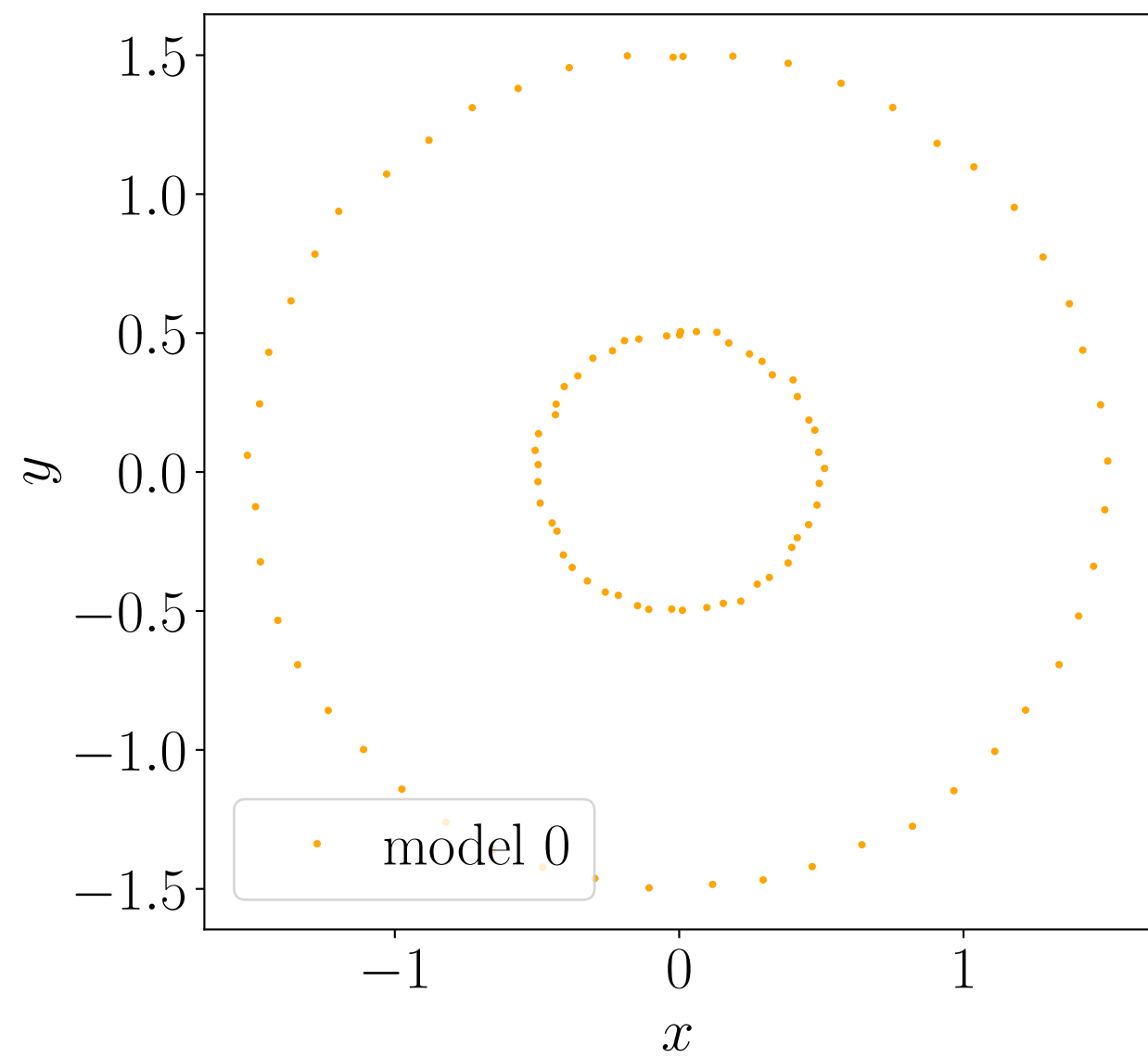


