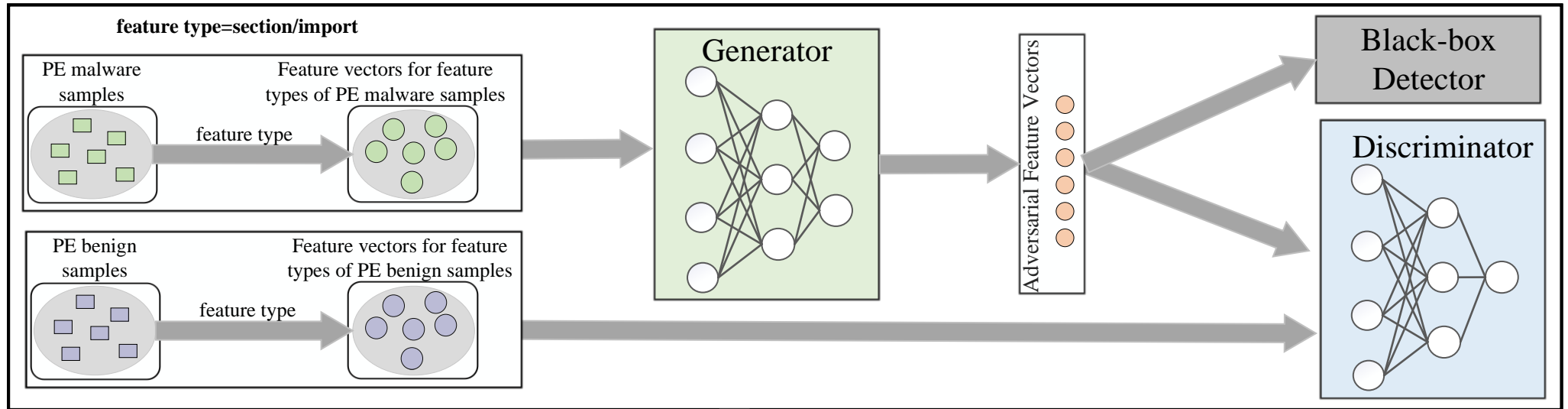


GRAPES: Generative Reinforcement for Adversarial PE Evasion System

Train GAN based on feature type



Reinforcement Learning

