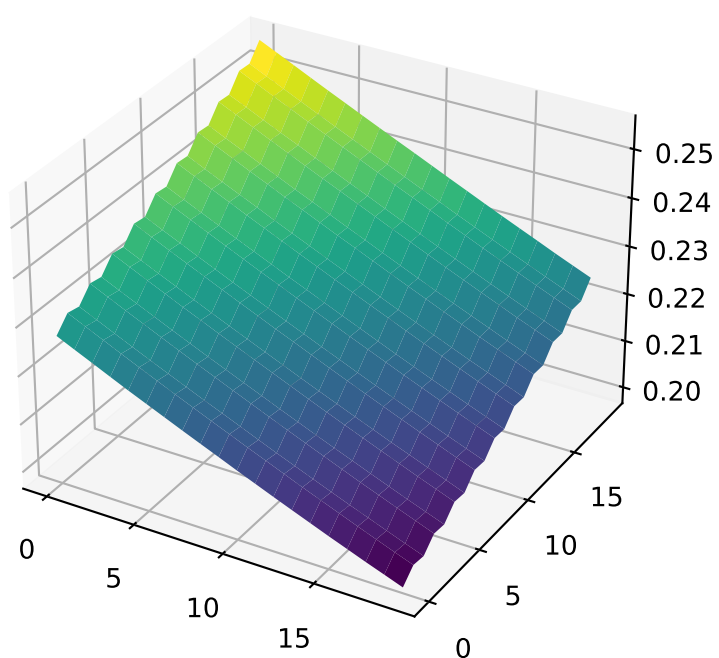
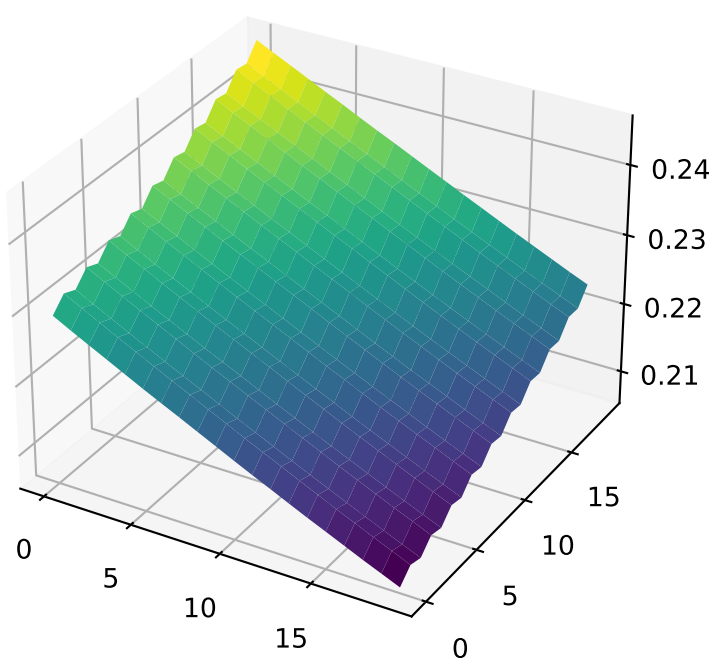


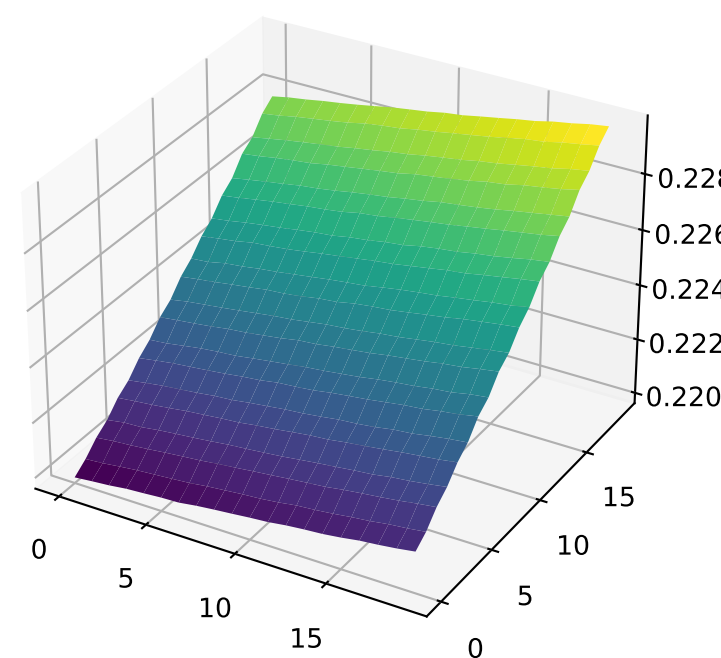
(distance=0.1, normalization="filter")



