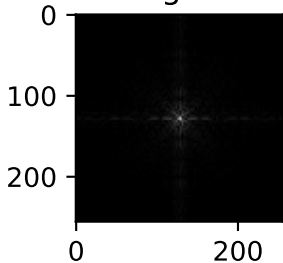
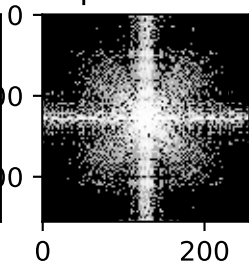
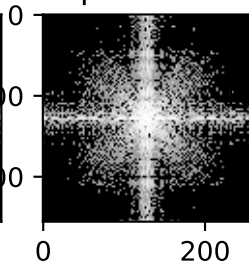


original

uniform  
equalizationnormal  
equalization

lambda = 2

