| Dataset: cifar10  |   |  | Δttack   | k: None  |   |  |   |
|---|---|--|--|--|---|--|---|
| TRUE- Adv. Training TRUE - Noise TRUE - Shuffle   | FALSE- Adv. Training TRUE - Noise TRUE - Shuffle  | TRUE- Adv. Training FALSE - Noise TRUE - Shuffle   | 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   |
| 0.75  | 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  |
| TRUE- Adv. Training   | FALSE- Adv. Training  | TRUE- Adv. Training  | FALSE- Adv. Training   | rgeting Ensemble TRUE- Adv. Training   | FALSE – Adv. Training   | TRUE- Adv. Training  | FALSE– Adv. Training<br>FALSE – Noise   |
| TRUE – Noise<br>TRUE – Shuffle  | TRUE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | TRUE – Noise FALSE – Shuffle  1.00  0.75   | TRUE – Noise<br>FALSE – Shuffle   | FALSE – Noise<br>FALSE – Shuffle   | FALSE – Shuffle  1.00   |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| 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  | O.00 20 30 35 40 45 50 52  Attack: FGSM targeting co                               | 0.00 20 30 35 40 45 50 52 ombined lavers (20 30 35   | 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   |
| TRUE – Adv. Training TRUE – Noise TRUE – Shuffle  | FALSE- Adv. Training TRUE - Noise TRUE - Shuffle  | TRUE- Adv. Training FALSE - Noise TRUE - Shuffle   | 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   |
| 0.75  | 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  |
| FGSM target layer: 20<br>TRUE- Adv. Training  | FGSM target layer: 20<br>FALSE– Adv. Training   | FGSM target layer: 20<br>TRUE- Adv. Training   | Attack: FGSM 1 FGSM target layer: 20 FALSE- Adv. Training                          | targeting layers  FGSM target layer: 20 TRUE- Adv. Training  | FGSM target layer: 20<br>FALSE- Adv. Training   | FGSM target layer: 20<br>TRUE- Adv. Training   | FGSM target layer: 20<br>FALSE- Adv. Training   |
| TRUE – Noise TRUE – Shuffle   | TRUE – Noise TRUE – Shuffle   | FALSE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | TRUE – Noise FALSE – Shuffle   | TRUE - Noise FALSE - Shuffle  | FALSE – Noise<br>FALSE – Shuffle   | FALSE – Noise<br>FALSE – Shuffle  |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| 0.00 20 30 35 40 45 50 52 FGSM target layer: 30   | 0.00 20 30 35 40 45 50 52 FGSM target layer: 30   | 0.00 20 30 35 40 45 50 52 FGSM target layer: 30  | 0.00 20 30 35 40 45 50 52 FGSM target layer: 30                                    | 0.00 20 30 35 40 45 50 52 FGSM target layer: 30  | 0.00 20 30 35 40 45 50 52 FGSM target layer: 30   | 0.00 20 30 35 40 45 50 52 FGSM target layer: 30  | 0.00 20 30 35 40 45 50 52 FGSM target layer: 30   |
| TRUE – Adv. Training TRUE – Noise TRUE – Shuffle  | FALSE- Adv. Training TRUE - Noise TRUE - Shuffle  | TRUE – Adv. Training FALSE – Noise TRUE – Shuffle  | 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   |
| 0.75  | 0.75  | 0.75   | 0.75   | 0.75   | 0.75  | 0.75   | 0.75  |
| 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  | 0.00 20 30 35 40 45 50 52  | 0.25 0.00 20 30 35 40 45 50 52  |
| FGSM target layer: 35 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle  | FGSM target layer: 35 FALSE– Adv. Training TRUE – Noise TRUE – Shuffle                                      | FGSM target layer: 35 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle   | FGSM target layer: 35 FALSE – Adv. Training FALSE – Noise TRUE – Shuffle           | FGSM target layer: 35 TRUE- Adv. Training TRUE - Noise FALSE - Shuffle   | FGSM target layer: 35 FALSE- Adv. Training TRUE - Noise FALSE - Shuffle   | FGSM target layer: 35 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle  | FGSM target layer: 35 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle                         |