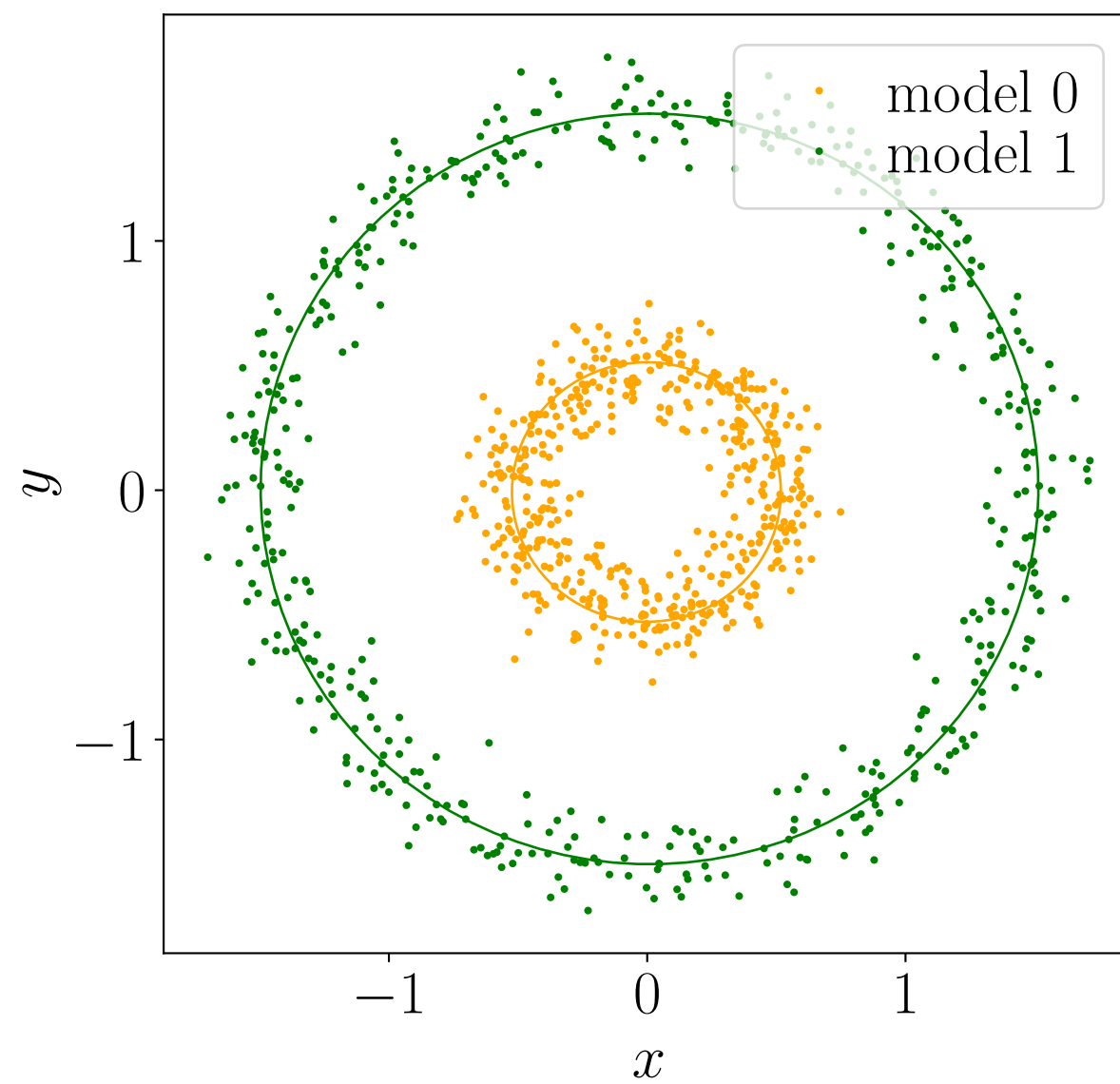
With prior

Without noise



