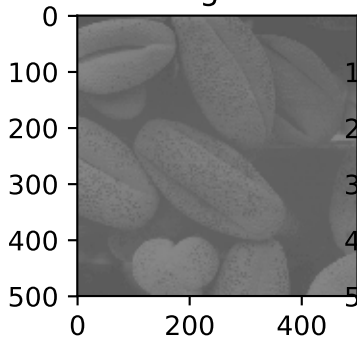
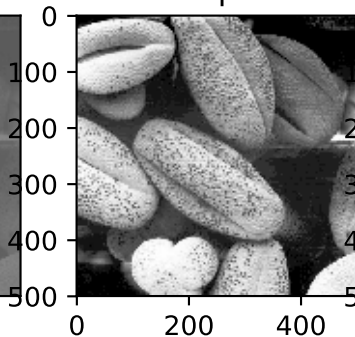


original



uniform equalization

uniform² equalization