| 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  |
| 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                         |
| 0.75  | 0.75  | 0.75   | 0.75   | 0.75   | 0.75  | 0.75   | 0.75  |
| 0.25  | 0.25  | 0.25   | 0.25   | 0.25   | 0.25  | 0.25   | 0.25  |
| FGSM target layer: 45 TRUE – Adv. Training TRUE – Noise   | FGSM target layer: 45 FALSE– Adv. Training TRUE – Noise   | FGSM target layer: 45 TRUE- Adv. Training FALSE - Noise  | FGSM target layer: 45 FALSE – Adv. Training FALSE – Noise                          | FGSM target layer: 45 TRUE – Adv. Training TRUE – Noise  | FGSM target layer: 45 FALSE– Adv. Training TRUE – Noise   | FGSM target layer: 45 TRUE – Adv. Training FALSE – Noise   | FGSM target layer: 45 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle                         |
| TRUE – Shuffle  1.00  0.75  | TRUE – Shuffle  0.75  | TRUE – Shuffle  0.75   | 1.00 TRUE – Shuffle  0.75  | FALSE – Shuffle  0.75  | FALSE – Shuffle  1.00  0.75   | FALSE – Shuffle  0.75  | 0.75  |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| FGSM target layer: 50 TRUE- Adv. Training   | 0.00 20 30 35 40 45 50 52  FGSM target layer: 50 FALSE– Adv. Training                                       | FGSM target layer: 50 TRUE- Adv. Training  | FGSM target layer: 50 FALSE- Adv. Training   | 0.00 20 30 35 40 45 50 52  FGSM target layer: 50 TRUE- Adv. Training   | FGSM target layer: 50 FALSE- Adv. Training  | FGSM target layer: 50 TRUE- Adv. Training  | 0.00 20 30 35 40 45 50 52  FGSM target layer: 50 FALSE– Adv. Training                             |
| TRUE – Noise<br>TRUE – Shuffle  | TRUE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | TRUE – Noise<br>FALSE – Shuffle  | TRUE – Noise<br>FALSE – Shuffle   | FALSE – Noise<br>FALSE – Shuffle   | FALSE – Noise<br>FALSE – Shuffle  |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 TRUE- Adv. Training  | 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 FALSE– Adv. Training                                       | 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 TRUE- Adv. Training   | 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 FALSE– Adv. Training              | 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 TRUE- Adv. Training   | 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 FALSE- Adv. Training   | 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 TRUE- Adv. Training   | 0.00 20 30 35 40 45 50 52  FGSM target layer: 52 FALSE – Adv. Training FALSE – Noise              |
| TRUE - Adv. Halling TRUE - Noise TRUE - Shuffle   | TRUE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | TRUE – Noise<br>FALSE – Shuffle  | TRUE – Noise<br>FALSE – Shuffle   | FALSE – Noise<br>FALSE – Shuffle   | FALSE – Shuffle   |
| 0.75  | 0.50  | 0.50   | 0.75   | 0.50   | 0.50  | 0.75   | 0.50  |
| 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  |  |   | 0.00 20 30 35 40 45 50 52  | 0.00 20 30 35 40 45 50 52   |
| Attack opacity: 0 TRUE – Adv. Training TRUE – Noise   | Attack opacity: 0 FALSE– Adv. Training TRUE – Noise   | Attack opacity: 0<br>TRUE– Adv. Training<br>FALSE – Noise  | Attack opacity: 0 FALSE - Adv. Training FALSE - Noise                              | Attack opacity: 0 TRUE- Adv. Training TRUE - Noise   | Attack opacity: 0  FALSE– Adv. Training  TRUE – Noise   | Attack opacity: 0<br>TRUE– Adv. Training<br>FALSE – Noise  | Attack opacity: 0 FALSE – Adv. Training FALSE – Noise   |
