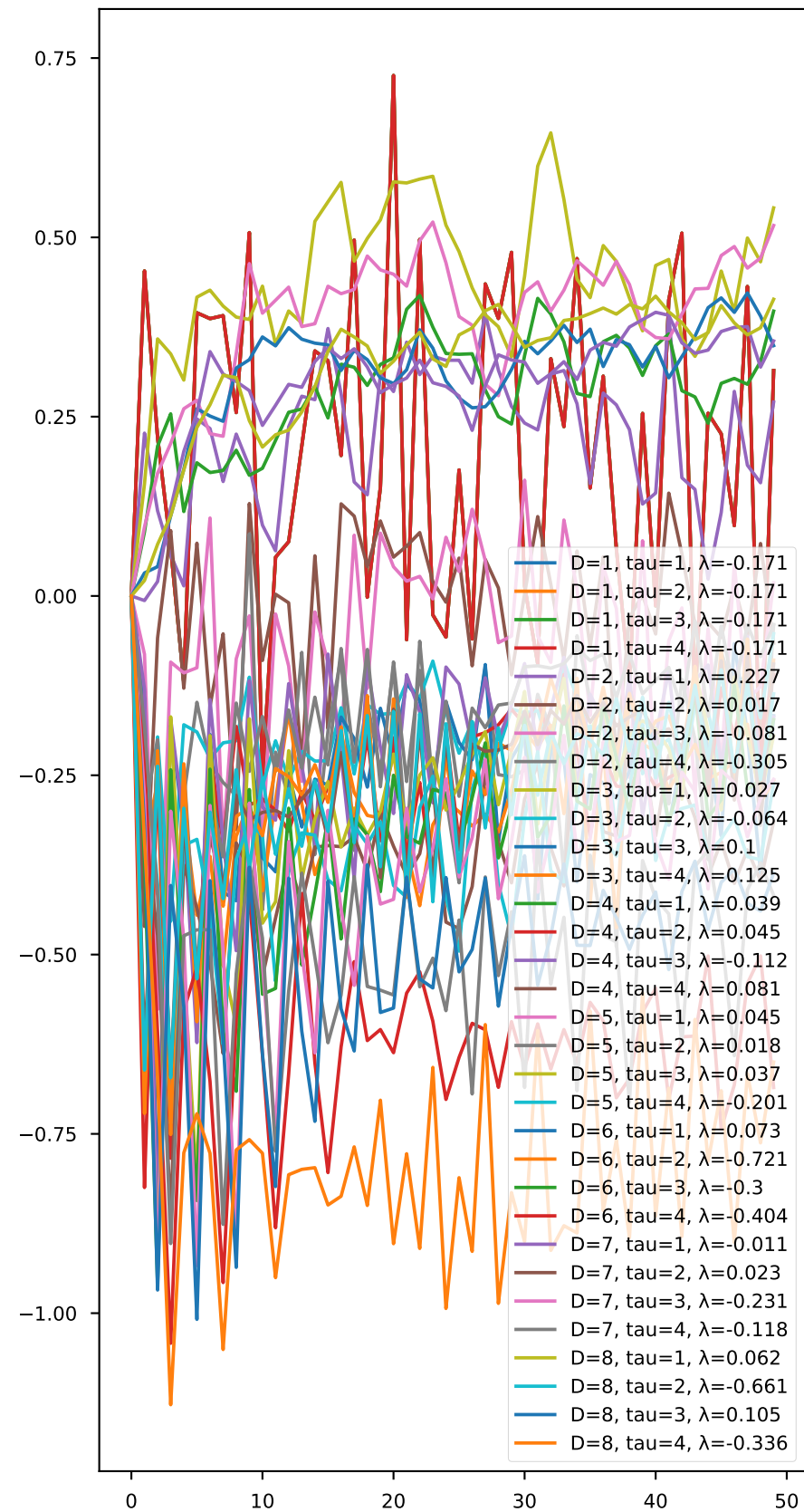


Distance: Euclidean(0.0)



Distance: Cityblock()

