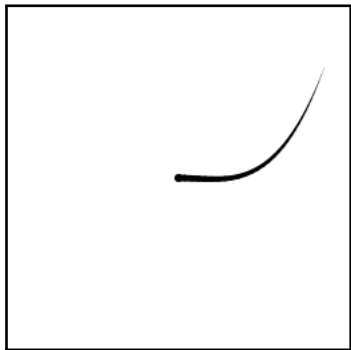
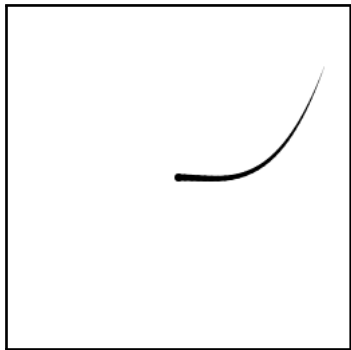
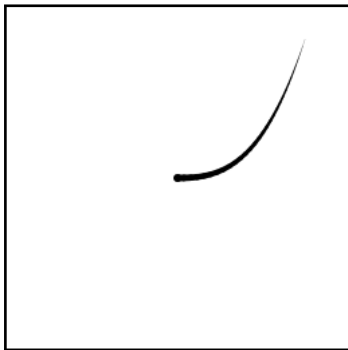
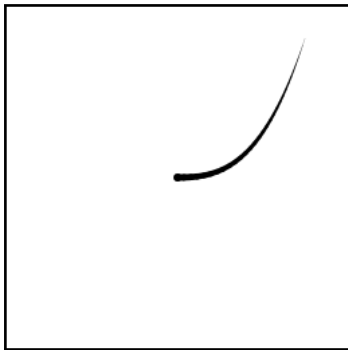


x_n 

render

 ϕ  I_n 

pre-processing

 ϕ 

compare