| TRUE – Shuffle  0.75  | TRUE – Shuffle  0.75  | TRUE – Shuffle  1.00  0.75   | TRUE – Shuffle  0.75   | FALSE – Shuffle  0.75  | FALSE – Shuffle  1.00  0.75   | FALSE – Shuffle  0.75  | FALSE – Shuffle  1.00  0.75   |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| 0.00 20 30 35 40 45 50 52  Attack opacity: 1 TRUE- Adv. Training  | 0.00 20 30 35 40 45 50 52  Attack opacity: 1 FALSE- Adv. Training   | Attack opacity: 1 TRUE- Adv. Training  | 0.00 20 30 35 40 45 50 52  Attack opacity: 1 FALSE- Adv. Training                  | Attack opacity: 1 TRUE- Adv. Training  | Attack opacity: 1<br>FALSE– Adv. Training   | Attack opacity: 1<br>TRUE– Adv. Training   | 0.00 20 30 35 40 45 50 52  Attack opacity: 1 FALSE- Adv. Training                                 |
| TRUE – Noise<br>TRUE – Shuffle  | TRUE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | FALSE – Noise<br>TRUE – Shuffle  | TRUE – Noise<br>FALSE – Shuffle  | TRUE – Noise<br>FALSE – Shuffle   | FALSE – Noise<br>FALSE – Shuffle   | FALSE – Noise<br>FALSE – Shuffle  |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| 0.00 20 30 35 40 45 50 52  Attack opacity: 2  | Attack opacity: 2   | Attack opacity: 2  | 0.00 20 30 35 40 45 50 52  Attack opacity: 2 FALSE– Adv. Training                  | Attack opacity: 2  | Attack opacity: 2   | Attack opacity: 2  | 0.00 20 30 35 40 45 50 52  Attack opacity: 2  |
| TRUE – Adv. Training TRUE – Noise TRUE – Shuffle  | FALSE – Adv. Training TRUE – Noise TRUE – Shuffle   | TRUE – Adv. Training FALSE – Noise TRUE – Shuffle  | 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   |
| 0.75  | 0.50  | 0.50   | 0.75   | 0.50   | 0.50  | 0.75   | 0.75  |
| 0.00 20 30 35 40 45 50 52   |   |  | 0.00 20 30 35 40 45 50 52  Attack opacity: 4                                       |  |   | 0.00 20 30 35 40 45 50 52  Attack opacity: 4   | 0.00 20 30 35 40 45 50 52  Attack opacity: 4  |
| 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                             |
| 0.75  | 0.75  | 0.75   | 0.75   | 0.75   | 0.75  | 0.75   | 0.75  |
| 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   | 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  |
| Attack opacity: 8 TRUE- Adv. Training TRUE - Noise TRUE - Shuffle   | Attack opacity: 8 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle  | Attack opacity: 8 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle   | Attack opacity: 8 FALSE – Adv. Training FALSE – Noise TRUE – Shuffle               | Attack opacity: 8 TRUE – Adv. Training TRUE – Noise FALSE – Shuffle  | Attack opacity: 8 FALSE- Adv. Training TRUE - Noise FALSE - Shuffle   | Attack opacity: 8 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle  | Attack opacity: 8 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle                             |
| 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: 16 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle   | Attack opacity: 16 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle   | Attack opacity: 16 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle  | Attack opacity: 16 FALSE – Adv. Training FALSE – Noise TRUE – Shuffle              | Attack opacity: 16 TRUE- Adv. Training TRUE - Noise FALSE - Shuffle  | Attack opacity: 16  FALSE– Adv. Training  TRUE – Noise  FALSE – Shuffle   | Attack opacity: 16 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle   | Attack opacity: 16 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle                            |
| 0.75  | 0.75  | 0.75   | 0.75   | 0.75   | 0.75  | 0.75   | 0.75  |
| 0.25  | 0.25  | 0.25   | 0.25   | 0.25   | 0.25  | 0.25   | 0.25  |
| Attack opacity: 32 TRUE– Adv. Training TRUE – Noise TRUE – Shuffle  | Attack opacity: 32 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle   | Attack opacity: 32 TRUE- Adv. Training FALSE - Noise TRUE - Shuffle  | Attack opacity: 32 FALSE – Adv. Training FALSE – Noise TRUE – Shuffle              | Attack opacity: 32 TRUE- Adv. Training TRUE - Noise FALSE - Shuffle  | Attack opacity: 32 FALSE- Adv. Training TRUE - Noise FALSE - Shuffle  | Attack opacity: 32 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle   | Attack opacity: 32 FALSE – Adv. Training FALSE – Noise FALSE – Shuffle                            |
