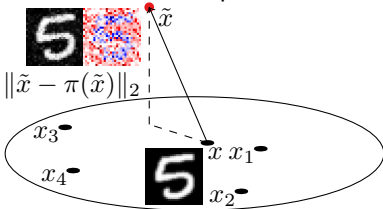


regular
adversarial example



**Approximate Manifold using
Nearest Neighbors**