minimize the probability of errors between the shadow and target predictions.

As shown in the pink part of Figure 7, the defender builds a shadow generator $G_s$ which is responsible for crafting some input images, and $E_s$ serves as a discriminator while being trained to match target encoder’s predictions on these images. In this setting, the two adversaries are $E_t$ and $G_s$, which try to minimize and maximize the deviation between $E_t$ and $E_s$ respectively. Then, shadow encoder $E_s$ becomes a functionally equivalent copy of target encoder $E_t$.

Finally, the defender iteratively searches for $\hat{x}$ in the image space by modify $x$, in order to minimize the deviation between $E_s(\hat{x})$ and zero, and maximize the deviation between $F(\hat{x})$ and $F(x)$.

$$\max_{\kappa} \kappa \left( -\mathcal{L}_{\text{rec}}(E_s(\hat{x}), 0) \right) + (1 - \kappa) \left( \mathcal{L}_{\text{rec}}(F(\hat{x}), F(x)) \right)$$

s.t. $|\hat{x} - x|_\infty < \epsilon$

$\kappa \in [0, 1]$

**Black-Box (Cloak v4).** In this scenario, the defender has no knowledge of the target generator or target encoder or inversion techniques. The defender can only search for $\hat{x}$ in the image space by modifying $x$, to maximize the feature deviation between $\hat{x}$ and $x$.

$$\max_{\kappa} \mathcal{L}_{\text{rec}}(F(\hat{x}), F(x))$$

s.t. $|\hat{x} - x|_\infty < \epsilon$

### 5.3 Experimental Setup

For the manipulator/adversary, we follow the configurations of hybrid inversion (Zhu et al. [60]). Here, we again only consider the $z$ space for all GAN models. We set up 100 iterations for the optimization step of inversion, and use perceptual loss and pixel-level MSE loss to reconstruct the target image in the optimization step.

As a defender, for Cloak v3, we build the shadow generator by using 1 linear layer to accept Gaussian noise, followed by five convolutional layers and five Batch Normalization [22] layers. Furthermore, we again use a random initialized ResNet-18 as the shadow encoder. For all Cloaks (v2/v3/v4), we again use a pretrained ResNet-18 [18] as the feature extractor. Besides, we fix the number of iterations as 500, to search for cloaked images. In addition, all other experimental settings are the same as described in Section 4.3.
5.4 Results

Effectiveness Performance. To evaluate the effectiveness performance quantitatively, we use the same evaluation setup as presented in Section 4.4. Figure 9 depicts the effectiveness performance of Cloak v2/v3/v4 (See more results on DCGAN and WGAN in our technical report [32]). First, we again observe that as the budget increases, all Cloak v2/v3/v4 can significantly reduce the matching rate. These results indeed imply that UnGANable can achieve significant effectiveness against hybrid inversion. For qualitative results, the same perturbation budget will lead to similar reconstructed results, as shown in Table 3.

Utility Performance. Similarly, since we set the same distance budgets as adopted against optimization-based inversion, thus for the same perturbation budget will lead to similar quantitative and qualitative utility performance, as shown in Table 3 and Table 4.

The Effect of Latent/Feature Deviation. In Figure 9a and Figure 9b, we can observe that searching for cloaked images to mislead the target encoder controlled by adversary (Cloak v2) leads to much better effectiveness performance. Furthermore, the larger the distance budget, the larger the gap between Cloak v2 and both Cloak v3 and Cloak v4, reflecting the fact that zero initialization can significantly jeopardize the process of GAN inversion. This convincingly verifies our new perspective of latent deviation—misleading the adversary’s encoder to provide zero initialization, or close to zero.

Comparison with Baselines. We compare UnGANable extensively with thirteen baseline methods, as shown in Table 6. We use the same experimental setup as described in Section 4.4, such as the perturbation budget setting strategy and the result reporting metrics. We report comparisons between baseline methods and UnGANable in Figure 8, and we can make the similar observations as mentioned in Section 4.4. See more results on DCGAN/WGAN/StyleGANv1 in our technical report [32]. Here, we again emphasize that Cloak v2/v3/v4 achieves consistently better effectiveness (lower matching rate) and utility (lower MSE, higher SSIM and PSNR) performance than all baselines.

6 Evaluation on Real Images

To elaborate on UnGANable’s performance, here we investigate the performance of UnGANable on real facial images. Concretely, we consider the strictest setting in which the defender has no knowledge of the adversary-controlled entities. Thus, we only consider the black-box scenario against optimization-based and hybrid inversion, i.e., Cloak v1 and Cloak v4. In addition, the adversary-controlled GAN model is the state-of-the-art deepfake generative model StyleGANv2. We collect 200 real images from the FFHQ dataset, and these images are the most successfully inverted into the latent space among the whole FFHQ dataset.

