



## **Securing Artificial Intelligence; Automated Manipulation of Multimedia Identity Representations**

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# Contents

Intellectual Property Rights .....	5
Foreword.....	5
Modal verbs terminology.....	5
1 Scope .....	6
2 References .....	6
2.1 Normative references .....	6
2.2 Informative references.....	6
3 Definition of terms, symbols and abbreviations.....	10
3.1 Terms.....	10
3.2 Symbols.....	10
3.3 Abbreviations .....	10
4 Introduction .....	11
4.1 Problem Statement .....	11
5 Deepfake methods .....	11
5.1 Video .....	11
5.1.1 General.....	11
5.1.2 Face swapping .....	12
5.1.3 Face reenactment .....	12
5.1.4 Synthetic faces .....	12
5.2 Audio.....	13
5.3 Text .....	13
5.4 Combinations .....	14
6 Attack scenarios .....	15
6.1 Attacks on media and societal perception .....	15
6.1.1 Influencing public opinion.....	15
6.1.2 Personal defamation.....	15
6.2 Attacks on authenticity .....	16
6.2.1 Attacking biometric authentication methods .....	16
6.2.2 Social Engineering.....	16
6.3 Digression: Benign use of deepfakes .....	16
7 State of the art .....	17
7.1 Data .....	17
7.1.1 Data required for Video Manipulation.....	17
7.1.2 Data required for Audio Manipulation.....	17
7.1.3 Data required for Text Manipulation .....	17
7.2 Tools.....	18
7.2.1 Tools for Video Manipulation .....	18
7.2.2 Tools for Audio Manipulation .....	18
7.2.3 Tools for Text Manipulation .....	19
7.3 Latency .....	19
7.3.1 Latency in Video Manipulation .....	19
7.3.2 Latency in Audio Manipulation .....	19
7.3.3 Latency in Text Manipulation.....	19
7.4 Distinguishability .....	19
7.4.1 Distinguishability of Video Manipulation .....	19
7.4.2 Distinguishability of Audio Manipulation .....	20
7.4.3 Distinguishability of Text Manipulation.....	20
8 Countermeasures .....	20
8.1 General countermeasures .....	20
8.2 Attack-specific countermeasures.....	21
8.2.1 Influencing public opinion.....	21
8.2.2 Social Engineering.....	21

8.2.3	Attacks on authentication methods .....	21
History .....		22

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# Foreword

This Technical Report (TR) has been produced by ETSI Technical Committee Securing Artificial Intelligence (SAI).

NOTE: The present document updates and replaces ETSI GR SAI 011.

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# Modal verbs terminology

In the present document "**should**", "**should not**", "**may**", "**need not**", "**will**", "**will not**", "**can**" and "**cannot**" are to be interpreted as described in clause 3.2 of the [ETSI Drafting Rules](#) (Verbal forms for the expression of provisions).

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# 1 Scope

The present document covers AI-based techniques for automatically manipulating existing or creating fake identity data represented in different media formats, such as audio, video and text (deepfakes). The present document describes the different technical approaches and analyses the threats posed by deepfakes in different attack scenarios. It then provides technical and organizational measures to mitigate these threats and discusses their effectiveness and limitations.

## 2 References

### 2.1 Normative references

Normative references are not applicable in the present document.

### 2.2 Informative references

References are either specific (identified by date of publication and/or edition number or version number) or non-specific. For specific references, only the cited version applies. For non-specific references, the latest version of the referenced document (including any amendments) applies.

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## 3 Definition of terms, symbols and abbreviations

### 3.1 Terms

For the purposes of the present document, the following terms apply:

**deepfake:** manipulation of existing or creation of fake multimedia identity representation

**face reenactment:** method for creating deepfakes in which the facial expressions of a person in an video are changed

**face swap:** method for creating deepfakes in which the face of a person in an video is exchanged

**meme:** cultural item that is spread via the Internet, often through social media platforms to give a falsified or amusing representation of a person or thing

**multimedia identity representation:** data representing a person's identity or linked to it in different media formats such as video, audio and text

**Text-To-Speech (TSS):** method for creating deepfakes in which text (or a phoneme sequence) is converted into an audio signal

**voice conversion:** method for creating deepfakes in which the style of an audio sequence (e.g. speaker characteristic) is changed without altering its semantic content

### 3.2 Symbols

Void.

### 3.3 Abbreviations

For the purposes of the present document, the following abbreviations apply:

AI	Artificial Intelligence
AML	Anti-Money Laundering
API	Application Programming Interface
BEC	Business E-mail Compromise
CEO	Chief Executive Officer
DNN	Deep Neural Network
GAN	Generative Adversarial Network
GDPR	General Data Protection Regulation
HTML	Hyper Text Markup Language
ID	Identity
KYC	Know Your Customer
MOS	Mean Opinion Score
NLP	Natural Language Processing
RLHF	Reinforcement Learning from Human Feedback
TTS	Text-To-Speech
VC	Voice Conversion