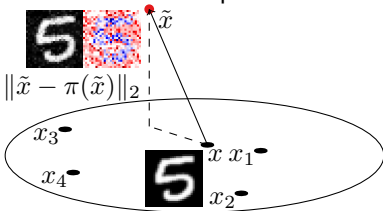


regular  
adversarial example



**Approximate Manifold using  
Nearest Neighbors**