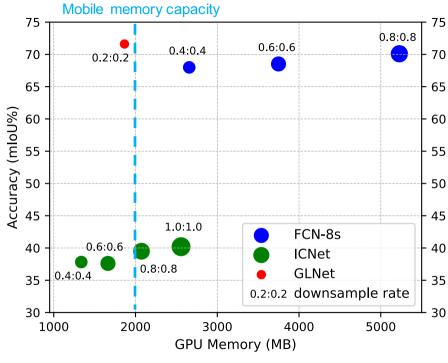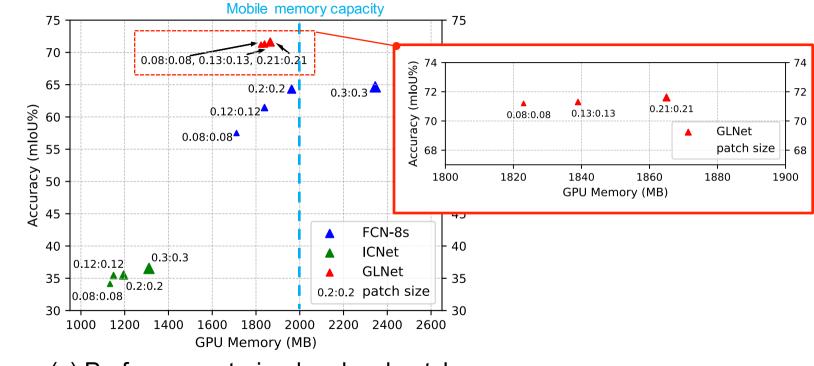(a) Best performance achievable        (b) Performance trained on global image        (c) Performance trained on local patches