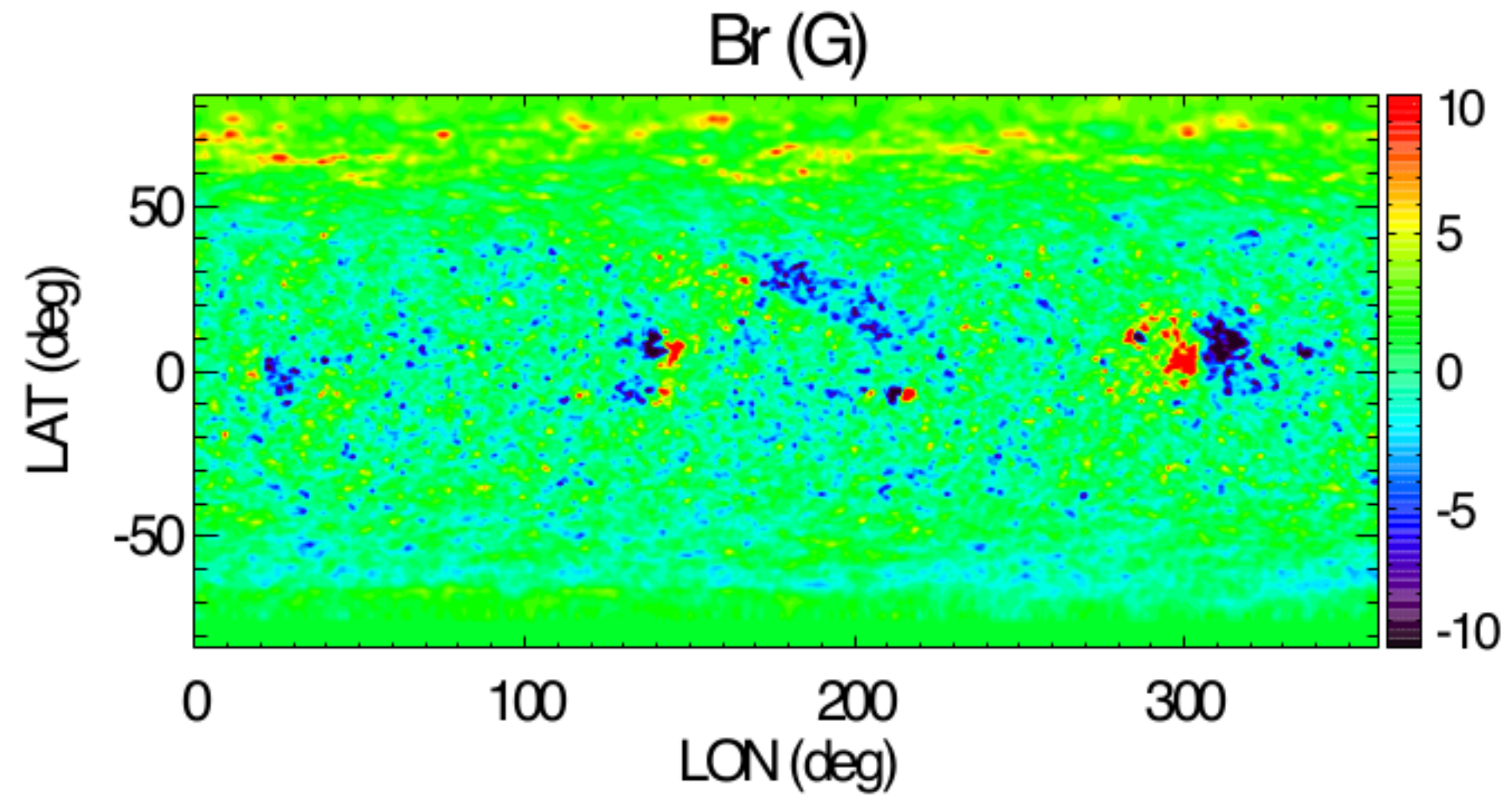


(a) ADAPT-GONG map



(b) GONG map