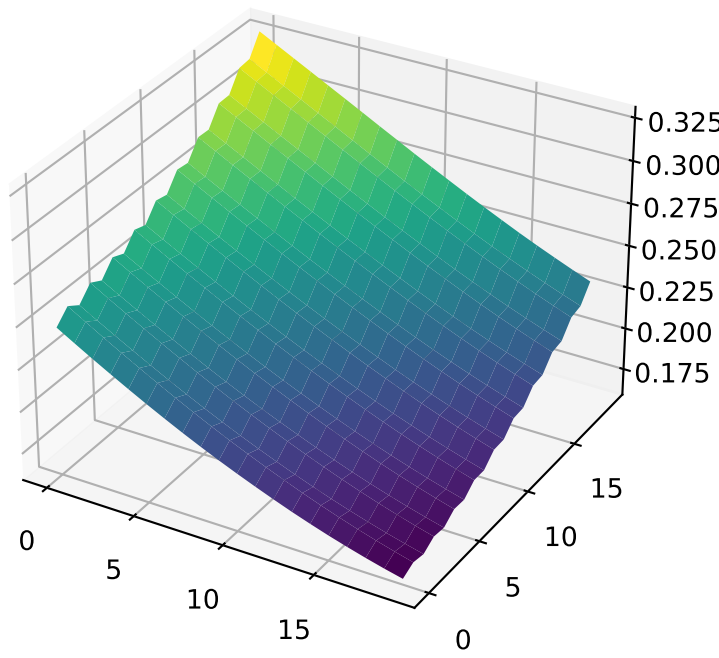
(distance=0.1, normalization="layer")



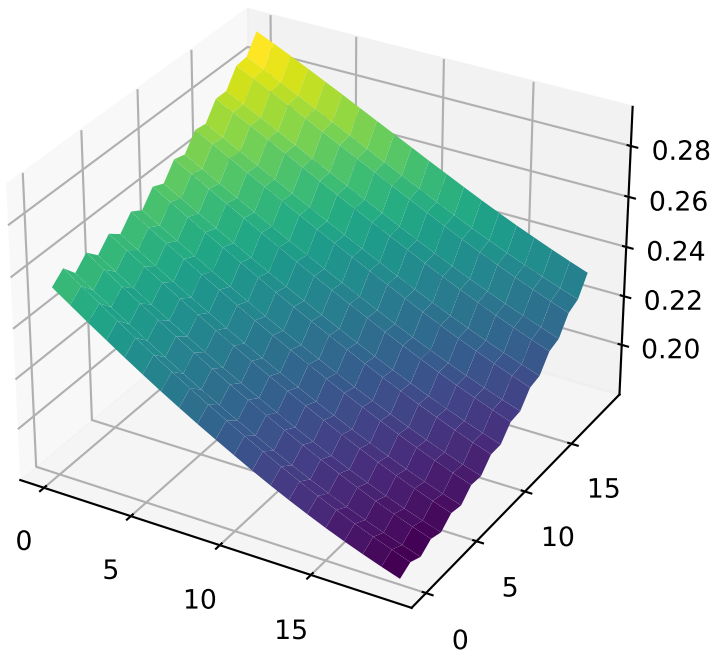
```
(distance=0.1, normalization="model")
```



