

Network	Training Technique	Clean	Rand	FGSM	BIM	Deep Fool	CW	Strongest Attack
ResNet	Normal	<b>92/92/92</b>	<b>92</b> /87/76	33/15/11	10/00/00	12/06/06	07/00/00	07/00/00
VGG	Normal	89/89/89	89/88/80	60/46/30	44/02/00	57/25/11	37/00/00	37/00/00
ResNet	Adversarial FGSM	91/91/91	90/ <b>88</b> /84	<b>88/91/91</b>	24/07/00	45/00/00	20/00/07	20/00/00
	Adversarial BIM	87/87/87	87/87/86	80/52/34	74/32/06	79/48/25	76/42/08	74/32/06
	Label Smoothing	<b>92/92/92</b>	91/ <b>88</b> /77	73/54/28	59/08/01	56/20/10	30/02/02	30/02/01
	Feature Squeezing	84/84/84	83/82/76	31/20/18	13/00/00	75/75/75	78/78/78	13/00/00
	Adversarial FGSM + Feature Squeezing	86/86/86	85/84/81	73/67/55	55/02/00	<b>85/85/85</b>	83/83/83	55/02/00
ResNet	Normal + <i><b>PixelDefend</b></i>	85/85/88	82/83/84	73/46/24	71/46/25	80/80/80	78/78/78	71/46/24
VGG	Normal + <i><b>PixelDefend</b></i>	82/82/82	82/82/84	80/62/52	80/61/48	81/76/76	81/79/79	80/61/48
ResNet	Adversarial FGSM + <i><b>PixelDefend</b></i>	88/88/86	86/86/ <b>87</b>	81/68/67	<b>81</b> /69/ <b>56</b>	<b>85/85/85</b>	<b>84/84/84</b>	<b>81</b> /69/ <b>56</b>
	Adversarial FGSM + <i><b>Adaptive PixelDefend</b></i>	90/90/90	86/87/ <b>87</b>	81/70/67	<b>81</b> / <b>70</b> / <b>56</b>	82/81/82	81/80/81	<b>81</b> / <b>70</b> / <b>56</b>