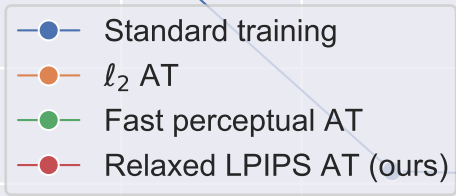


$\ell_2$  adversarial accuracy

80%  
60%  
40%  
20%  
0%



0.1

0.2

0.3

0.4

0.5

$\ell_2$  radius used for evaluation