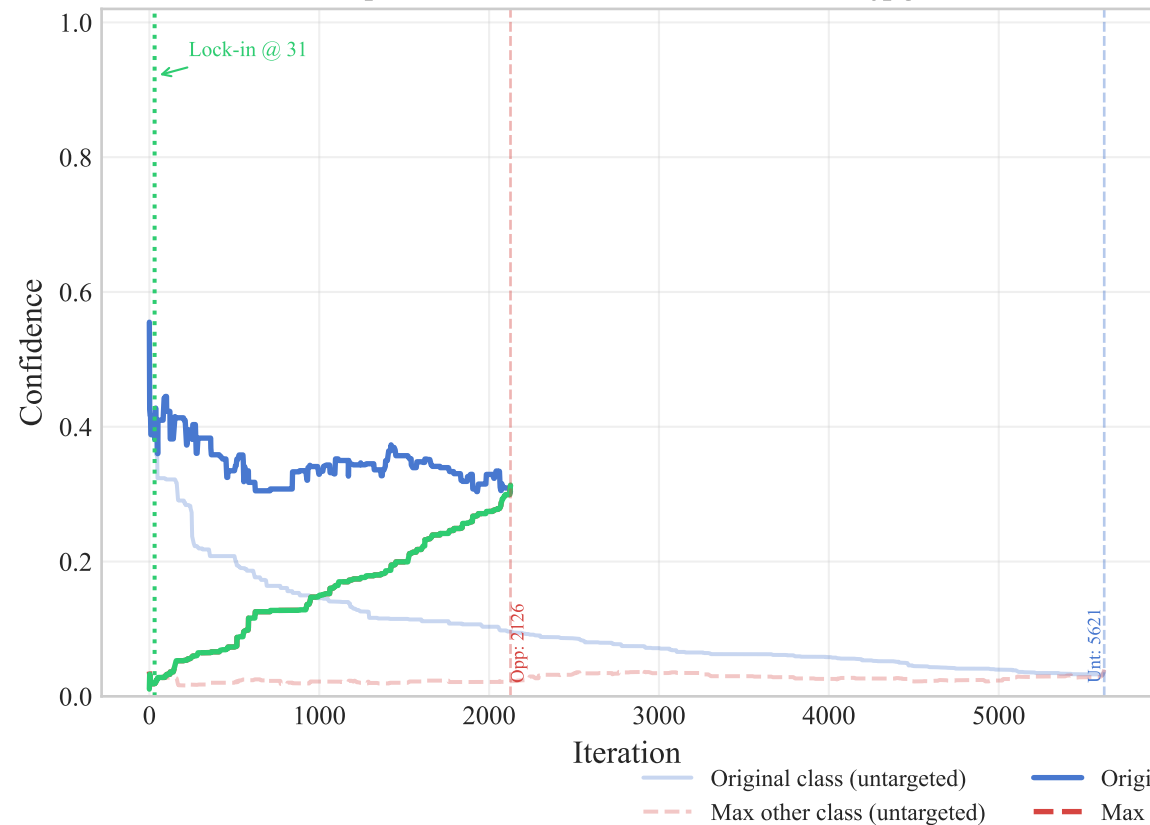


# Lock-in Dynamics: Untargeted (faded) vs. Opportunistic (vivid)

Square Attack — resnet50 — hammer.jpg



SimBA — resnet50 — corgi.jpg

