Name	Description
input	32 X 32 RGB image
noise	Additive Gaussian noise $\sigma = 0.15$
conv1a	128 filters, 3 x 3, pad='same', LReLU($\alpha = 0.1$)
conv1b	128 filters, 3 x 3, pad='same', LReLU($\alpha = 0.1$)
conv1c	128 filters, 3 x 3, pad='same', LReLU($\alpha = 0.1$)
pool1	Maxpool 2 x 2 pixels
drop1	Dropout, $p = 0.5$
conv2a	256 filters, 3 x 3, pad='same', LReLU($\alpha = 0.1$)
conv2b	256 filters, 3 x 3, pad='same', LReLU($\alpha = 0.1$)
conv2c	256 filters, 3 x 3, pad='same', LReLU($\alpha = 0.1$)
pool2	Maxpool 2 x 2 pixels
conv3a	512 filters, 3 x 3, pad='valid', LReLU($\alpha = 0.1$)
conv3b	256 filters, 1 x 1, LReLU($\alpha = 0.1$)
conv3c	128 filters, 1 x 1, LReLU($\alpha = 0.1$)
pool3	Global average pool (6 x 6 $\rightarrow$ 1 x 1)pixels
add	Adversarial dropout, $p = 1.0$, $\delta = 0.05$
dense	Fully connected 128 $\rightarrow$ 10
output	Softmax