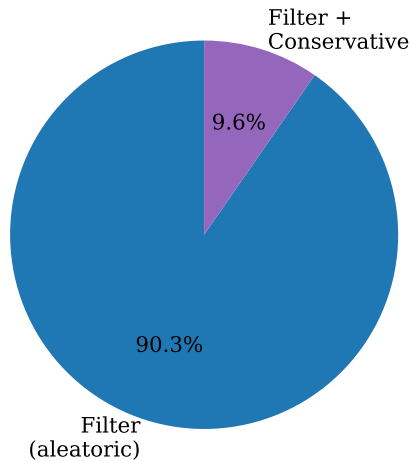


(a) Noise Only (HIGH)



(b) Per-OOD Scenario

