Left Image = Clean Image Right Image = Image after adding adversarial noise

FGSM:

1) Epsilon = 0.1

```
True Label:  horse   Predicted Label: horse   Predicted Label after Attack: cat
True Label:  bird   Predicted Label: bird   Predicted Label after Attack: cat
```

pred: 7, adv:3

pred: 2, adv:3

```
True Label:  plane   Predicted Label: plane   Predicted Label after Attack: bird
True Label:  car   Predicted Label: car   Predicted Label after Attack: truck
```

pred: 0, adv:2

pred: 1, adv:9

2) Epsilon = 0.15

```
True Label:  plane   Predicted Label: plane   Predicted Label after Attack: ship
True Label:  ship   Predicted Label: ship   Predicted Label after Attack: car
```

pred: 0, adv:8

pred: 8, adv:1

```
True Label:  ship   Predicted Label: ship   Predicted Label after Attack: plane
True Label:  bird   Predicted Label: bird   Predicted Label after Attack: plane
```

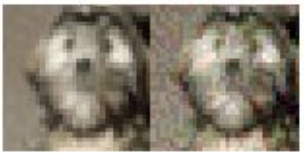
pred: 8, adv:0

pred: 2, adv:0

Epsilon = 0.2

```
True Label:  dog   Predicted Label: dog   Predicted Label after Attack: bird
True Label:  car   Predicted Label: car   Predicted Label after Attack: truck
```

pred: 5, adv:2



pred: 1, adv:9

```
True Label:  ship   Predicted Label: ship   Predicted Label after Attack: plane
True Label:  deer   Predicted Label: deer   Predicted Label after Attack: bird
```

pred: 8, adv:0

pred: 4, adv:2

2. Iterative FGSM

All the images are for 10 iterations.

Left image = clean image , Middle image = Image after adding adversarial noise, Right = Adversarial Noise

1) Epsilon = 0.075

```
True Label:  deer   Predicted Label: deer   Predicted Label after Attack: bird
True Label:  dog   Predicted Label: dog   Predicted Label after Attack: bird
```

pred: 4, adv:2

pred: 5, adv:2

```
True Label:  frog   Predicted Label: frog   Predicted Label after Attack: car
True Label:  dog   Predicted Label: dog   Predicted Label after Attack: bird
```

pred: 6, adv:1

pred: 5, adv:2

2) Epsilon = 0.1

```
True Label:  deer   Predicted Label: deer   Predicted Label after Attack: frog
True Label:  cat   Predicted Label: cat   Predicted Label after Attack: frog
```

pred: 4, adv:6

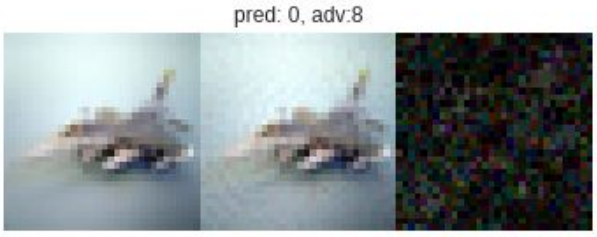
pred: 3, adv:6

```
True Label:  deer   Predicted Label: deer   Predicted Label after Attack: truck
True Label:  horse   Predicted Label: horse   Predicted Label after Attack: dog
```

3) Epsilon = 0.15

```
True Label:  deer   Predicted Label: deer   Predicted Label after Attack: bird
```

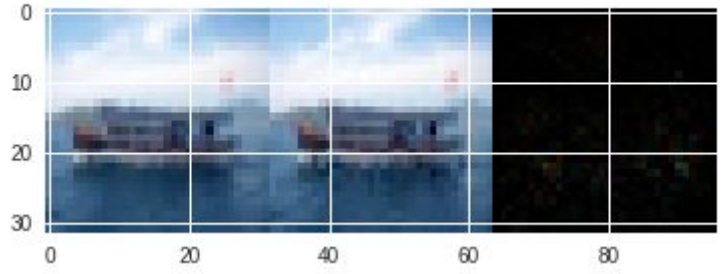

```
True Label:  plane   Predicted Label: plane   Predicted Label after Attack: ship
```



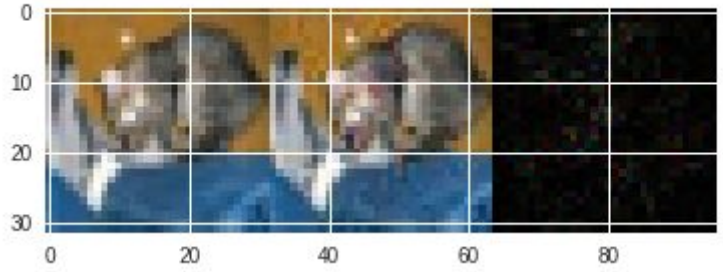
3 DeepFool

Left image = clean image , Middle image = Image after adding adversarial noise, Right = Adversarial Noise

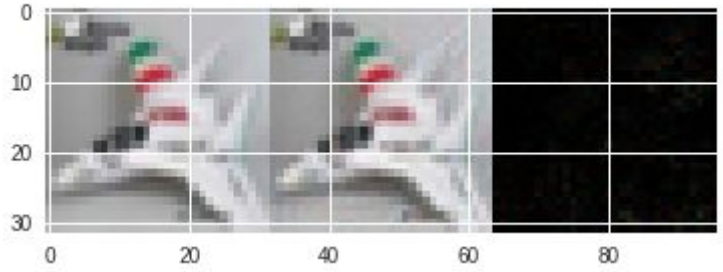
```
Clean Label:  ship  Adversarial Label: plane
```



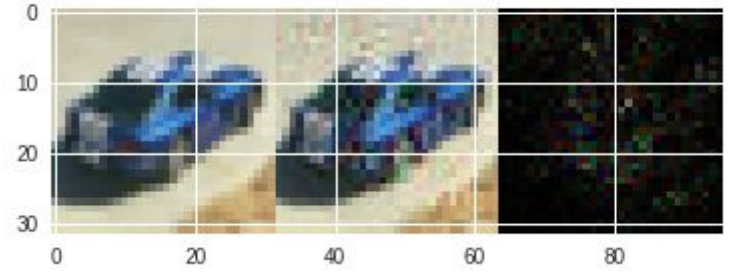
```
Clean Label:  cat  Adversarial Label: dog
```



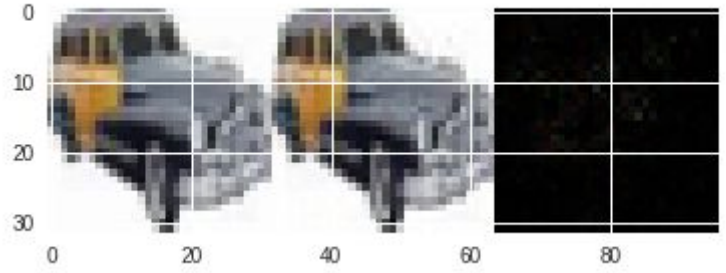

```
Clean Label:  plane  Adversarial Label: bird
```




```
Clean Label:  car  Adversarial Label: truck
```




```
Clean Label:  car  Adversarial Label: truck
```



Some examples where the DeepFool algorithm added too much noise