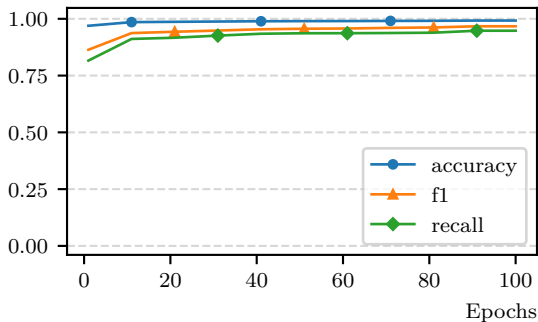


Baseline performance



Recall per attack class

