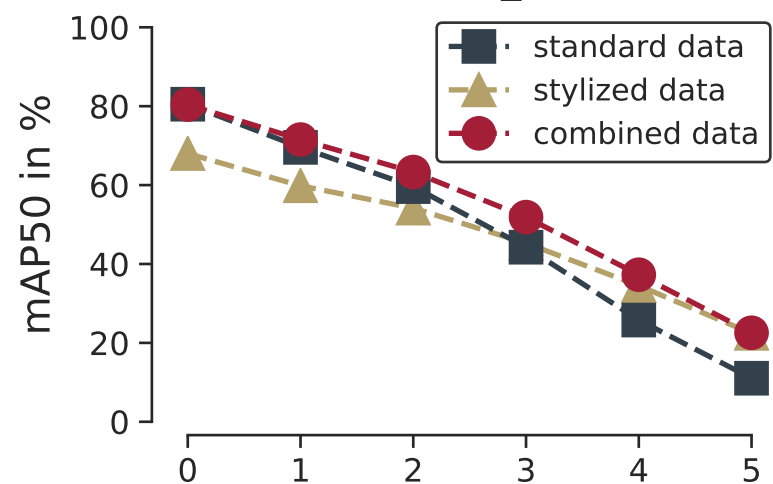
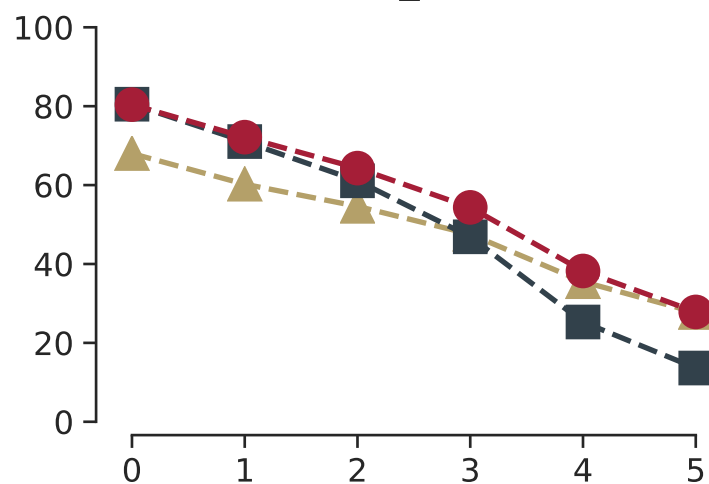