Effectiveness Performance. We first present the effectiveness performance of UnGANable. We use the same evaluation setup as presented in Section 4.4. We set 5 different distance budgets ε-0/1/2/3/4, the same as adopted in previous evaluations. Figure 10 depicts the effectiveness performance of Cloak v1 and Cloak v4. First, we again observe that as the
budget $\epsilon$ increases, both Cloak v1 and Cloak v4 can significantly reduce the matching rate. Then we can see that the matching rate of Cloak v4 is clearly higher than that of Cloak v1, which verifies that the encoder of hybrid inversion indeed leads to better reconstruction performance.

What is more encouraging is that UnGANable can achieve better effectiveness performance compared to that on generated images. For example, when the distance budget is set as $\epsilon$-4 (0.05), the matching rate of Cloak v1/v4 on the real image is about 0.072/0.191, while that on the generated image is about 0.474/0.606. The results clearly show that UnGANable can apply a much lower perturbation budget to obtain better effectiveness performance, and this lower distance budget further benefits utility performance.

**Utility Performance.** For utility performance, we conduct the evaluations both quantitatively and qualitatively. We first quantitatively report a variety of similarity metrics (MSE/SSIM/PSNR) in Table 7. Generally, SSIM values of v1, which verifies that the encoder of hybrid inversion indeed achieves consistently better effectiveness (lower on generated images, i.e., our Cloak v1/v4 of UnGANable achieves consistently better effectiveness (lower.

| Distance Budget | Metric | Cloak v1 | Cloak v4 |
|-----------------|--------|---------|---------|
| $\epsilon$-0    | MSE    | 1.9e-05 | 1.9e-05 |
|                  | SSIM   | 0.9968  | 0.9969  |
|                  | PSNR   | 47.205  | 47.210  |
| $\epsilon$-3    | MSE    | 0.0003  | 0.0002  |
|                  | SSIM   | 0.9606  | 0.967   |
|                  | PSNR   | 35.783  | 35.783  |
| $\epsilon$-1    | MSE    | 7.1e-05 | 7.2e-05 |
|                  | SSIM   | 0.9887  | 0.9887  |
|                  | PSNR   | 41.473  | 41.473  |
| $\epsilon$-4    | MSE    | 0.0004  | 0.0004  |
|                  | SSIM   | 0.9422  | 0.9423  |
|                  | PSNR   | 33.983  | 33.982  |
| $\epsilon$-2    | MSE    | 0.0002  | 0.0002  |
|                  | SSIM   | 0.9764  | 0.9764  |
|                  | PSNR   | 38.144  | 38.145  |

**Comparison with Baselines.** We then compare UnGANable extensively with thirteen baseline distortion methods, as shown in Table 6. For each baseline method, we evaluate both effectiveness and utility performance with a wide variety of different magnitude of the budget. Figure 12 displays the compassion between baseline methods and Cloak v1/v4, respectively (see more results of MSE/SSIM in our technical report [32]). Thus, we can make the same observations as UnGANable on generated images, i.e., our Cloak v1/v4 of UnGANable achieves consistently better effectiveness (lower matching rate) and utility (lower MSE, higher SSIM, and PSNR) performance compared to all baseline methods.

### 7 Possible Adaptive Adversary

Here, we explore four possible adaptive adversaries and empirically evaluate the performance of UnGANable on real facial images. We conduct extensive experiments under the black-box scenario against optimization-based and hybrid inversion, i.e., Cloak v1 and Cloak v4. Note that for the purpose of straightforward comparisons, we average the performance of UnGANable with a varying number of distance budgets, i.e., $\epsilon$-0/1/2/3.

**Cloak Overwriting.** This adaptive adversary aims to disturb the cloaks, i.e., the imperceptible perturbation searched by UnGANable. The adversary samples random noise from a Gaussian distribution $\mathcal{N}(\mu, \sigma^2)$ to overwrite the cloaks.

