Attacks and Defenses

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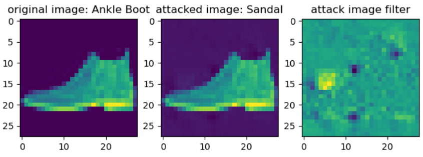
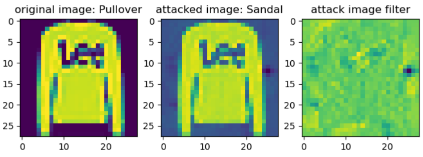
PART II - PRACTICE

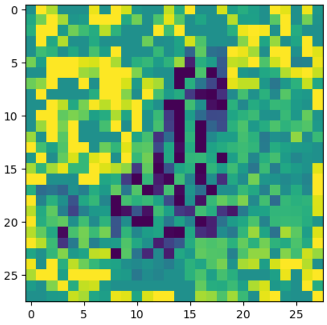
Task 1





- for fast attacks, classes that are more similar need less iterations (left: two iterations)
- the higher the difference between classes the more iterations are needed (right: ten iterations)
- similar classes have similar feature representations (see UMAP Sheet 2) therefore fast attacks are easier to perform

Task 2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