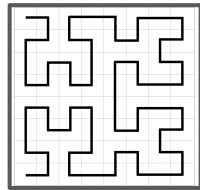
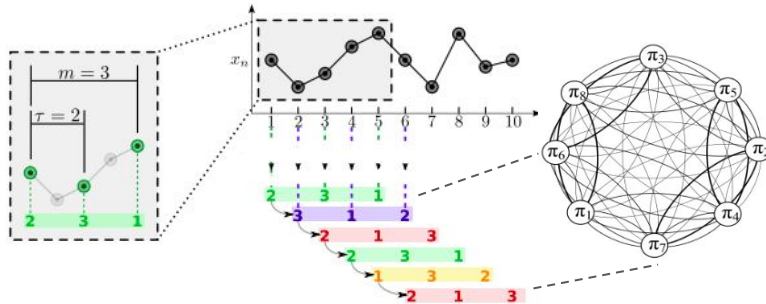




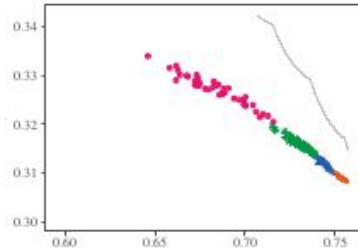
a) SAR Textures patches



b) Hilbert-Peano linearization



c) WATG and Bandt-Pompe Symbolization



d) HC Plane