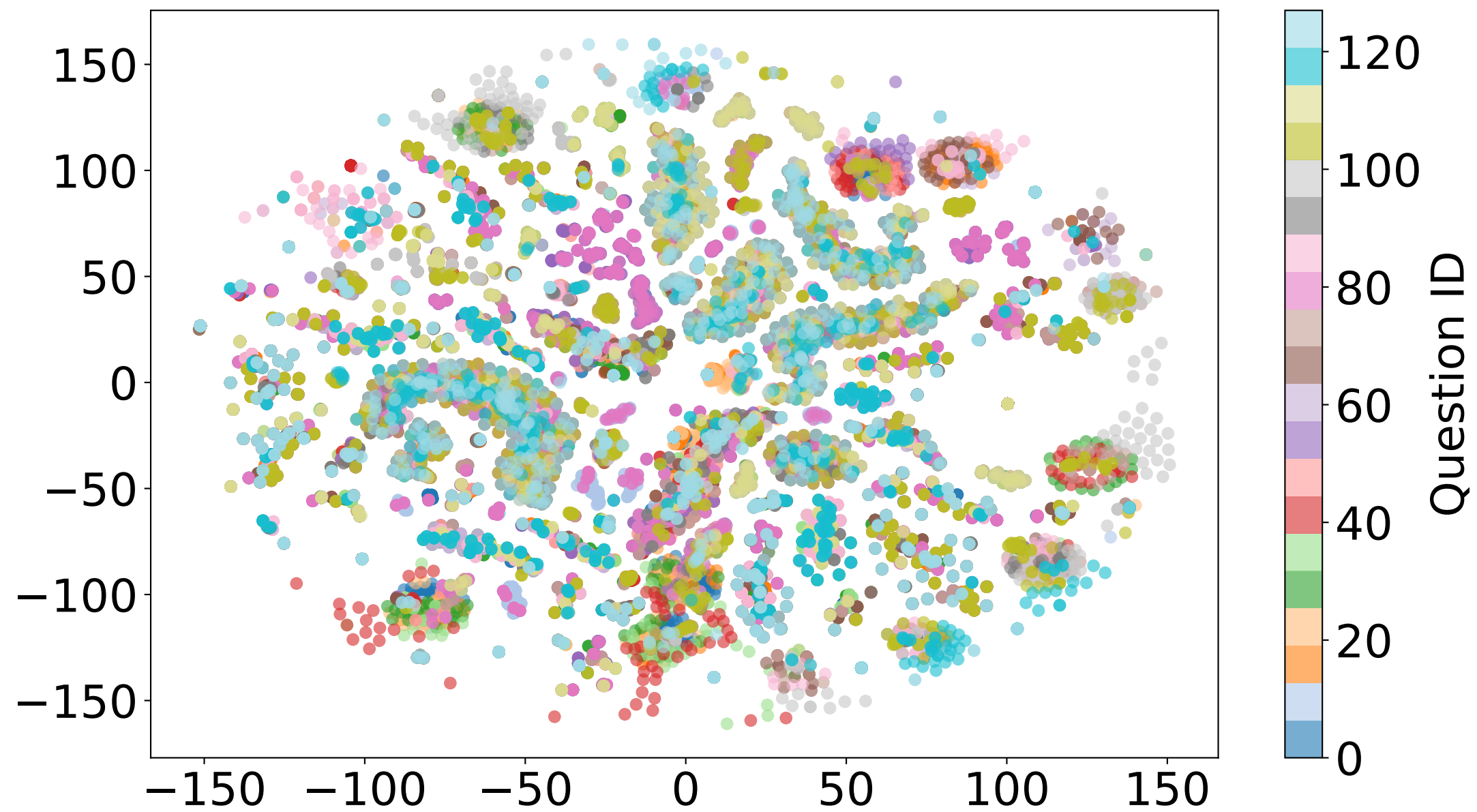
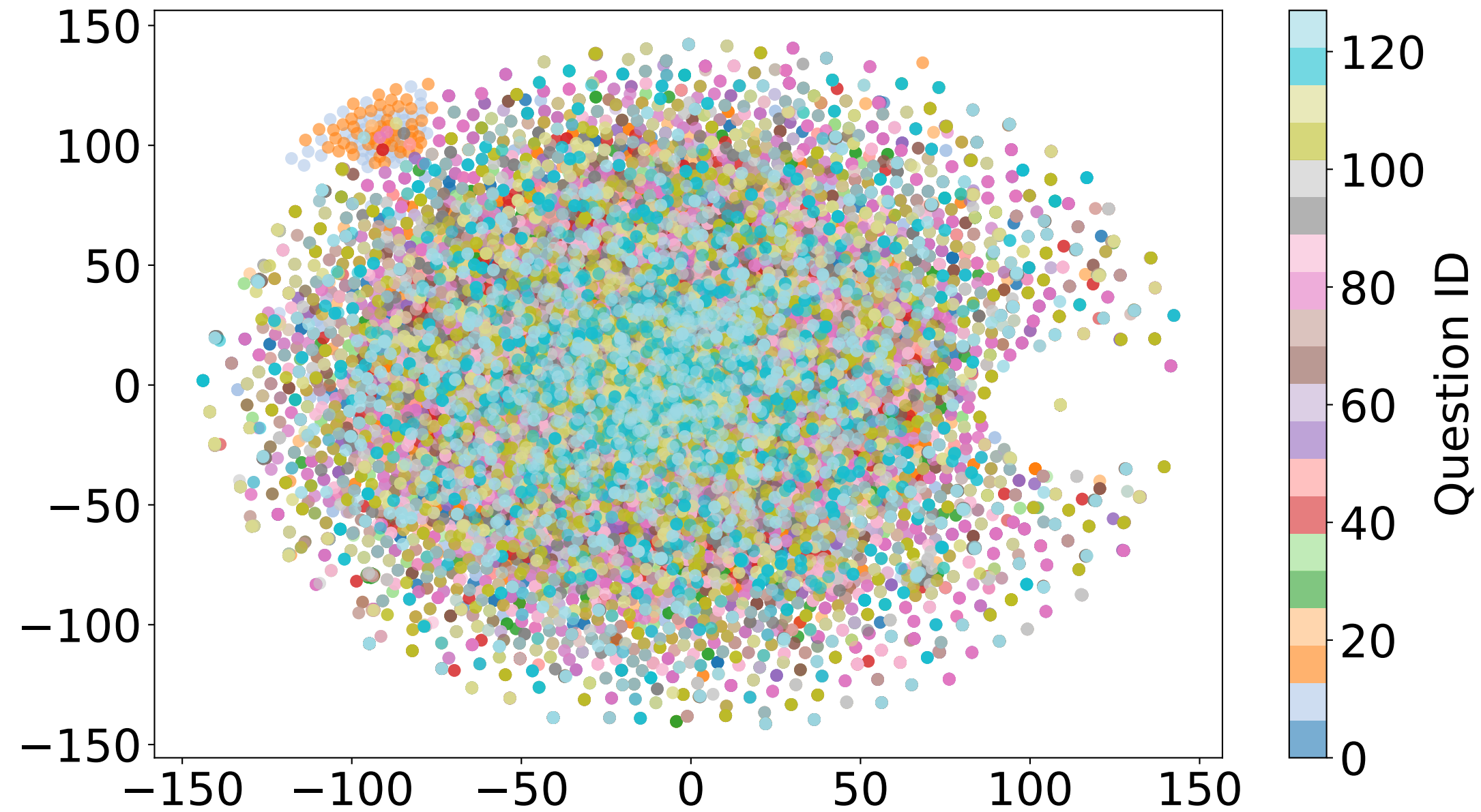


Adversarial Embedding



(a)

Random Embedding



(b)