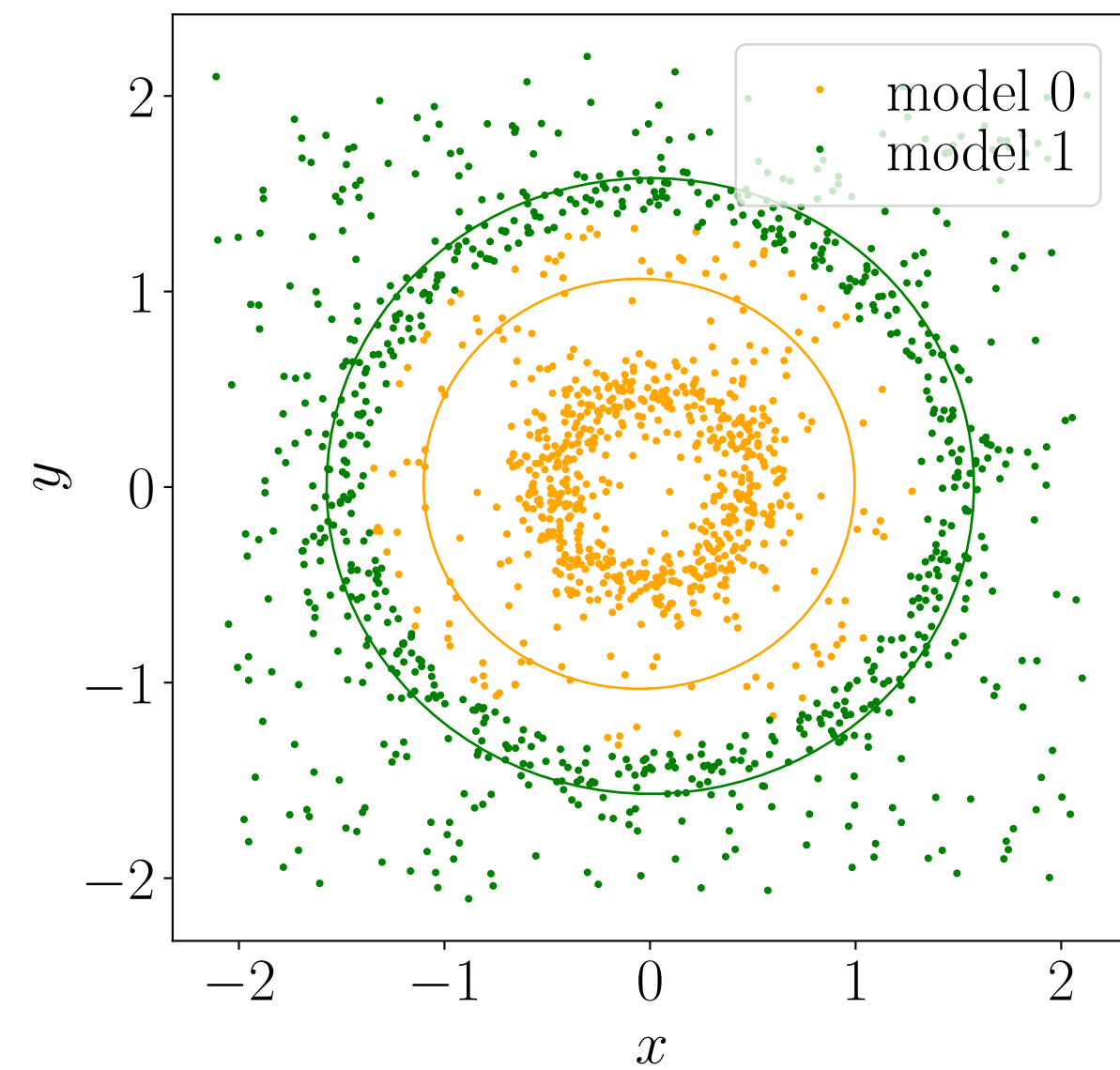
(a)

