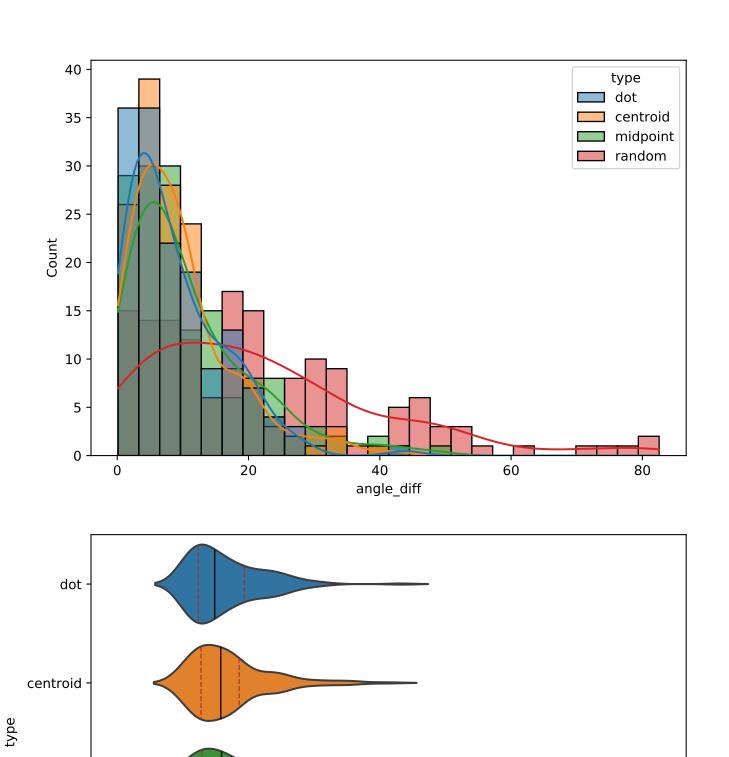
angle difference distribution



20

0

40

angle_diff

60

80

100

midpoint -

random ·