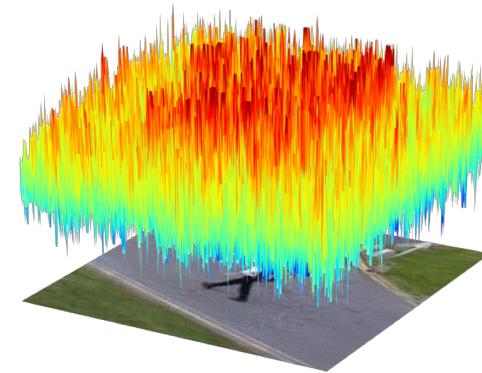
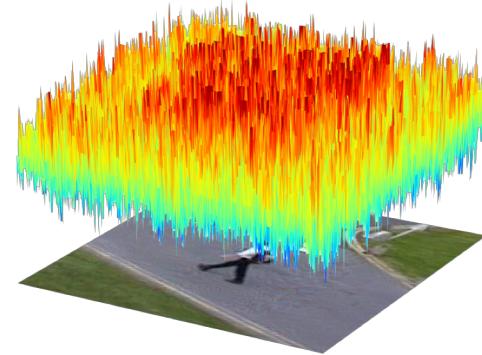
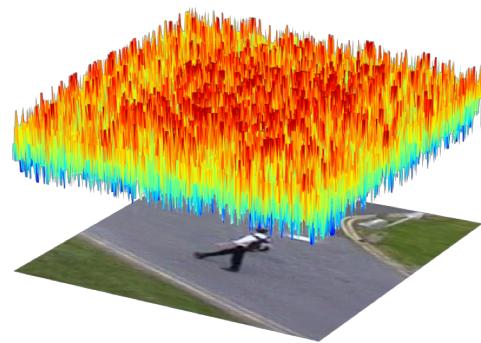


*Different iterations during adversarial attack*



Clean image

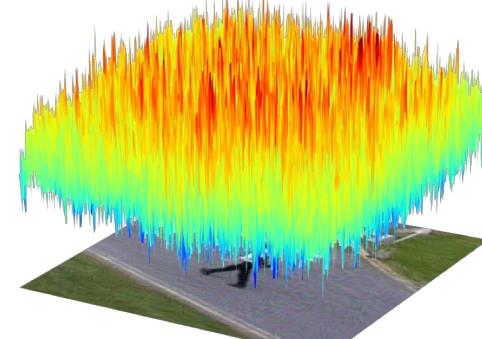
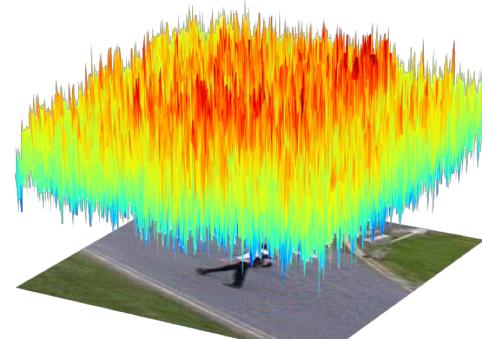
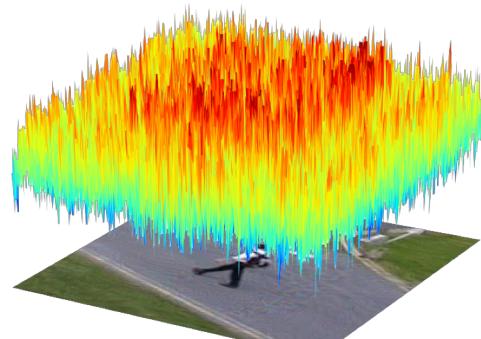


Adversarial example

*Different iterations during adversarial defense*



Adversarial example



Restored image