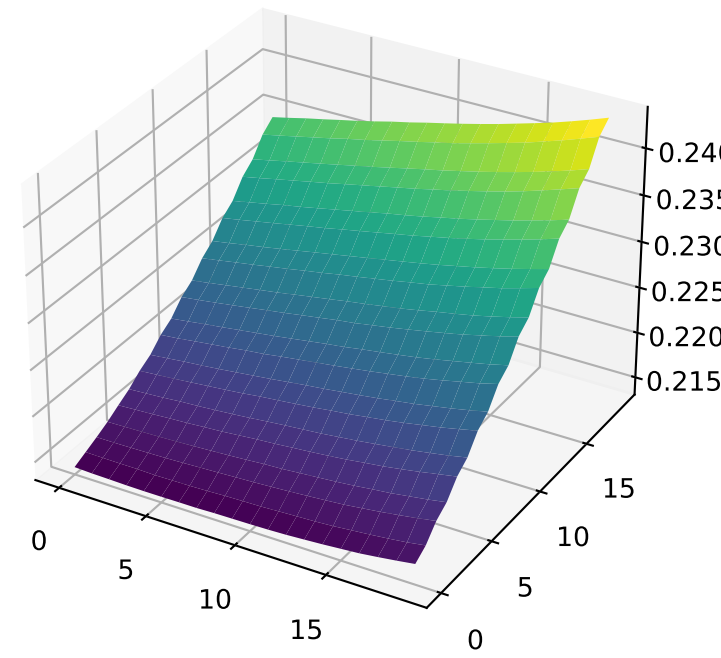
```
(distance=0.3, normalization="filter")
```



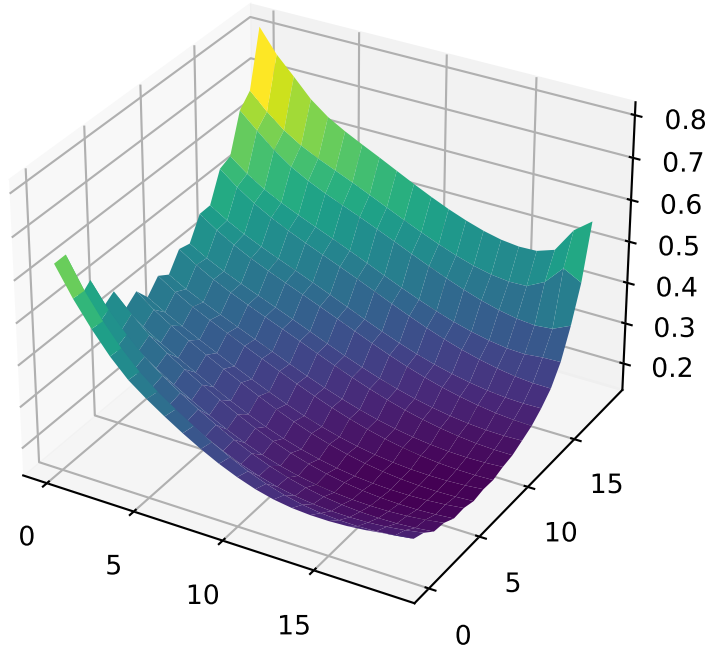
(distance=0.3, normalization="layer")



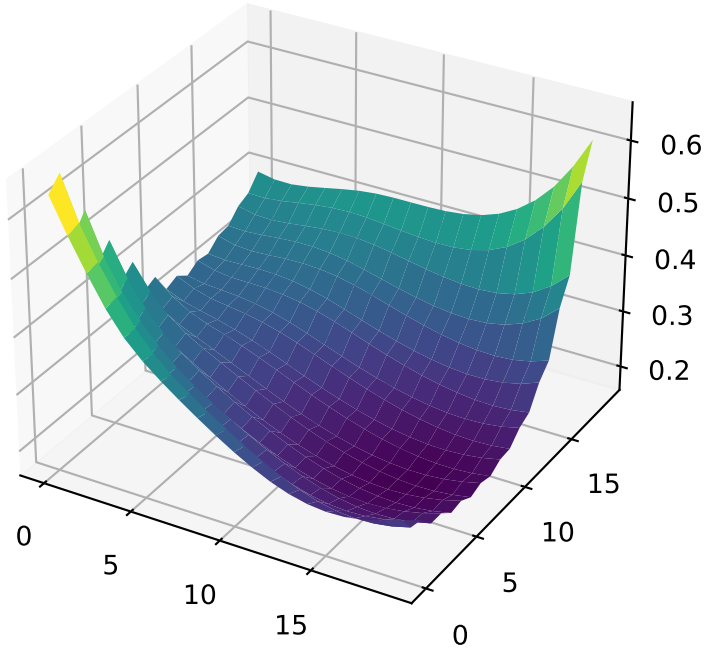
```
(distance=0.3, normalization="model")
```



