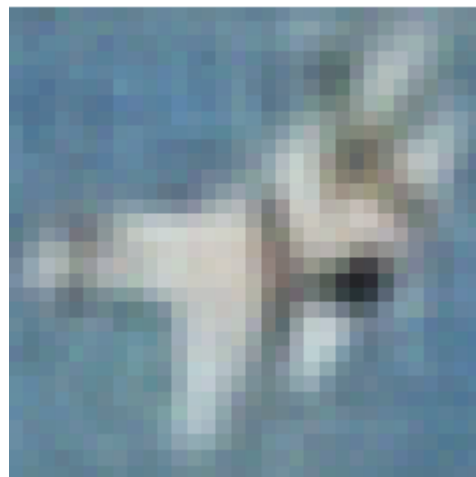


original

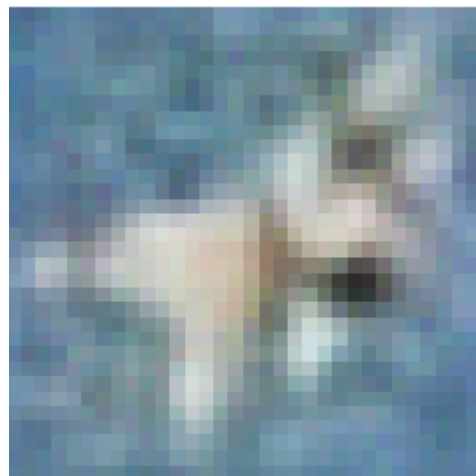
input



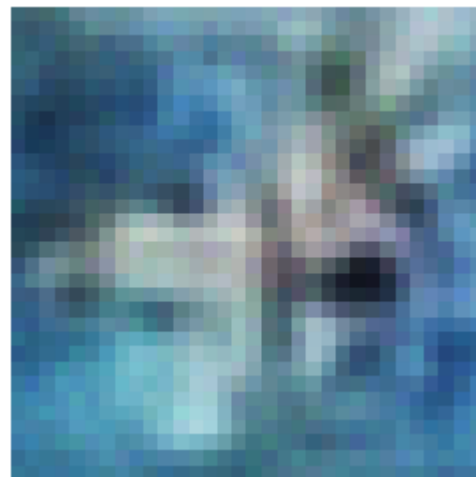
output



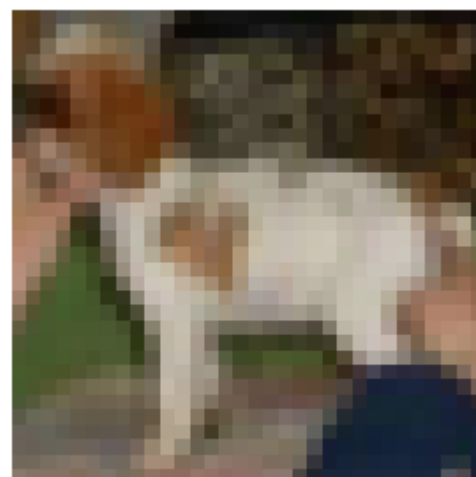
noisy  
(random)



adversarial



input



output

