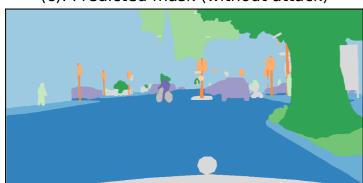
(a): Image with adversarial patch



(c): Predicted mask (without attack)

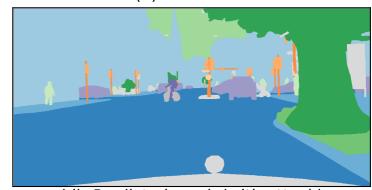


Wall

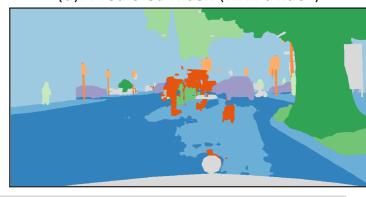
Road Fence Vegetation
Sidewalk Pole Terrain
Building Traffic Light Sky

Traffic Sign

(b): True Mask



(d): Predicted mask (with attack)



Person Truck Motorcycle
Rider Bus Bicycle
Car Train Void