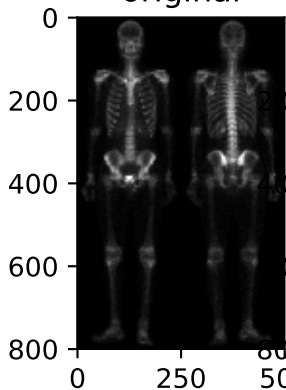
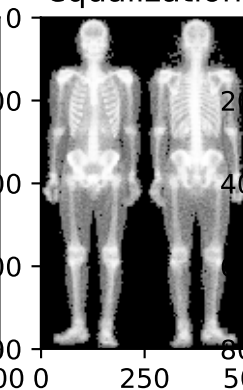
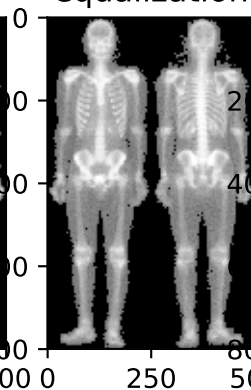


original

uniform
equalizationnormal
equalization

lambda = 2