Noise near circle



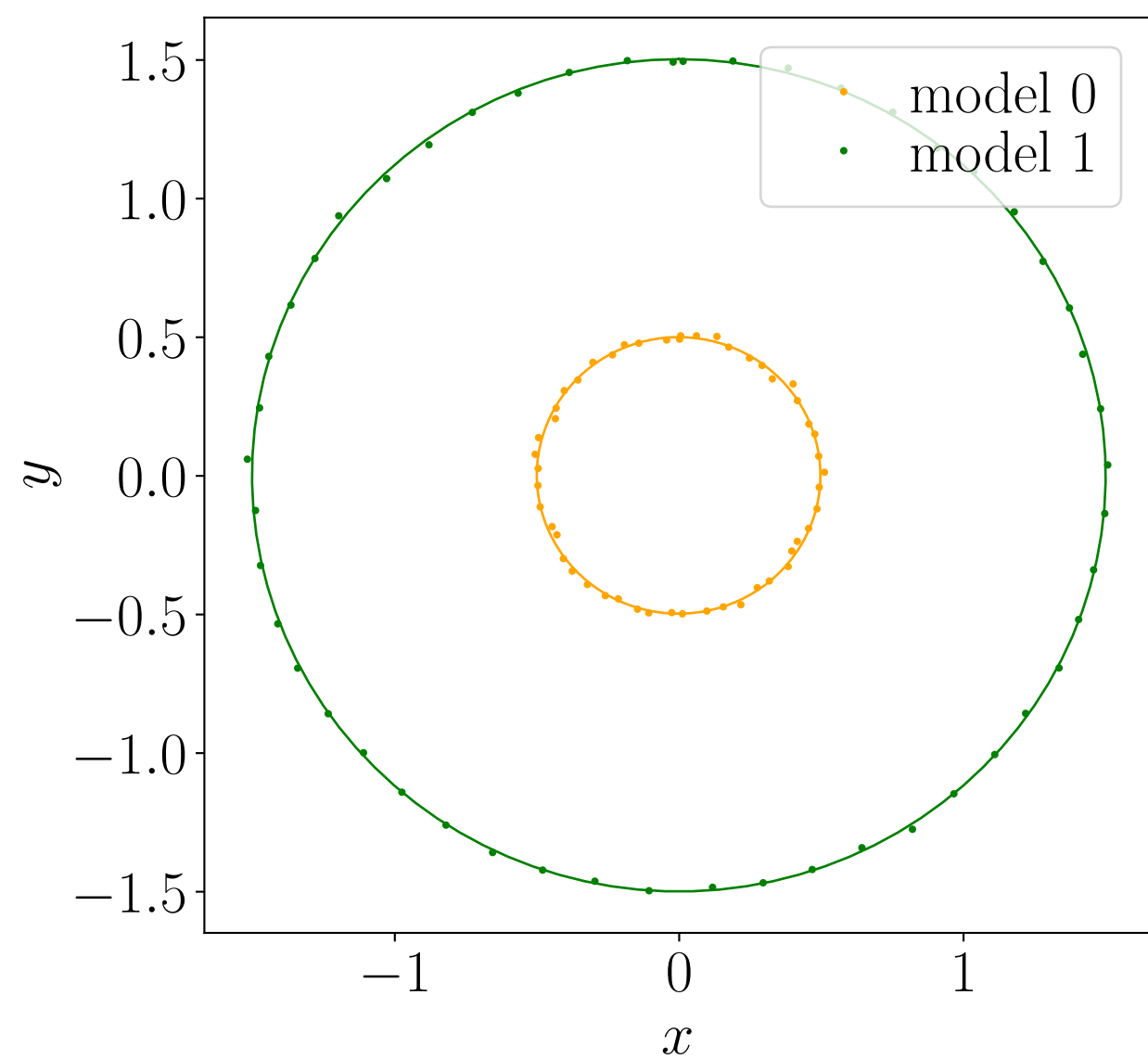
(b)

