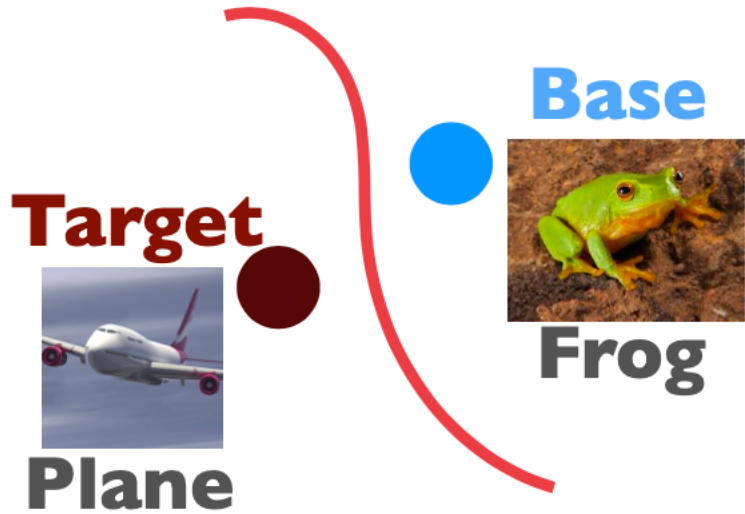


Decision boundary



**Poison
&
Train**

Decision boundary