We report the matching rate by varying the standard deviation $\sigma$ (set $\mu$ as 0 for simplicity) in Figure 11a (see more results of Cloak v1 in our technical report [32]). We can observe that as the standard deviation increases, the matching rate of cloak overwriting is significantly reduced. The reason is that the cloak overwriting actually introduces more noise in the image space on top of the imperceptible noise searched by the UnGANable, which further jeopardizes the GAN inversion process. These results indicate that cloak overwriting is not
Cloak Purification. This adaptive adversary aims to remove or purify the cloaks searched by UnGANable. As aforementioned, these cloaks actually are the imperceptible noise added to the images. Thus, we consider one of the most wide-used and easy-to-apply image noise reduction mechanisms, i.e., Spatial Smoothing [1]. Spatial Smoothing means that pixel values are averaged with their neighboring pixel values with a low-pass filter, leading to the sharp "edges" of the image becoming blurred and the spatial correlation within the data becoming more apparent.

We report the matching rate by varying the filter widths of Spatial Spatial in Figure 11b (see more results of Cloak v1 in our technical report [32]). We can clearly observe that the matching rate increases at first and then decreases. These results indicate that Spatial Smoothing indeed can purify the imperceptible noise added by UnGANable to some extent. We should also note that even the optimal setting for Spatial Smoothing can only lead to a slightly increased matching rate, and they all drop further sharply when the filter width is very large, as the Spatial Smoothing destroys the pixel space of the original image. This observation implies that Spatial Smoothing is only a slightly effective adaptive strategy to reduce the jeopardy of UnGANable to GAN inversions.

More Iterations of Inversion. This adaptive adversary has significant computational resources to perform a huge number of optimization iterations to increase the matching rate. More specifically, we vary the number of optimization iterations from 0 to 5000 for both optimization-based and hybrid inversions. Note that the default settings for the number of iterations are 500 and 100 for optimization-based inversion and hybrid inversion, respectively.

Figure 11c shows the matching rate of UnGANable under the effect of numbers of iterations. As expected, we can find that the matching rate increases with the number of optimization iterations. Specifically, the matching rate increases sharply up to 1000/100 iterations and continues to increase slowly afterward. These results clearly demonstrate that more iterations of inversion indeed can reduce the jeopardy of UnGANable to GAN inversions. We should also note that a larger number of iterations (even up to 5000) does not lead to great effects, but is a huge cost in terms of resource usage.

Encoder Enhancement. We further consider another adaptive adversary where the adversary retrains the encoder to be more robust to imperceptible noise searched by UnGANable. More concretely, we assume that the adversary can collect a large number of cloaked images from crawler-accessible websites or social media. We consider various numbers of cloaked images from 5k to 35k that an adversary can collect. Note that the number of images in the full FFHQ dataset used to train StyleGANv2 is only 70k. Then the adversary retrains the encoder by a mixed set of original clean images and collected cloaked images.

Since the encoder is only employed for hybrid inversion, we only consider here Cloak v4, the black-box setting against hybrid inversion, for evaluation. Figure 11d reports the matching rate under the effect of the different numbers of cloaked images collected by the adversary. We can observe that the matching rate decreases slightly with increasing cloaked images, which means that retraining the encoder increases the jeopardy of UnGANable to GAN inversion. In a nutshell, en-
(b) Hybrid Matching Rate

Figure 13: Comparison between Fawkes and Cloak v1/v4 on real images. The different points of each method represent different budgets.

8 Discussion

Comparison with Fawkes. Recently, the countermeasures which aim to protect faces from being stolen by recognition systems have been studied. Fawkes [43], one of the representative works, adds pixel-level perturbations to users’ photos by altering the feature space before uploading them to the Internet. The functionality of unauthorized facial recognition models trained on these photos with perturbations will be deteriorated seriously.

For a convincing evaluation, we leverage the original implementation of Fawkes to protect the same real facial images as used in above evaluation. We set multiple different perturbation budgets to perturb these real images and evaluate the performance of Fawkes against both optimization-based and hybrid inversions. Figure 13 displays the comparison between Fawkes and Cloak v1/v4. First, we can observe that Fawkes indeed can jeopardize the process of GAN inversions. Further, we can also see that Fawkes provides worse protection against optimization-based inversion, and similar or slightly better protection against hybrid inversion, compared to UnGANable.

Here, we emphasize that except for the special black-box settings, we also propose white-box and gray-box settings, i.e., Cloak v0/v2/3. The extensive evaluation in Figure 4 and Figure 9 shows that Cloak v0/v2/3 actually achieves better performance than Cloak v1/v4, especially in Hybrid inversion, which is naturally better than Fawkes. That is, UnGANable performs better than Fawkes in most cases. More importantly, we should note that the goals of Fawkes and UnGANable are totally different: Fawkes aims to mislead the face recognition classifiers while UnGANable misleads the GAN inversion to prevent malicious face manipulation.

