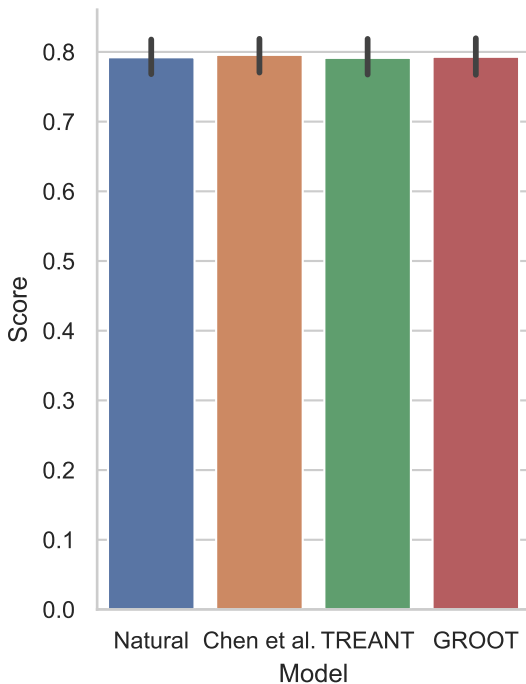


Metric = accuracy



Metric = adversarial accuracy

