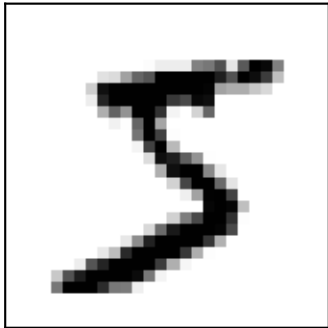


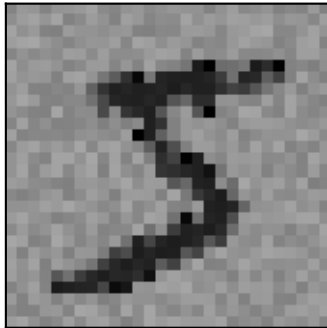
original



adversarial (eps = 0.5)



high noise



noise