Uniform noise

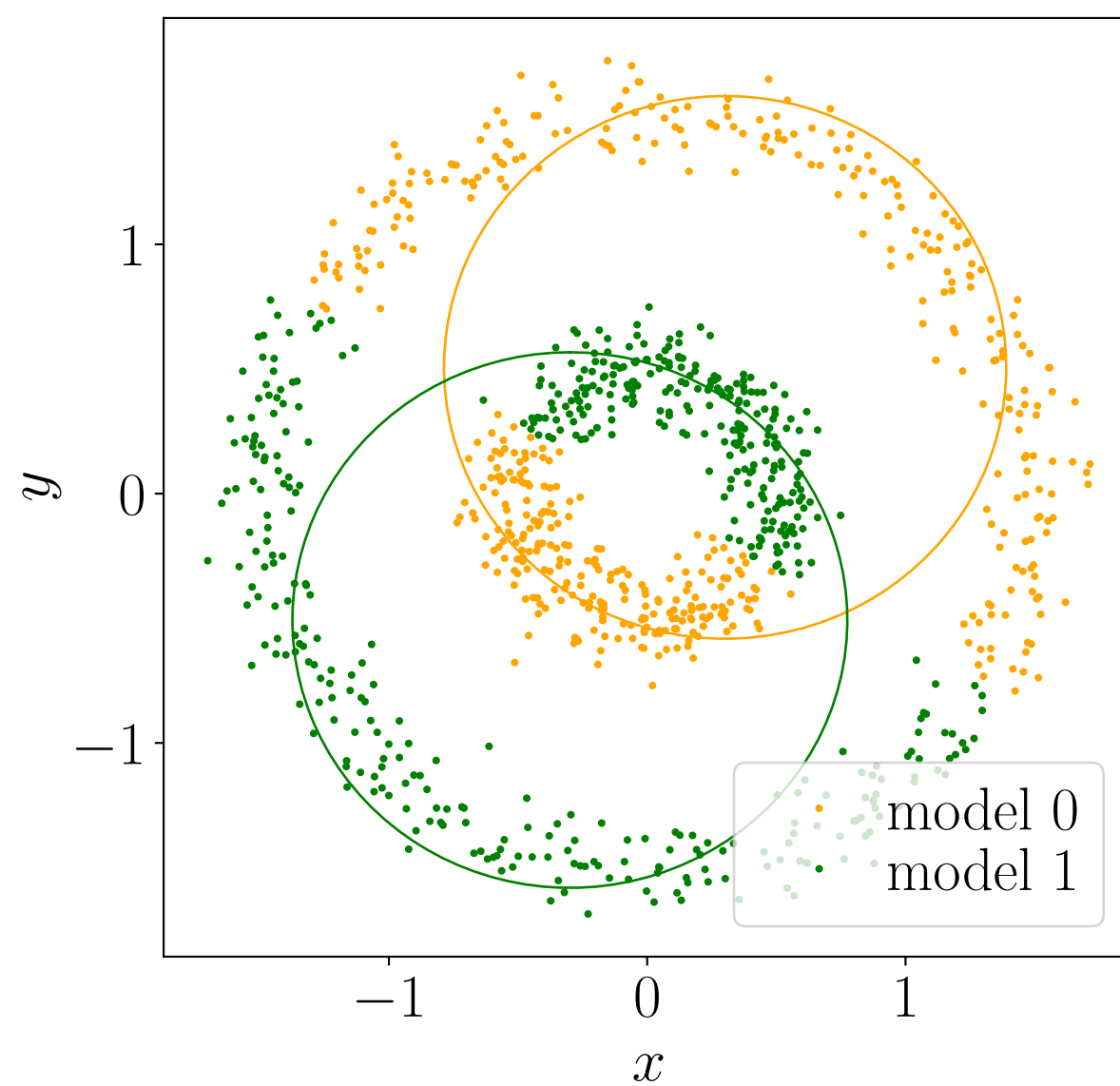


(c)

