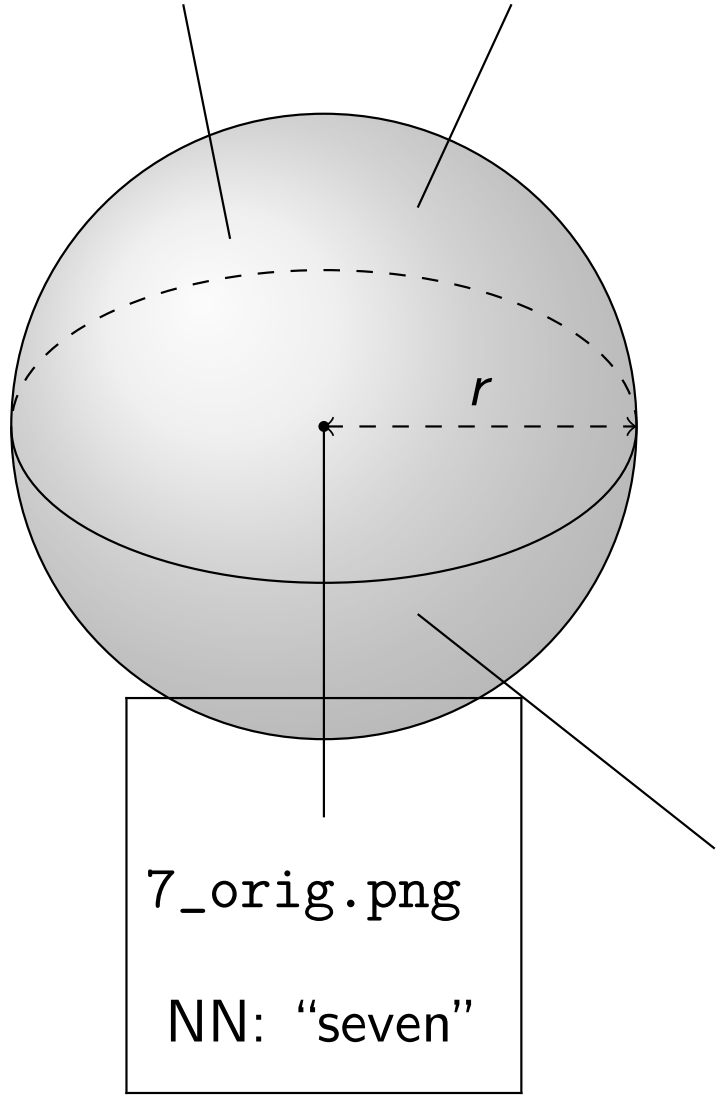
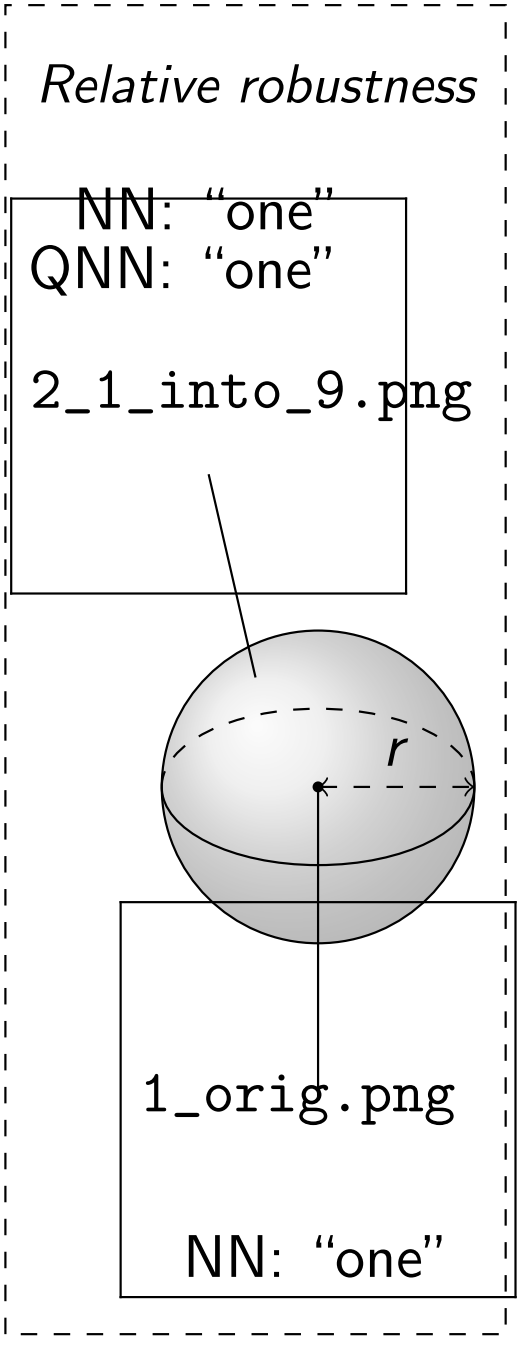
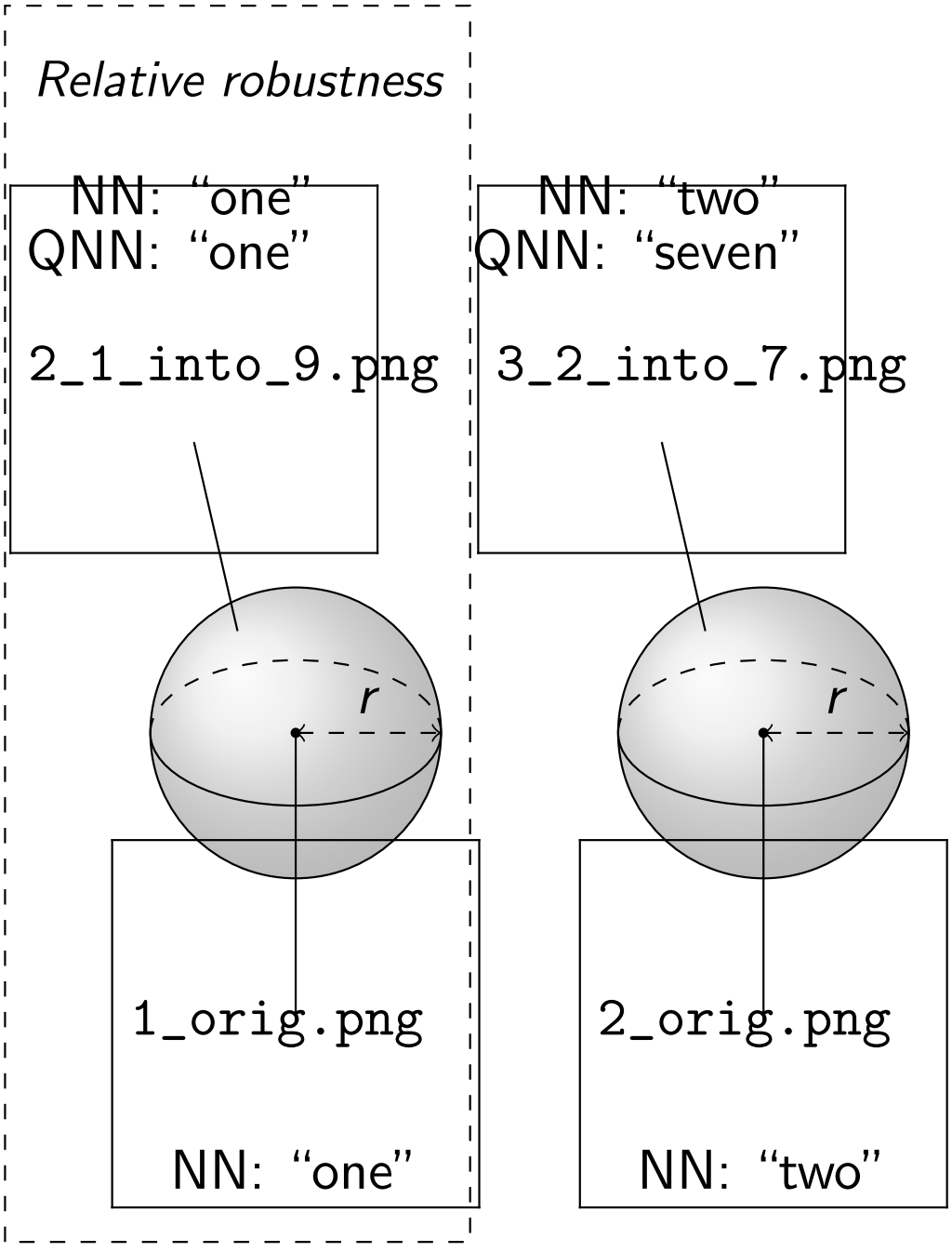
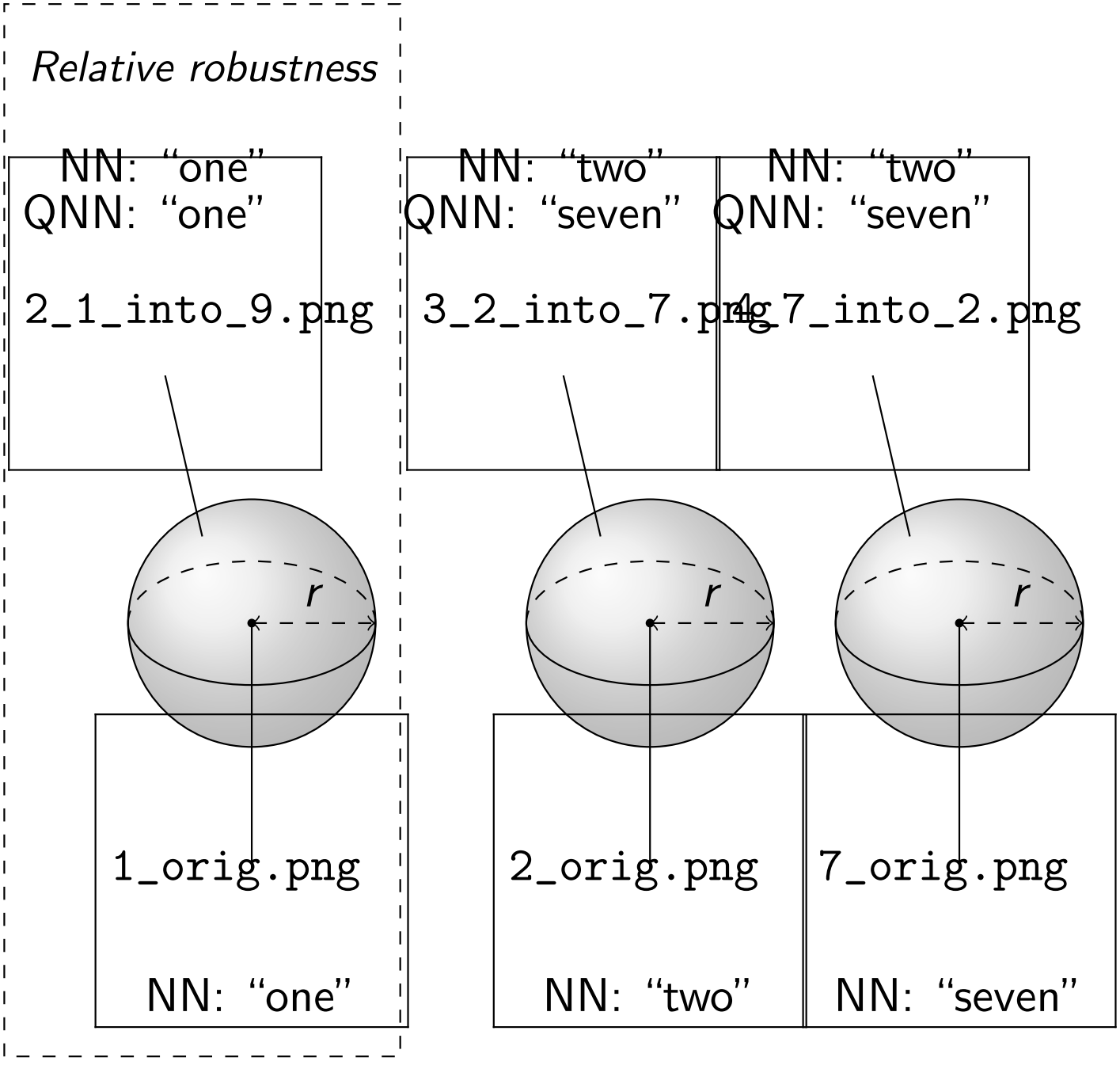
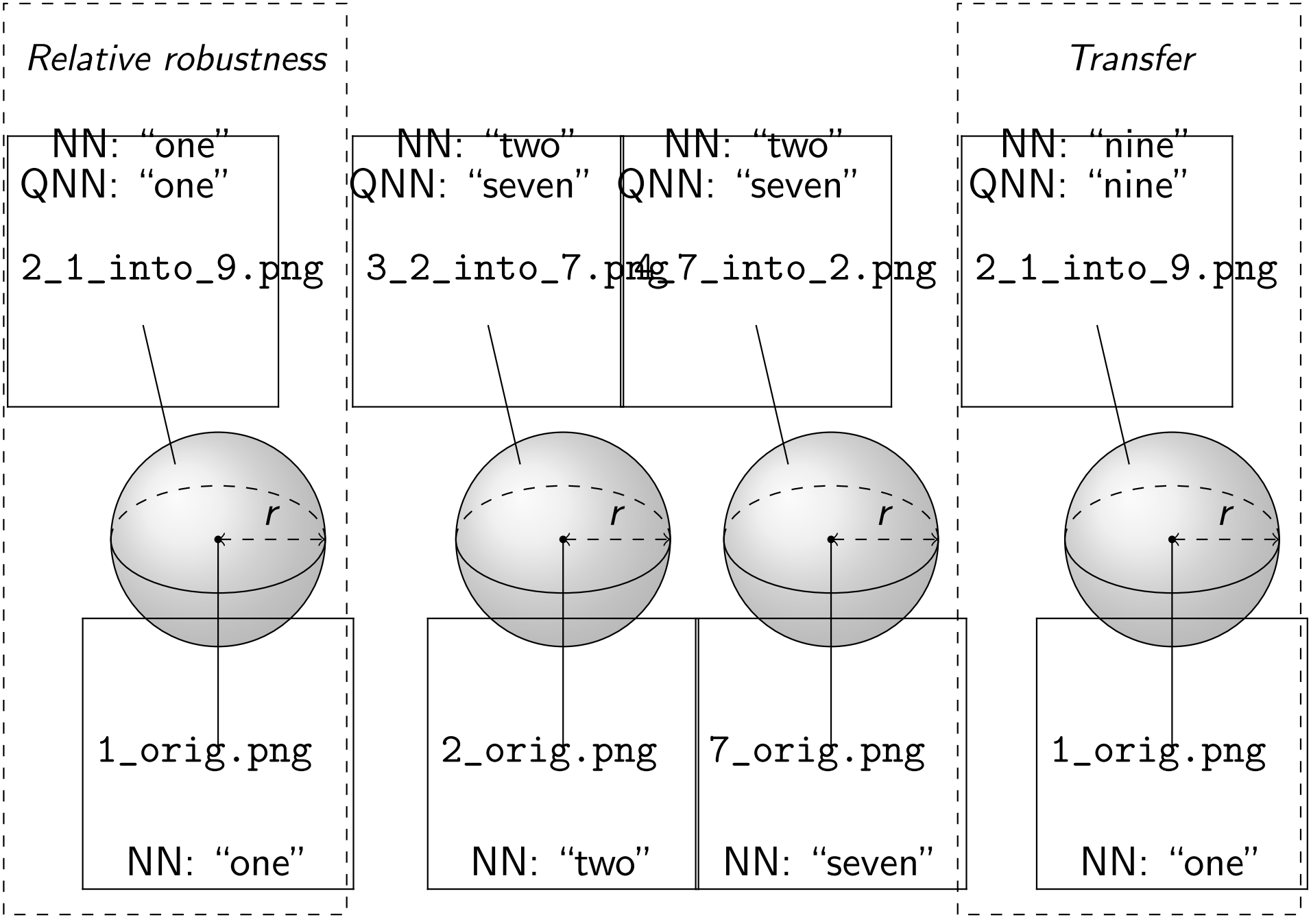
Finding adversaries with DLV




Relative robustness
NN: “one”
QNN: “one”
2_1_into_9.png
r
1_orig.png
NN: “one”


Relative robustness
NN: “one”
QNN: “one”
2_1_into_9.png
NN: “two”
QNN: “seven”
3_2_into_7.png
r
r
1_orig.png
NN: “one”
2_orig.png
NN: “two”


Relative robustness
NN: “one”
QNN: “one”
2_1_into_9.png
NN: “two”
QNN: “seven”
3_2_into_7.png
NN: “two”
QNN: “seven”
4_7_into_2.png
r
r
r
1_orig.png
NN: “one”
2_orig.png
NN: “two”
7_orig.png
NN: “seven”


Relative robustness
Transfer
NN: “one”
QNN: “one”
2_1_into_9.png
NN: “two”
QNN: “seven”
3_2_into_7.png
NN: “two”
QNN: “seven”
4_7_into_2.png
NN: “nine”
QNN: “nine”
2_1_into_9.png
r
r
r
r
1_orig.png
NN: “one”
2_orig.png
NN: “two”
7_orig.png
NN: “seven”
1_orig.png
NN: “one”