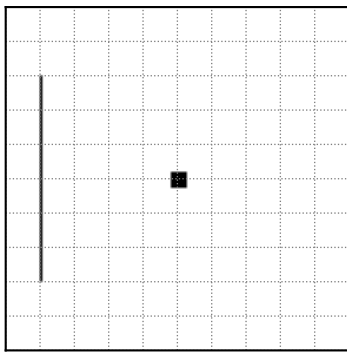
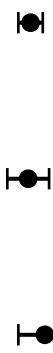


POSITION COMMON SCALE

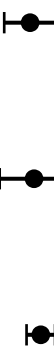


Position Y
+ Spotsize
+ Position X

MLP



LeNet



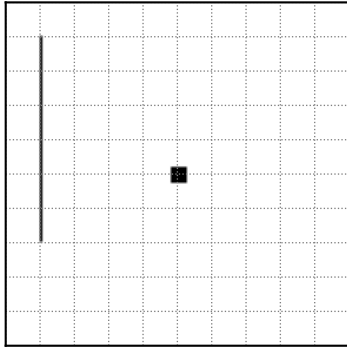
VGG19



XCEPTION



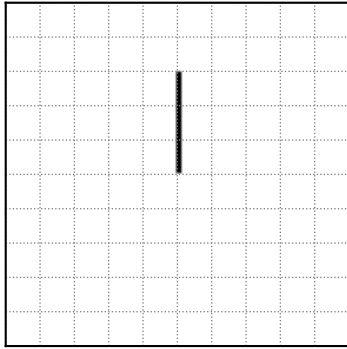
POSITION NON ALIGNED SCALE



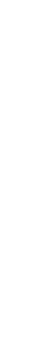
Scale
+ Y
+ X
+ Spotsize



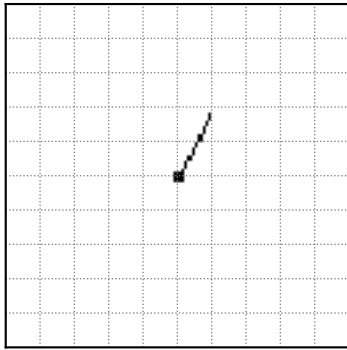
LENGTH



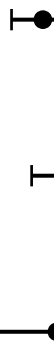
Length
+ Width
+ Position Y
+ Position X



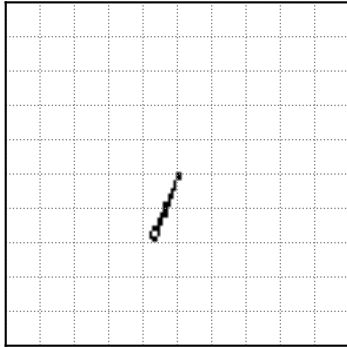
DIRECTION



Direction
+ Position Y
+ Position X



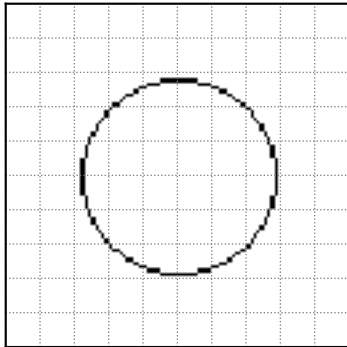
ANGLE



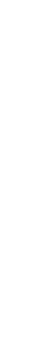
Angle
+ Position Y
+ Position X



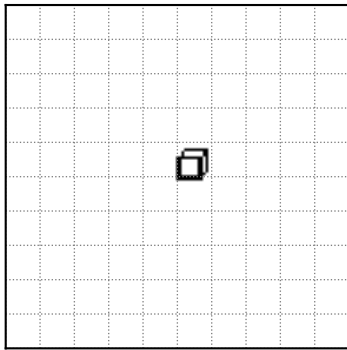
AREA



Area
+ Position Y
+ Position X



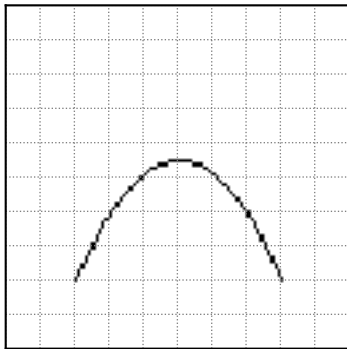
VOLUME



Volume
+ Position Y
+ Position X



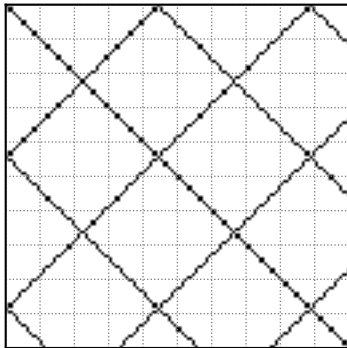
CURVATURE



Curvature
+ Width
+ Position Y
+ Position X



SHADING



Shading
+ Position Y
+ Position X



-6

6

-6

6

-6

6

-6

6