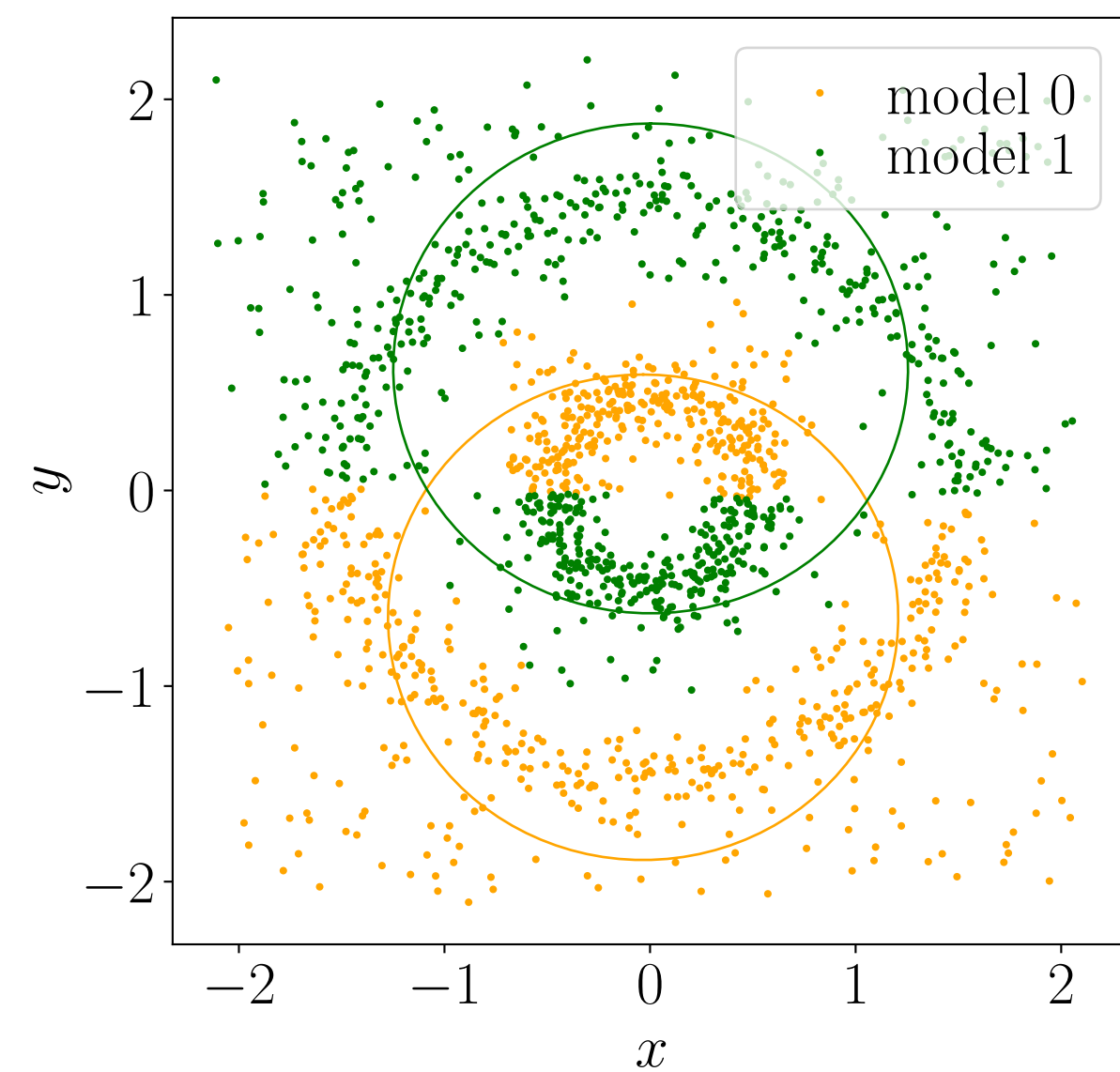
Without prior



(d)



(f)



(g)