9 Conclusion

In this paper, we take the first step towards defending against GAN-inversion-based face manipulation by proposing UnGANable, a system that can jeopardize the process of GAN inversion. We consider two advanced GAN inversions: optimization-based and hybrid inversions, as well as five scenarios to comprehensively characterize the defender’s background knowledge in multiple dimensions. We extensively evaluate UnGANable on four popular GAN models built on two benchmark face datasets of different sizes and complexity. The results show that UnGANable can achieve remarkable performance with respect to both effectiveness and utility. We further conduct a comparison of UnGANable with thirteen image distortion methods as well as Fawkes, and the results show that UnGANable generally outperforms all these methods. In addition, we explore four possible adaptive adversaries against UnGANable, and empirical evaluation shows that Spatial Smoothing and more iterations of inversion are slightly effective.

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A Algorithms of UnGANable

Algorithm 1 is for Cloak-0. Algorithm 2 is for Cloak-1. Algorithm 3 is for Cloak-2. Algorithm 4 is for Cloak-3. Algorithm 2 is for Cloak-4.

| Table 9: List of notations. |
|-----------------------------|
| Notation | Description |
| z | Latent code |
| x | Target image (uncloaked) |
| $\hat{x}$ | Cloaked version of the target image $x$ |
| $\delta$ | Cloak (or perturbation) between $x$ and $\hat{x}$ |
| $\varepsilon$ | Perturbation budget |
| $\kappa$ | Trade-off hyperparameter |
| $I$ | GAN inversion technique |
| $G$ | Generator |
| $F$ | Feature extractor for the feature space |
| $L$ | Loss function |
| $G_t$ | Target generator controlled by the adversary |
| $G_s$ | Shadow generator controlled by the defender |
| $E_t$ | Target encoder controlled by the adversary |
| $E_s$ | Shadow encoder controlled by the defender |
| $L_{rec}$ | Optimization-based inversion |
| $l_h$ | Hybrid inversion |
| $L_{rec}$ | Reconstruction loss |
| $L_{percept}$ | Perceptual loss |
| $L_{cos}$ | Cosine similarity loss |
| $L_{mse}$ | MSE similarity loss |

B GAN Models and Datasets

DCGAN. DCGAN [39] uses convolutions in the discriminator and fractional-strided convolutions in the generator.

WGAN. WGAN [16] minimizes the Wasserstein distance between the generated and real data distributions, which offers more model stability and makes the training process easier.

StyleGANv1/2. StyleGANv1 [27] implicitly learns hierarchical latent styles for image generation. It takes per-block incorporation of style vectors and stochastic variation as inputs to generate a synthetic image. The StyleGANv2 [28] further improves the image quality by proposing weight demodulation, path length regularization, redesigning generator, and removing progressive growing.

CelebA. CelebA [33] is a face dataset consisting of 200K celebrity images with 40 attribute annotations each.

FFHQ. Flicker-Faces-HQ (FFHQ) [27, 28] is a high-quality image dataset of human faces crawled from Flickr, which consists of pixels and contains considerable variation in terms of age, of 70,000 high-quality human face images of 1024 × 1024 ethnicity, and image background.

Algorithm 1: Cloaking Facial Image of Cloak-0

Input: A target image $x$ to cloak; a pre-trained target generator $G_t(\cdot)$; a shadow encoder $E_s(\cdot)$; a pre-trained ResNet feature extractor $F$; cosine similarity $L_{cos}(\cdot, \cdot)$; MSE similarity $L_{mse}(\cdot, \cdot)$; minibatch $m$; perturbation budget $\varepsilon$; trade-off $\kappa$.

Output: The trained shadow encoder $E_s$ and the cloaked image $\hat{x}$.

1. Initialize $L_{rec}(\cdot, \cdot) = -L_{cos}(\cdot, \cdot) + L_{mse}(\cdot, \cdot)$.
2. for number of training iterations do
3. sample a minibatch of latent codes $z' \in \mathcal{N}(0, 1)$;
4. minimize $\theta_{E_s} L_{rec}(E_s(G_t(z')), z')$
5. end
6. Initialize $x_t = \text{optimization-based inversion}(x)$;
7. Initialize $\delta \in \mathcal{N}(0, 1)$ and $|\delta|_{\infty} < \varepsilon$;
8. Initialize $\kappa$;
9. for number of optimized iterations do
10. maximize $\kappa \left( L_{rec}(E_s(x + \delta), x_t) \right) + (1 - \kappa) \left( L_{rec}(F(x + \delta), F(x)) \right)$;
11. clip $\delta$ for $|\delta|_{\infty} < \varepsilon$;
12. clip $x + \delta$ for $x + \delta \in [0, 1]$;
13. end
14. $\hat{x} = x + \delta$;
15. return $E_s, \hat{x}$

Algorithm 2: Cloaking Facial Image of Cloak-1/4

Input: A target image $x$ to cloak; a pre-trained ResNet feature extractor $F$; cosine similarity $L_{cos}(\cdot, \cdot)$; MSE similarity $L_{mse}(\cdot, \cdot)$; perturbation budget $\varepsilon$.

