Union Calendar No. 213 H.R.4355 H.R.4355

116TH CONGRESS 1ST SESSION

U.S. GOVERNMENT INFORMATION

[Report No. 116-268]

To direct the Director of the National Science Foundation to support research on the outputs that may be generated by generative adversarial networks, otherwise known as deepfakes, and other comparable techniques that may be developed in the future, and for other purposes.

IN THE HOUSE OF REPRESENTATIVES

SEPTEMBER 17, 2019

Mr. GONZALEZ of Ohio (for himself, Ms. STEVENS, Mr. BAIRD, and Ms. HILL of California) introduced the following bill; which was referred to the Committee on Science, Space, and Technology

NOVEMBER 5, 2019

Additional sponsors: Ms. SHERRILL, Ms. WEXTON, Miss GONZÁLEZ-COLÓN of Puerto Rico, Ms. SLOTKIN, Mr. LUCAS, and Ms. SPANBERGER

Reported with an amendment, committed to the Committee of the Whole House on the State of the Union, and ordered to be printed

[Strike out all after the enacting clause and insert the part printed in italic]

[For text of introduced bill, see copy of bill as introduced on September 17, 2019]

A BILL

To direct the Director of the National Science Foundation to support research on the outputs that may be generated by generative adversarial networks, otherwise known as deepfakes, and other comparable techniques that may be developed in the future, and for other purposes. Be it enacted by the Senate and House of Representa tives of the United States of America in Congress assembled,
 SECTION 1. SHORT TITLE.

4 This Act may be cited as the "Identifying Outputs of
5 Generative Adversarial Networks Act" or the "IOGAN Act".

6 SEC. 2. FINDINGS.

7 Congress finds the following:

8 (1) Research gaps currently exist on the under-9 lying technology needed to develop tools to identify 10 authentic videos, voice reproduction, or photos from 11 manipulated or synthesized content, including those 12 generated by generative adversarial networks.

13 (2) The National Science Foundation's focus to 14 support research in artificial intelligence through 15 computer and information science and engineering, cognitive science and psychology, economics and game 16 17 theory, control theory, linguistics, mathematics, and 18 philosophy, is building a better understanding of how 19 new technologies are shaping the society and economy 20 of the United States.

(3) The National Science Foundation has identified the "10 Big Ideas for NSF Future Investment"
including "Harnessing the Data Revolution" and the
"Future of Work at the Human-Technology Frontier",
in with artificial intelligence is a critical component.

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(4) The outputs generated by generative adver-

2	sarial networks should be included under the umbrella
3	of research described in paragraph (3) given the grave
4	national security and societal impact potential of
5	such networks.
6	(5) Generative adversarial networks are not like-
7	ly to be utilized as the sole technique of artificial in-
8	telligence or machine learning capable of creating
9	credible deepfakes and other comparable techniques
10	may be developed in the future to produce similar
11	outputs.
12	SEC. 3. NSF SUPPORT OF RESEARCH ON MANIPULATED OR
13	SYNTHESIZED CONTENT AND INFORMATION
14	SECURITY.
15	The Director of the National Science Foundation, in
16	consultation with other relevant Federal agencies, shall sup-
17	port merit-reviewed and competitively awarded research on
18	manipulated or synthesized content and information au-
19	thenticity, which may include—
20	(1) fundamental research on digital forensic tools
21	or other technologies for verifying the authenticity of
22	information and detection of manipulated or syn-
23	thesized content, including content generated by gen-
	inesized content, including content generated by gen-
24	erative adversarial networks;

1	(2) fundamental research on technical tools for
2	identifying manipulated or synthesized content, such
3	as watermarking systems for generated media;
4	(3) social and behavioral research related to ma-
5	nipulated or synthesized content, including the ethics
6	of the technology and human engagement with the
7	content;
8	(4) research on public understanding and aware-
9	ness of manipulated and synthesized content, includ-
10	ing research on best practices for educating the public
11	to discern authenticity of digital content; and
12	(5) research awards coordinated with other fed-
13	eral agencies and programs including the Networking
14	and Information Technology Research and Develop-
15	ment Program, the Defense Advanced Research
16	Projects Agency and the Intelligence Advanced Re-
17	search Projects Agency.
18	SEC. 4. NIST SUPPORT FOR RESEARCH AND STANDARDS ON
19	GENERATIVE ADVERSARIAL NETWORKS.
20	(a) IN GENERAL.—The Director of the National Insti-
21	tute of Standards and Technology shall support research for
22	the development of measurements and standards necessary
23	to accelerate the development of the technological tools to
24	examine the function and outputs of generative adversarial

networks or other technologies that synthesize or manipulate
 content.

3 (b) OUTREACH.—The Director of the National Insti-4 tute of Standards and Technology shall conduct outreach— 5 (1) to receive input from private, public, and 6 academic stakeholders on fundamental measurements 7 and standards research necessary to examine the 8 function and outputs of generative adversarial networks: and 9 10 (2) to consider the feasibility of an ongoing pub-11 lic and private sector engagement to develop vol-12 untary standards for the function and outputs of gen-13 erative adversarial networks or other technologies that 14 synthesize or manipulate content. 15 SEC. 5. REPORT ON FEASIBILITY OF PUBLIC-PRIVATE PART-16 NERSHIP TO DETECT MANIPULATED OR SYN-17 THESIZED CONTENT. 18 Not later than one year after the date of the enactment 19 of this Act, the Director of the National Science Foundation and the Director of the National Institute of Standards and 20 21 Technology shall jointly submit to the Committee on Space, 22 Science, and Technology of the House of Representatives 23 and the Committee on Commerce, Science, and Transpor-

24 tation a report containing—

1	(1) the Directors' findings with respect to the
2	feasibility for research opportunities with the private
3	sector, including digital media companies to detect
4	the function and outputs of generative adversarial
5	networks or other technologies that synthesize or ma-
6	nipulate content; and
7	(2) any policy recommendations of the Directors
8	that could facilitate and improve communication and
9	coordination between the private sector, the National
10	Science Foundation, and relevant Federal agencies
11	through the implementation of innovative approaches
12	to detect digital content produced by generative adver-
13	sarial networks or other technologies that synthesize
14	or manipulate content.
15	SEC. 6. GENERATIVE ADVERSARIAL NETWORK DEFINED.
16	In this Act, the term "generative adversarial network"
17	means, with respect to artificial intelligence, the machine
18	learning process of attempting to cause a generator artifi-
19	cial neural network (referred to in this paragraph as the
20	"generator" and a discriminator artificial neural network
21	(referred to in this paragraph as a "discriminator") to
22	compete against each other to become more accurate in their
23	function and outputs, through which the generator and dis-
24	criminator create a feedback loop, causing the generator to
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25 produce increasingly higher-quality artificial outputs and

- 1 the discriminator to increasingly improve in detecting such
- 2 artificial outputs.

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November 5, 2019

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