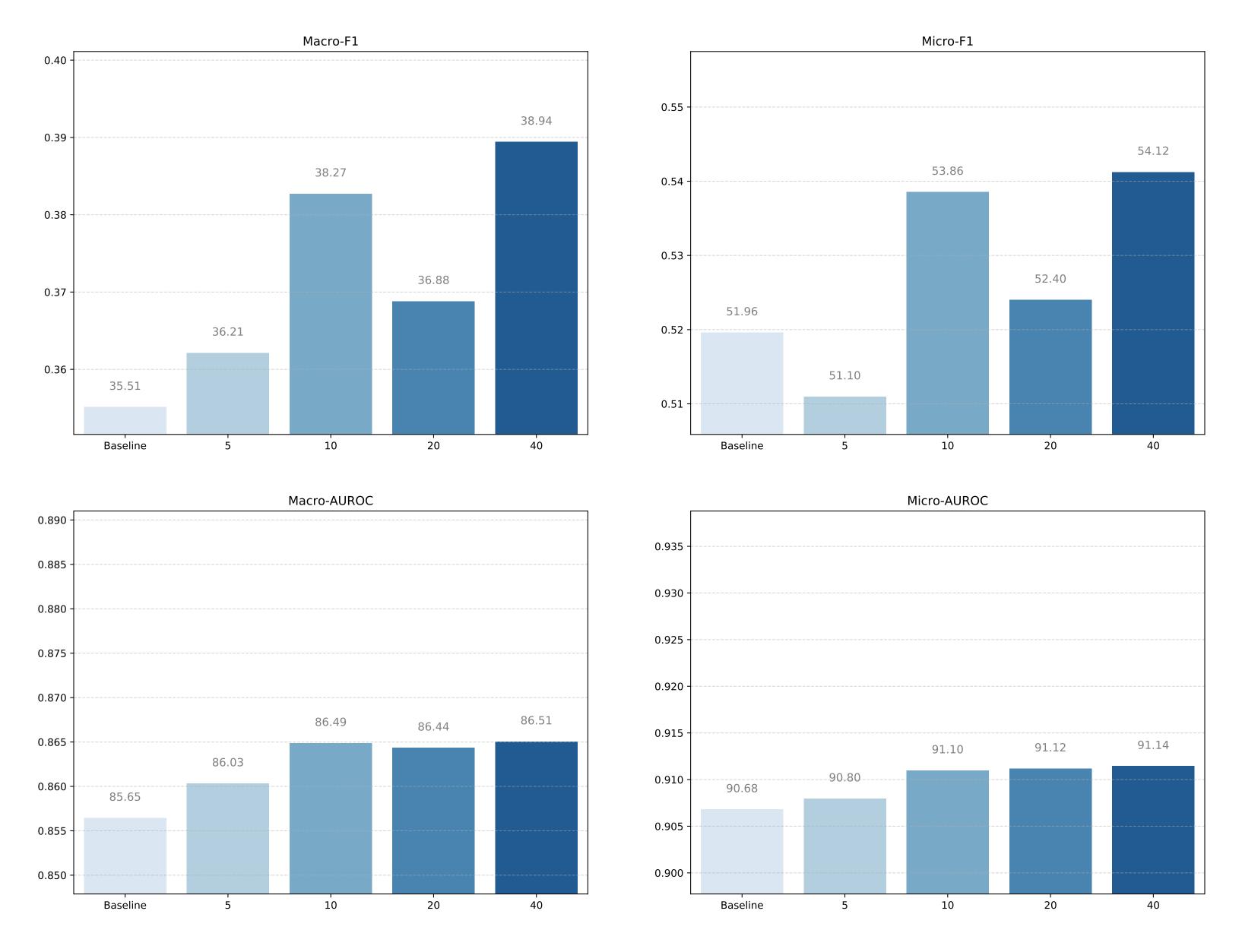
Varying number of neighbors



Number of neighbors