

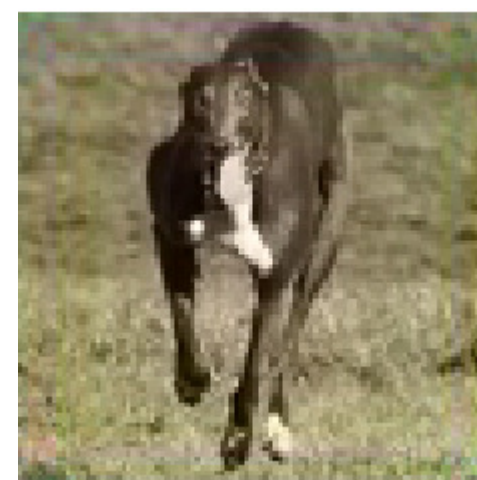
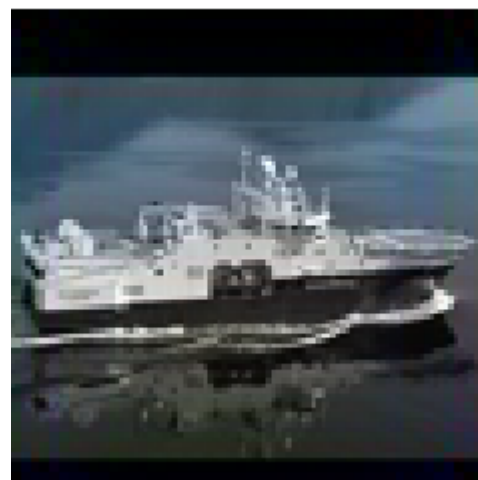
original

input

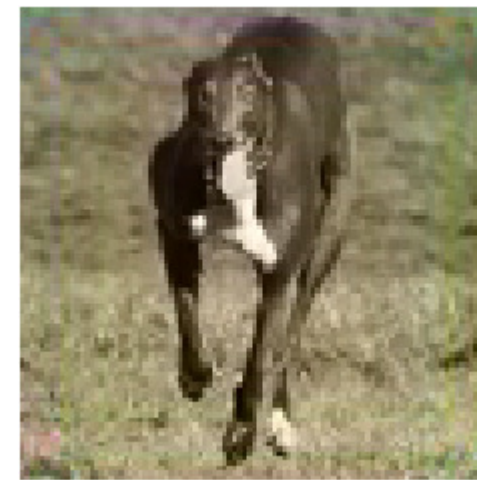
output

input

output



noisy
(random)



adversarial

