I first try only changing epsilon un FGSM, and I change from 0.1 to 1 and find out the attack all fail. Then I try iterative fgsm. With the given ε, the attack successfully decreased the loss for the target class, but did not cross the decision boundary, so the predicted class stayed the same. This shows that FGSM/I-FGSM may require a sufficiently large ε to succeed for targeted attacks. But even when I tried epsilon = 0.62 or 0.8, with higher iteration, the attack still failed. But I figured out that the norm of difference gets smaller when number of iterations increase with fixed epsilon. This means final adversarial example is actually *closer* to the original input than a single FGSM step would be — yet still not strong enough to cross the decision boundary.