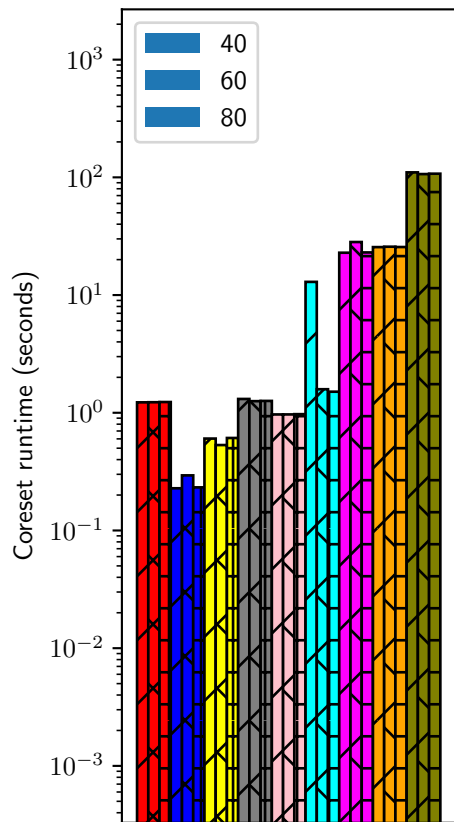
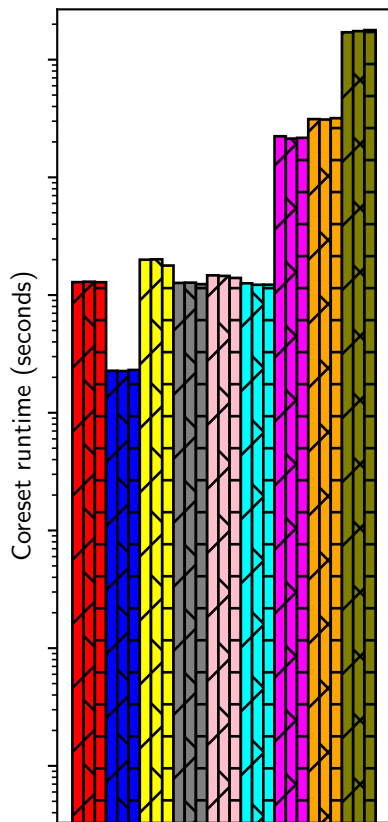


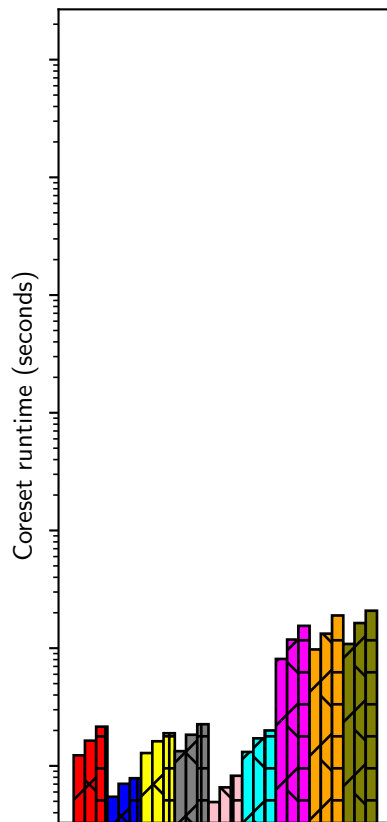
semi_uniform



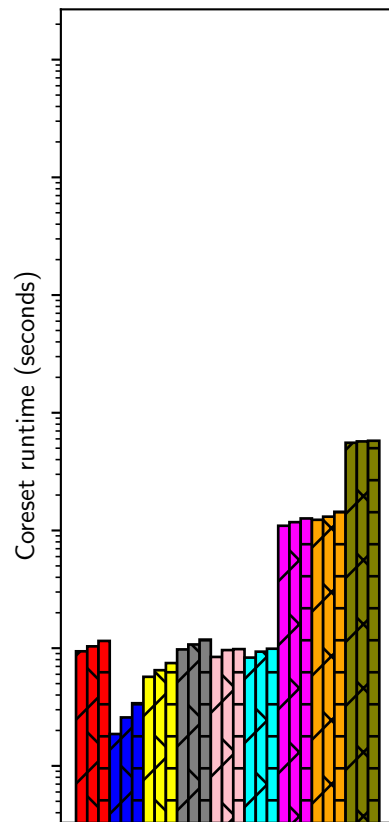
fast_coreset



uniform_sampling



lightweight



bico