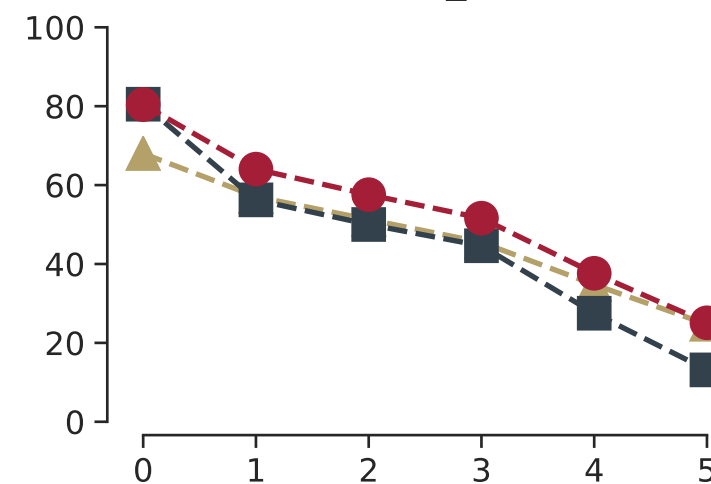
gaussian\_noise



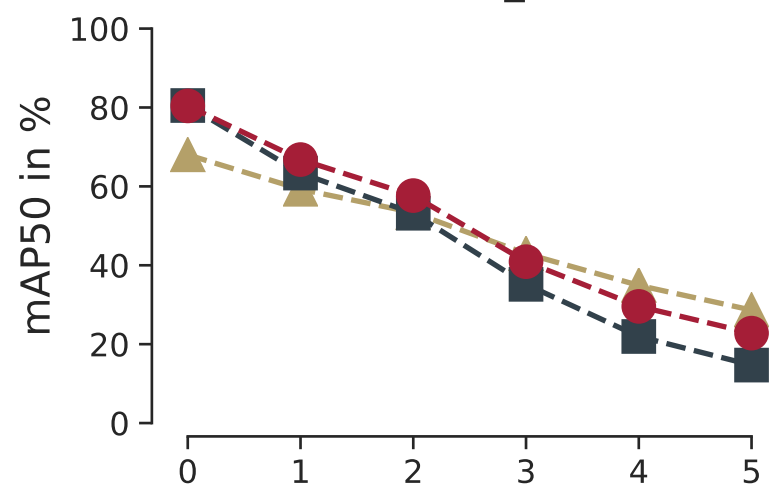
shot\_noise



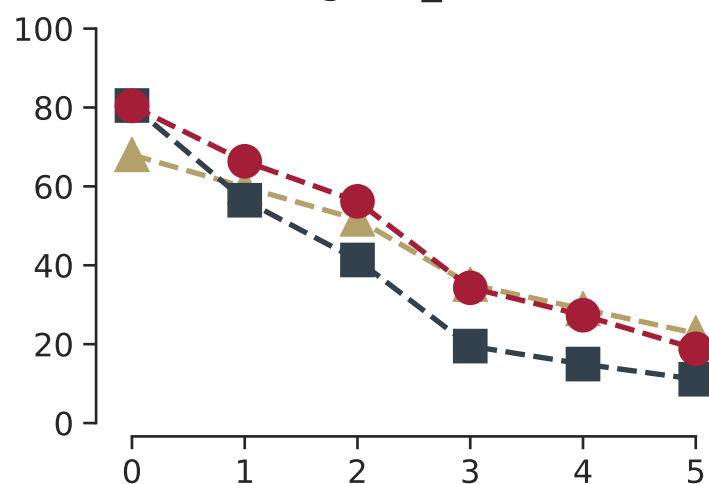
impulse\_noise



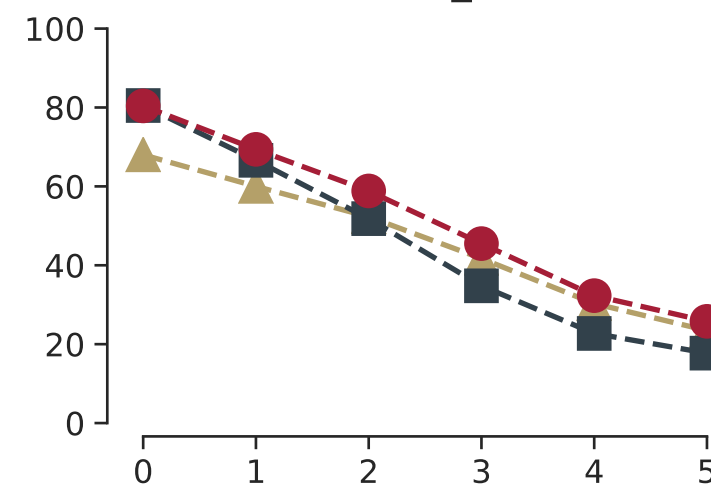
defocus\_blur