Output: The cloaked image $\hat{x}$.

1. Initialize $L_{rec}(\cdot, \cdot) = -L_{cos}(\cdot, \cdot) + L_{mse}(\cdot, \cdot)$;
2. Initialize $\delta \in \mathcal{N}(0, 1)$ and $|\delta|_{\infty} < \varepsilon$;
3. for number of optimized iterations do
4. maximize $\delta \left( L_{rec}(F(x + \delta), F(x)) \right)$;
5. clip $\delta$ for $|\delta|_{\infty} < \varepsilon$;
6. clip $x + \delta$ for $x + \delta \in [0, 1]$;
7. end
8. $\hat{x} = x + \delta$;
9. return $\hat{x}$
Algorithm 3: Cloaking Facial Image of Cloak-2

**Input:** A target image $x$ to cloak; a pre-trained target encoder $E_t(\cdot)$; a pre-trained ResNet feature extractor $F$; cosine similarity $L_{\cos}(\cdot, \cdot)$; MSE similarity $L_{\text{mse}}(\cdot, \cdot)$; perturbation budget $\varepsilon$; trade-off $\kappa$.

**Output:** The cloaked image $\hat{x}$.

1. Initialize $L_{\text{rec}}(\cdot, \cdot) = -L_{\cos}(\cdot, \cdot) + L_{\text{mse}}(\cdot, \cdot)$;
2. Initialize $\delta \in \mathcal{N}(0, 1)$ and $|\delta|_{\infty} < \varepsilon$;
3. Initialize $\kappa$;
4. for number of optimized iterations do
   5. $\max_\delta \kappa \left( -L_{\text{sec}}(E_t(x + \delta), 0) \right) + (1 - \kappa) \left( L_{\text{sec}}(F(x + \delta), F(x)) \right)$;
   6. clip $\delta$ for $|\delta|_{\infty} < \varepsilon$;
   7. clip $x + \delta$ for $x + \delta \in [0, 1]$;
5. end
6. $\hat{x} = x + \delta$;
7. return $\hat{x}$

Algorithm 4: Cloaking Facial Image of Cloak-3

**Input:** A target image $x$ to cloak; a pre-trained target encoder $E_t(\cdot)$; a shadow encoder $E_s$; a shadow generator $G_s$; a pre-trained ResNet feature extractor $F$; cosine similarity $L_{\cos}(\cdot, \cdot)$; MSE similarity $L_{\text{mse}}(\cdot, \cdot)$; perturbation budget $\varepsilon$; trade-off $\kappa$.

**Output:** The trained shadow encoder $E_s$, the trained shadow generator $G_s$ and the cloaked image $\hat{x}$.

1. Initialize $L_{\text{rec}}(\cdot, \cdot) = -L_{\cos}(\cdot, \cdot) + L_{\text{mse}}(\cdot, \cdot)$;
2. for number of training iterations do
   3. sample a minibatch of latent codes $z' \in \mathcal{N}(0, 1)$;
   4. $\min_{\Theta_{E_s}} L_{\text{sec}}(E_s(G_z(z'))), z'$;
   5. $\max_{\Theta_{G_s}} L_{\text{sec}}(E_s(G_z(z'))), z'$;
5. end
6. Initialize $\delta \in \mathcal{N}(0, 1)$ and $|\delta|_{\infty} < \varepsilon$;
7. Initialize $\kappa$;
8. for number of optimized iterations do
   9. $\max_\delta \kappa \left( -L_{\text{sec}}(E_s(x + \delta), 0) \right) + (1 - \kappa) \left( L_{\text{sec}}(F(x + \delta), F(x)) \right)$;
   10. clip $\delta$ for $|\delta|_{\infty} < \varepsilon$;
   11. clip $x + \delta$ for $x + \delta \in [0, 1]$;
11. end
12. $\hat{x} = x + \delta$;
13. return $E_s, G_s, \hat{x}$