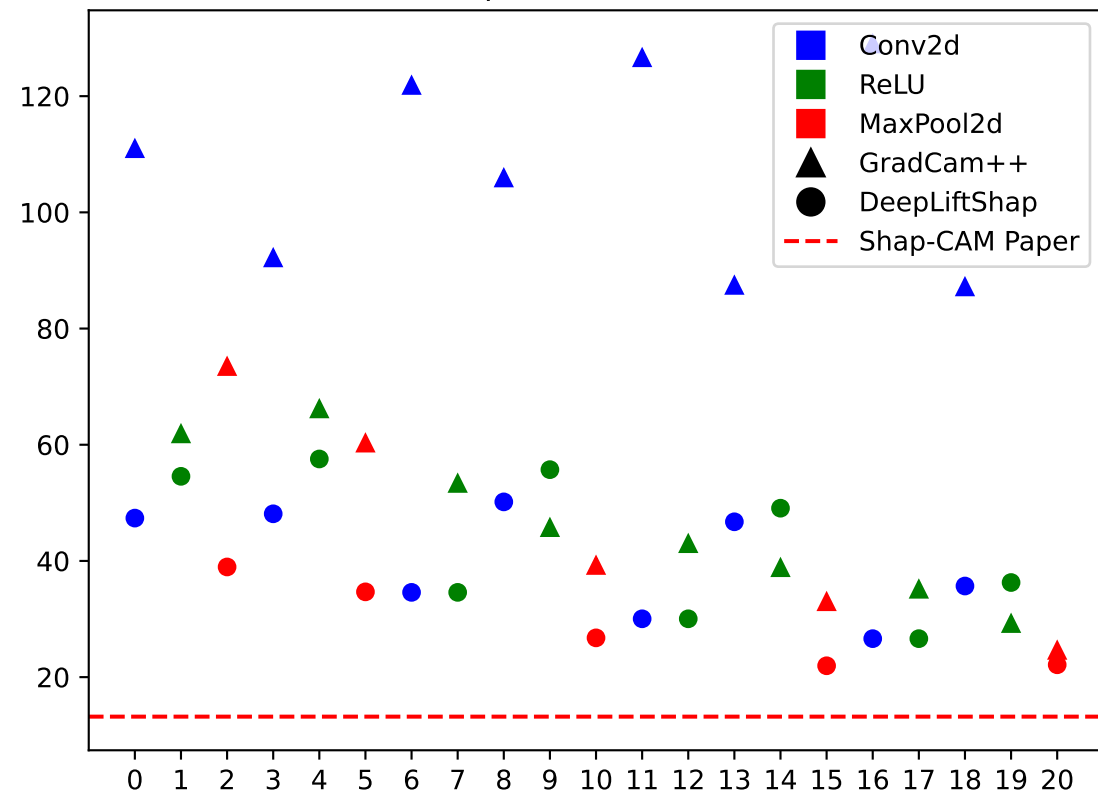


# VGG11 with Rescaling ( $r = 0.3$ )

Avr. Drop(%) (Lower is better)



Avr. Increase(%) (Higher is better)