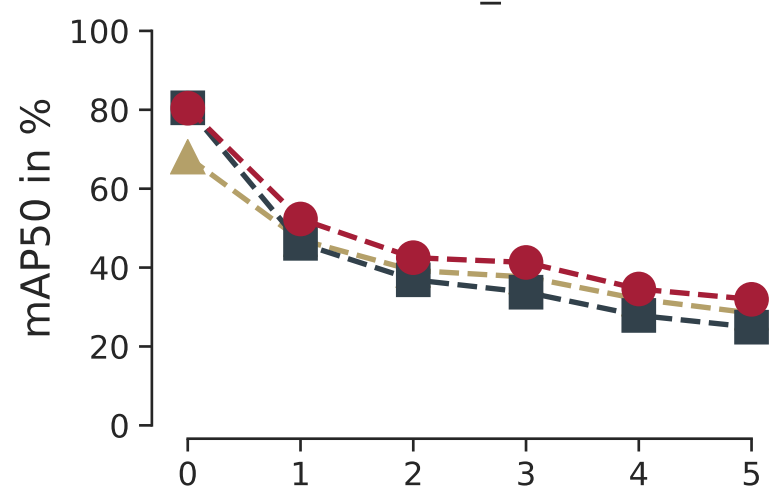
glass\_blur



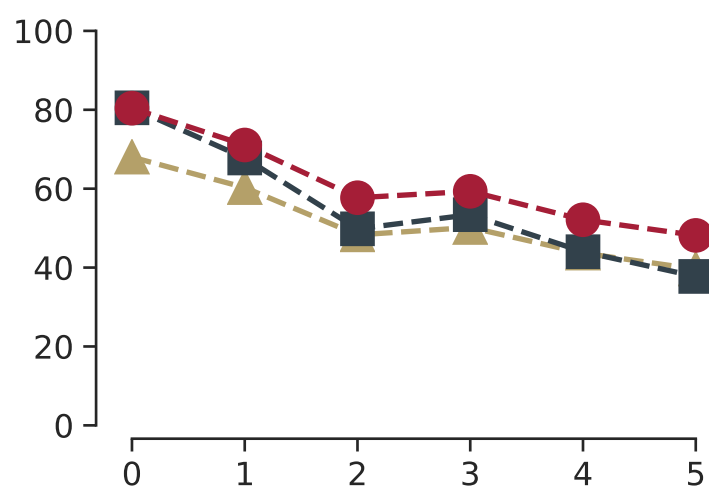
motion\_blur



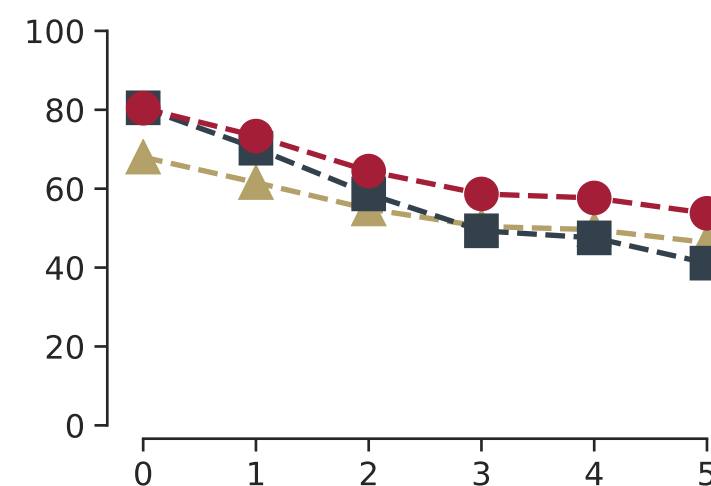
zoom\_blur



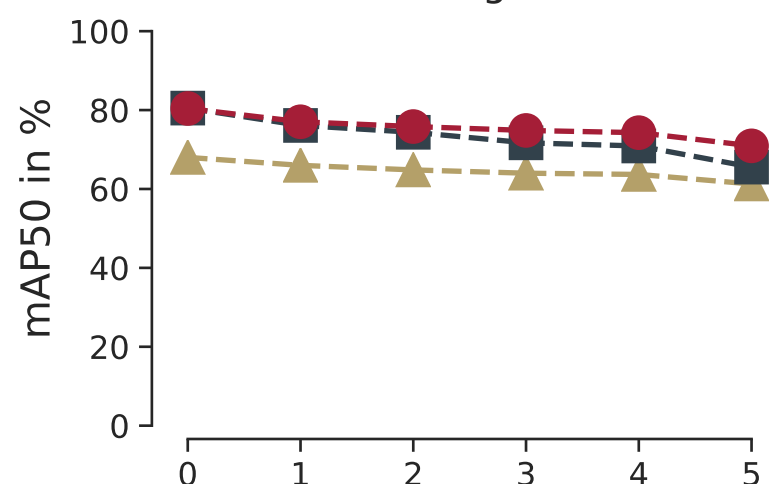
snow



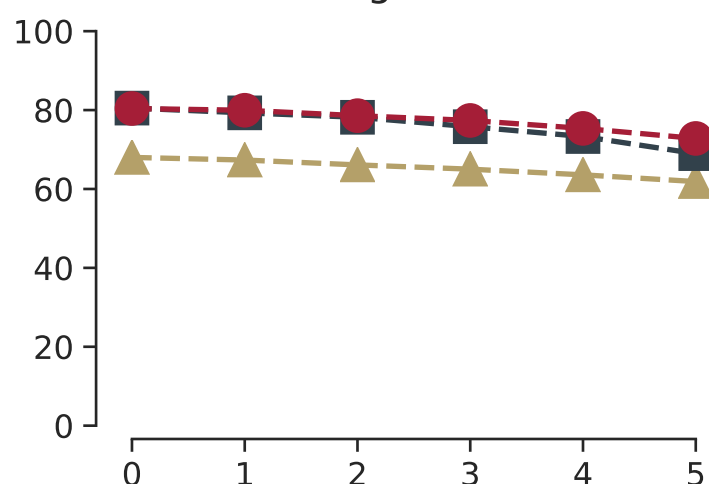
