Dataset: cifar100 TRUE- Adv. Training	FALSE– Adv. Training	TRUE- Adv. Training	Attack: FALSE- Adv. Training	TRUE- Adv. Training	FALSE- Adv. Training	TRUE– Adv. Training	FALSE- Adv. Training
TRUE – Noise TRUE – Shuffle	TRUE – Noise TRUE – Shuffle	FALSE – Noise TRUE – Shuffle	FALSE – Noise TRUE – Shuffle	TRUE – Noise FALSE – Shuffle 1.00 0.75	TRUE – Noise FALSE – Shuffle	FALSE – Noise FALSE – Shuffle	FALSE – Noise FALSE – Shuffle
0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52
TRUE – Adv. Training TRUE – Noise TRUE – Shuffle	FALSE- Adv. Training TRUE - Noise TRUE - Shuffle	TRUE- Adv. Training FALSE - Noise TRUE - Shuffle	Attack: FGSM targ FALSE- Adv. Training FALSE - Noise TRUE - Shuffle	TRUE - Adv. Training TRUE - Noise FALSE - Shuffle	FALSE- Adv. Training TRUE - Noise FALSE - Shuffle	TRUE- Adv. Training FALSE - Noise FALSE - Shuffle	FALSE – Adv. Training FALSE – Noise FALSE – Shuffle
0.50	0.50	0.50	0.50	0.50	0.50	0.50	0.50
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0.25 0.00 20 30 35 40 45 50 52	0.00 20 30 35 40 45 50 52	0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52
FGSM target layer: 20 TRUE– Adv. Training TRUE – Noise TRUE – Shuffle	FGSM target layer: 20 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle	FGSM target layer: 20 TRUE – Adv. Training FALSE – Noise TRUE – Shuffle	FGSM target layer: 20 FALSE- Adv. Training FALSE - Noise TRUE - Shuffle	FGSM target layer: 20 TRUE- Adv. Training TRUE - Noise FALSE - Shuffle	FGSM target layer: 20 FALSE- Adv. Training TRUE - Noise FALSE - Shuffle	FGSM target layer: 20 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle	FGSM target layer: 20 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle
0.50	0.50	0.50	0.50	0.50	0.50	0.50	0.50
FGSM target layer: 30 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle	FGSM target layer: 30 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle	FGSM target layer: 30 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle	FGSM target layer: 30 FALSE – Adv. Training FALSE – Noise TRUE – Shuffle	FGSM target layer: 30 TRUE – Adv. Training TRUE – Noise FALSE – Shuffle	FGSM target layer: 30 FALSE – Adv. Training TRUE – Noise FALSE – Shuffle	FGSM target layer: 30 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle	FGSM target layer: 30 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle
0.75	0.75 0.50 0.25	0.75	0.75	0.75	0.75	0.75	0.75
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0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52
FGSM target layer: 40 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle	FGSM target layer: 40 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle	FGSM target layer: 40 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle	FGSM target layer: 40 FALSE- Adv. Training FALSE - Noise TRUE - Shuffle	FGSM target layer: 40 TRUE – Adv. Training TRUE – Noise FALSE – Shuffle	FGSM target layer: 40 FALSE- Adv. Training TRUE - Noise FALSE - Shuffle	FGSM target layer: 40 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle	FGSM target layer: 40 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle
0.50	0.50	0.50	0.50	0.50	0.50	0.50	0.50
FGSM target layer: 45 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle	FGSM target layer: 45 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle	FGSM target layer: 45 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle	FGSM target layer: 45 FALSE- Adv. Training FALSE - Noise TRUE - Shuffle	FGSM target layer: 45 TRUE – Adv. Training TRUE – Noise FALSE – Shuffle	FGSM target layer: 45 FALSE- Adv. Training TRUE - Noise FALSE - Shuffle	FGSM target layer: 45 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle	FGSM target layer: 45 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle
0.50	0.50	0.50	0.50	0.50	0.50	0.50	0.50
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0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75
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0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75
0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52
Attack opacity: 4 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle	Attack opacity: 4 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle	Attack opacity: 4 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle	Attack opacity: 4 FALSE- Adv. Training FALSE - Noise TRUE - Shuffle	Attack opacity: 4 TRUE – Adv. Training TRUE – Noise FALSE – Shuffle	Attack opacity: 4 FALSE- Adv. Training TRUE - Noise FALSE - Shuffle	Attack opacity: 4 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle	Attack opacity: 4 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle
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0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75
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0.75	0.75	0.75	0.75	0.75	0.75	0.75	0.75
0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32	0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32	0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32	0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32	0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32	0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32	0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32	0.25 0.00 20 30 35 40 45 50 52 Attack opacity: 32 FALSE– Adv. Training
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0.25 0.00 20 30 35 40 45 50 52	0.25	0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52
Attack opacity: 128 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle	Attack opacity: 128 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle	Attack opacity: 128 TRUE – Adv. Training FALSE – Noise TRUE – Shuffle	Attack opacity: 128 FALSE – Adv. Training FALSE – Noise TRUE – Shuffle	Attack opacity: 128 TRUE – Adv. Training TRUE – Noise FALSE – Shuffle	Attack opacity: 128 FALSE – Adv. Training TRUE – Noise FALSE – Shuffle	Attack opacity: 128 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle	Attack opacity: 128 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle
0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 20 30 35 40 45 50 52	0.50 0.25 0.00 30 35 40 45 50 52	0.50 0.25 0.00	0.50	0.50	0.50
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