| 1.00<br>0.75  | 1.00<br>0.75  | 1.00<br>0.75   | 1.00   | 1.00   | 1.00  | 1.00   | 1.00  |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| 0.00 20 30 35 40 45 50 52  Attack opacity: 64 TRUE- Adv. Training TRUE - Noise                                    | 0.00 20 30 35 40 45 50 52  Attack opacity: 64 FALSE- Adv. Training TRUE - Noise                             | 0.00 20 30 35 40 45 50 52  Attack opacity: 64 TRUE- Adv. Training FALSE - Noise                                    | O.00 20 30 35 40 45 50 52  Attack opacity: 64 FALSE – Adv. Training FALSE – Noise  | 0.00 20 30 35 40 45 50 52  Attack opacity: 64 TRUE- Adv. Training TRUE - Noise                                     | 0.00 20 30 35 40 45 50 52  Attack opacity: 64 FALSE- Adv. Training TRUE - Noise                                     | 0.00 20 30 35 40 45 50 52  Attack opacity: 64 TRUE- Adv. Training FALSE - Noise                                    | 0.00 20 30 35 40 45 50 52  Attack opacity: 64 FALSE – Adv. Training FALSE – Noise                 |
| TRUE – Shuffle  | TRUE – Shuffle  | TRUE – Shuffle   | FALSE – Noise<br>TRUE – Shuffle  | FALSE – Shuffle  | FALSE – Shuffle   | FALSE – Shuffle  | FALSE – Shuffle   |
| 0.50  | 0.50  | 0.50   | 0.50   | 0.50   | 0.50  | 0.50   | 0.50  |
| 0.00 20 30 35 40 45 50 52  Attack opacity: 128 TRUE- Adv. Training  | Attack opacity: 128   | Attack opacity: 128  | 0.00 20 30 35 40 45 50 52  Attack opacity: 128 FALSE- Adv. Training                | Attack opacity: 128  | 0.00 20 30 35 40 45 50 52  Attack opacity: 128 FALSE- Adv. Training   | Attack opacity: 128  | 0.00 20 30 35 40 45 50 52  Attack opacity: 128 FALSE- Adv. Training                               |
| TRUE – Adv. Training TRUE – Noise TRUE – Shuffle  | FALSE – Adv. Training TRUE – Noise TRUE – Shuffle   | TRUE- Adv. Training FALSE - Noise TRUE - Shuffle   | 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  | 0.75   | 0.50  |
|   | 0.25  | 0.25   | 0.25   | 0.25   | 0.25  | 0.25   | 0.20  |
| 0.00 20 30 35 40 45 50 52  Attack opacity: 255  | 0.00 20 30 35 40 45 50 52  Attack opacity: 255  | 0.25 0.00 20 30 35 40 45 50 52  Attack opacity: 255  | 0.00 20 30 35 40 45 50 52  Attack opacity: 255                                     | 0.00 20 30 35 40 45 50 52  Attack opacity: 255   | 0.00 20 30 35 40 45 50 52  Attack opacity: 255  | 0.00 20 30 35 40 45 50 52  Attack opacity: 255   | 0.00 20 30 35 40 45 50 52  Attack opacity: 255  |
| 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  | 0.00 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   | 0.00 20 30 35 40 45 50 52  | 0.00 20 30 35 40 45 50 52  Attack opacity: 255 FALSE- Adv. Training FALSE - Noise FALSE - Shuffle |
| 0.00 20 30 35 40 45 50 52  Attack opacity: 255 TRUE – Adv. Training TRUE – Noise TRUE – Shuffle  1.00  0.75  0.50 | 0.00 20 30 35 40 45 50 52  Attack opacity: 255 FALSE- Adv. Training TRUE - Noise TRUE - Shuffle  1.00  0.75 | 0.00 20 30 35 40 45 50 52  Attack opacity: 255 TRUE – Adv. Training FALSE – Noise TRUE – Shuffle  1.00  0.75  0.50 | O.00 20 30 35 40 45 50 52  Attack opacity: 255 FALSE – Adv. Training FALSE – Noise | 0.00 20 30 35 40 45 50 52  Attack opacity: 255 TRUE – Adv. Training TRUE – Noise FALSE – Shuffle  1.00  0.75  0.50 | 0.00 20 30 35 40 45 50 52  Attack opacity: 255 FALSE – Adv. Training TRUE – Noise FALSE – Shuffle  1.00  0.75  0.50 | 0.00 20 30 35 40 45 50 52  Attack opacity: 255 TRUE- Adv. Training FALSE - Noise FALSE - Shuffle  1.00  0.75  0.50 | FALSE – Noise FALSE – Shuffle  1.00  0.75  0.50   |