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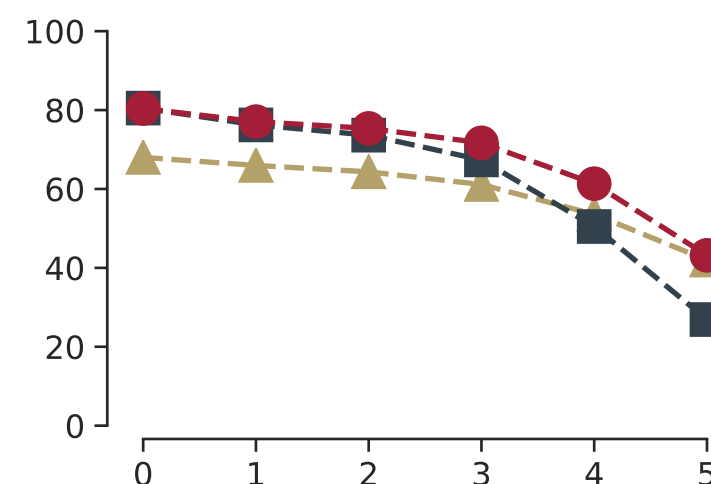
fog



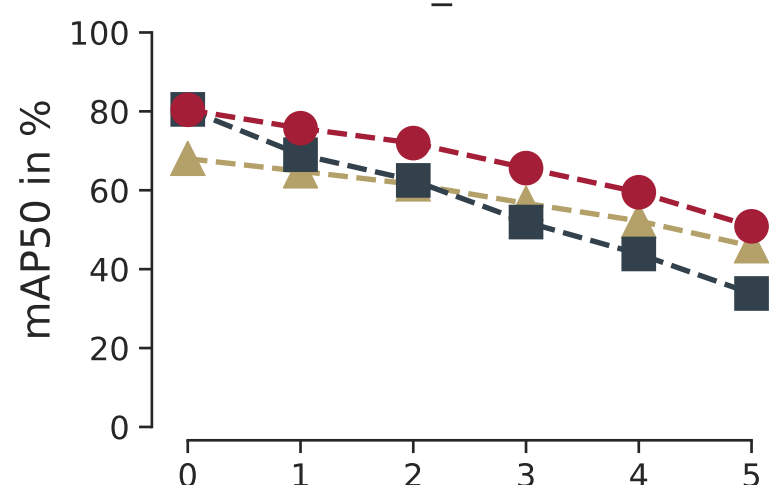
brightness



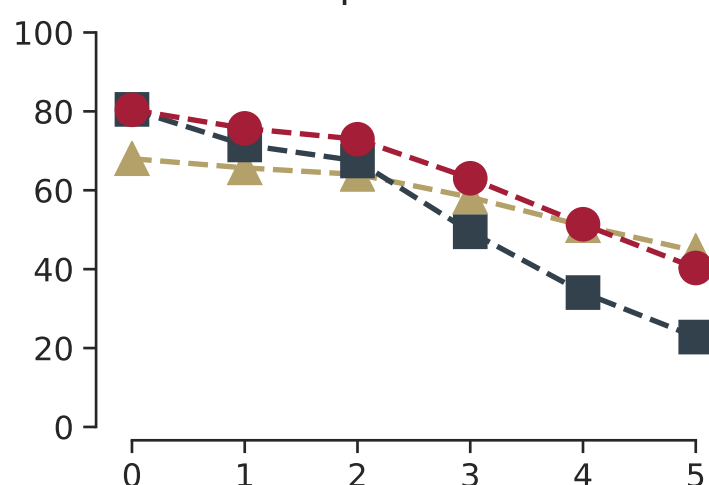
contrast



elastic\_transform



pixelate



jpeg\_compression

