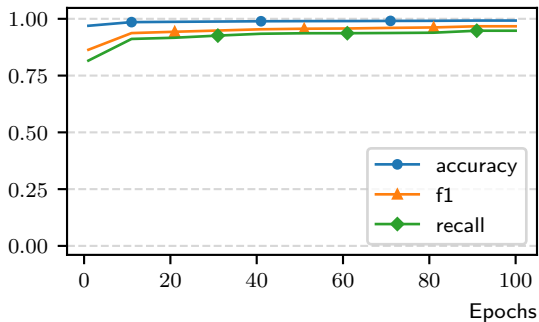


# Baseline performance



# Recall per attack class

