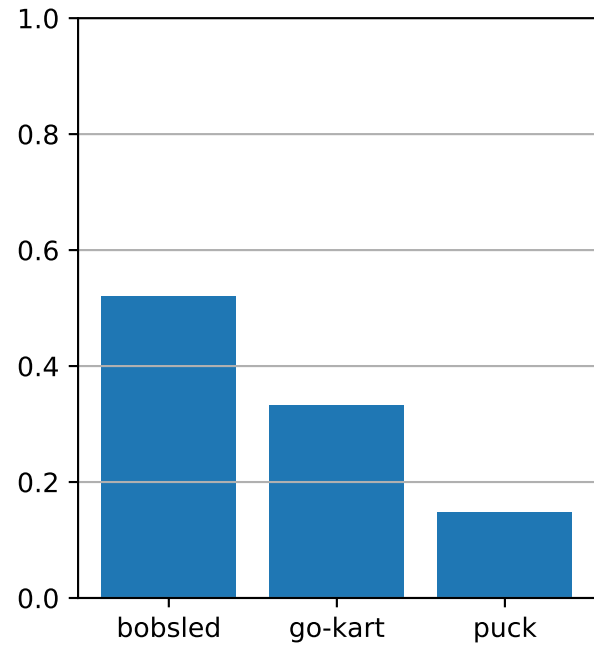
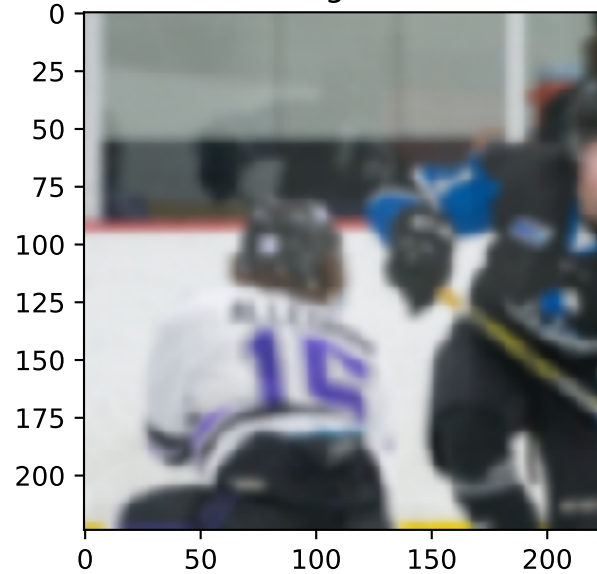


original



adversarial

