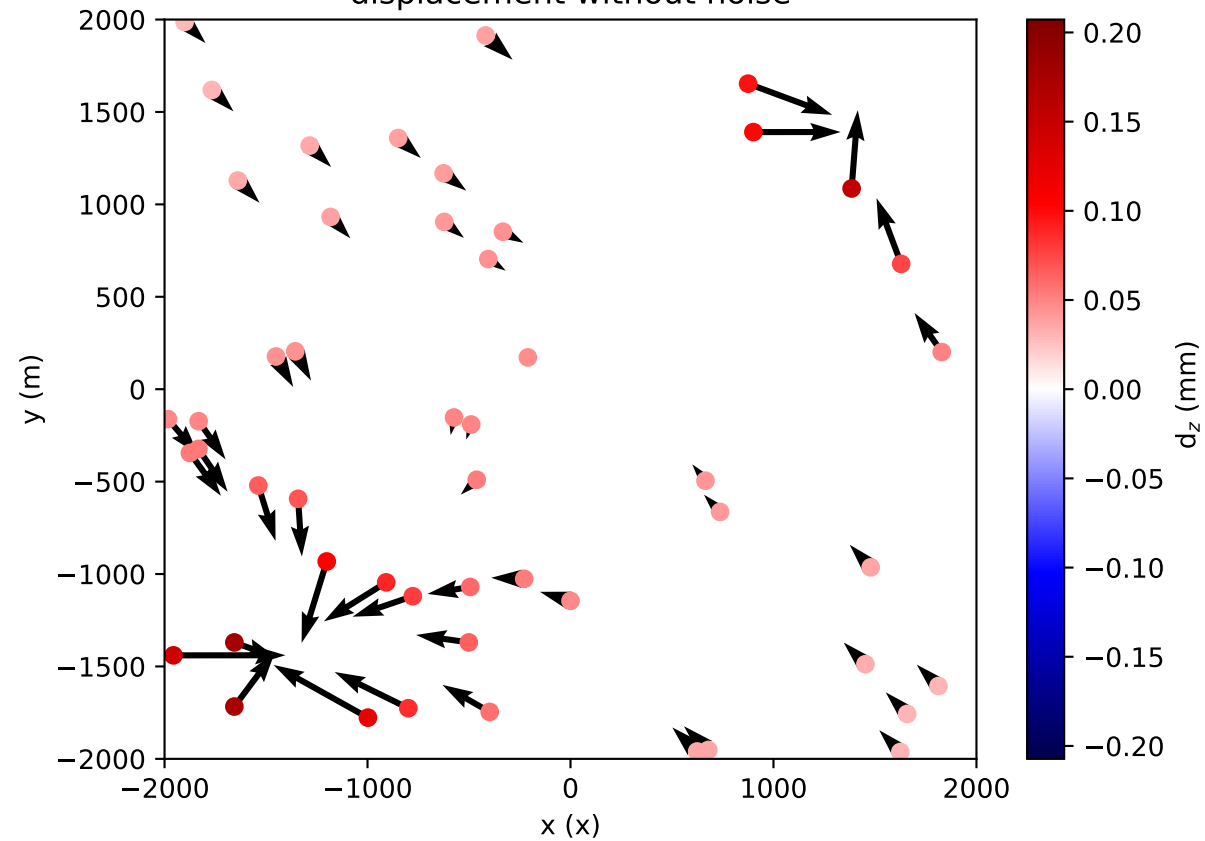


displacement without noise



displacement with noise

