1. Architecture of the classifiers

Two types of networks were used in the tests, depending on the input. For meshes the implemented architecture is similar to the state-of-the-art encoder used by the CoMA autoencoder [4]. The structure of the network is shown in Table 1. It consists of 4 layers of ReLU-activated fast Chebyshev filters [1] with size $K = 6$, interleaved by mesh decimation via iterative edge collapse [2], and a final dense layer. We refer to this classifier simply as ChebyNet.

For point clouds we used the PointNet classifier [3], composed by 4 layers of point convolution followed by batchnorm with ReLU, with layer output sizes $32 \rightarrow 128 \rightarrow 256 \rightarrow 512$. A maxpool operation is used to output a 512-dimensional vector, which is then reduced with a ReLU-activated fully connected network to dimensions: $512 \rightarrow 256 \rightarrow 128 \rightarrow 64 \rightarrow |C|$, where $|C|$ is the number of classes. Both ChebyNet and PointNet are trained to classify the subject identity for shapes in CoMA dataset [4], and the animal species for shapes in SMAL dataset [5]. The accuracy achieved in each case is reported in Table 2.

| Layer       | Input Size | Output Size |
|-------------|------------|-------------|
| Convolution | 3889 × 3   | 3889 × 128  |
| Down-sampling | 3889 × 128 | 1945 × 128  |
| Convolution | 1945 × 128 | 1945 × 128  |
| Down-sampling | 1945 × 128 | 973 × 128   |
| Convolution | 973 × 128  | 973 × 64    |
| Down-sampling | 973 × 64   | 487 × 64    |
| Convolution | 487 × 64   | 487 × 64    |
| Fully Connected | 31168      | $|C|$       |

Table 1: ChebyNet classifier architecture in detail for the SMAL dataset. $n = 3889$ is the number of vertices for the input meshes, and $|C|$ is the number of classes.

For point clouds we used the PointNet classifier [3], composed by 4 layers of point convolution followed by batchnorm with ReLU, with layer output sizes $32 \rightarrow 128 \rightarrow 256 \rightarrow 512$. A maxpool operation is used to output a 512-dimensional vector, which is then reduced with a ReLU-activated fully connected network to dimensions: $512 \rightarrow 256 \rightarrow 128 \rightarrow 64 \rightarrow |C|$, where $|C|$ is the number of classes. Both ChebyNet and PointNet are trained to classify the subject identity for shapes in CoMA dataset [4], and the animal species for shapes in SMAL dataset [5]. The accuracy achieved in each case is reported in Table 2.

| SMAL | ChebyNet | PointNet |
|------|----------|----------|
| train | 100%     | 98.1%    |
| test  | 100%     | 94.2%    |
| remeshed | -       | 88.3%    |

| CoMA | ChebyNet | PointNet |
|------|----------|----------|
| train | 99.6%    | 99.0%    |
| test  | 99.0%    | 99.2%    |

Table 2: Accuracy of the four considered classifiers in terms of fraction of correct predictions. For the SMAL dataset, PointNet was evaluated also on remeshed shapes from the test set, with a random number of vertices within 30% to 50% of the original ones.

2. Additional results

In Fig. 1 we show additional qualitative examples of universal attacks that due to lack of space were not included in the main manuscript.

Number of eigenvalues. We performed an analysis of the generalization capability of our method to previously unseen shapes at varying number of eigenvalues $k$. For each class we considered 15 shapes on which we performed the universal attack. We then transfer the deformation to 10 new shapes of the same class. Results on the CoMA dataset are reported in Table 3. Considering a larger number of eigenvalues $k$ leads to an increase of success rate for the generalization. After $k = 60$, the performance decreases due to the difficulty to transfer the spectral deformation $\rho$, as measured by the alignment error $\epsilon_i = \|\sigma(X_i)(1+\rho) - \sigma(X_i + \Phi_i \alpha_i)\|$, where $X_i$ is the original shape geometry and $\alpha_i$ are the perturbation coefficients. Since from the perturbed eigenvalues we synthesize novel shapes (the adversarial examples), we cannot compute a geometric error because a ground-truth 3D reconstruction does not exist. However, we can mea-
Figure 1: Example of universal adversarial attacks on PointNet over 7 shapes from the horse class of SMAL. The heatmap encodes curvature distortion, growing from white to dark red. Even if the original shapes are not isometric, as can be noted also from their spectra (blue bars), a universal spectral perturbation $\rho$ (red bars, scaled by a factor $10^3$) leads to misclassification.

| $k$ | success rate | alignment error |
|-----|--------------|-----------------|
| 10  | 12%          | 2.65e-4         |
| 20  | 56%          | 1.33e-4         |
| 30  | 61%          | 1.96e-4         |
| 40  | 80%          | 2.72e-4         |
| 60  | 78%          | 3.06e-4         |
| 80  | 49%          | 5.84e-4         |
| 100 | 17%          | 7.01e-4         |

Table 3: Dependence of the generalization capability of our method on the number of used eigenvalues $k$. The alignment error is the absolute error between the target eigenvalues computed with $\rho$, and the eigenvalues of the deformed shapes; the success rate is the percentage of attacks that induce misclassification.

Figure 2: Examples of generalization to point clouds. The spectral perturbation $\rho$ (red bars, scaled by a factor $10^3$) was obtained on a set of 15 meshes (not shown). The deformation was then transferred to 2 unseen shapes discretized both as meshes (white on the left) and as point clouds (light blue on the right). The deformed shapes are shown in the last row. As we can see, for each shape the deformations induced by $\rho$ are approximately the same regardless of the discretization. Note that here we intentionally enhanced the strength of the deformation (by increasing the weight of the adversarial loss $c$) to better appreciate the similarity between the mesh and point cloud cases.

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