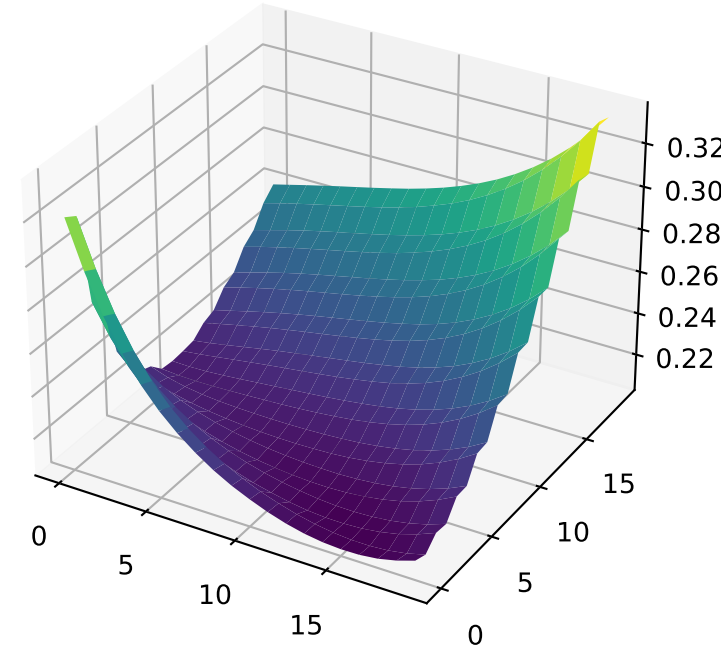
```
(distance=1, normalization="filter")
```



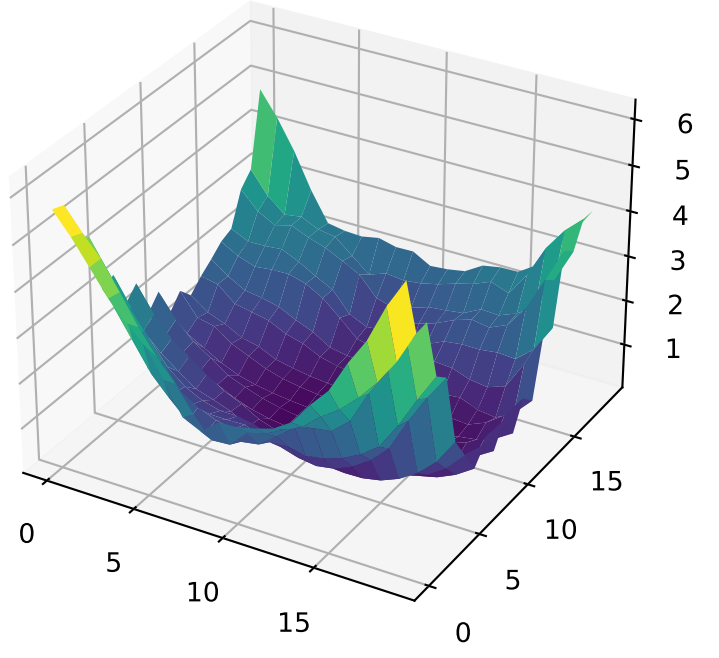
(distance=1, normalization="layer")



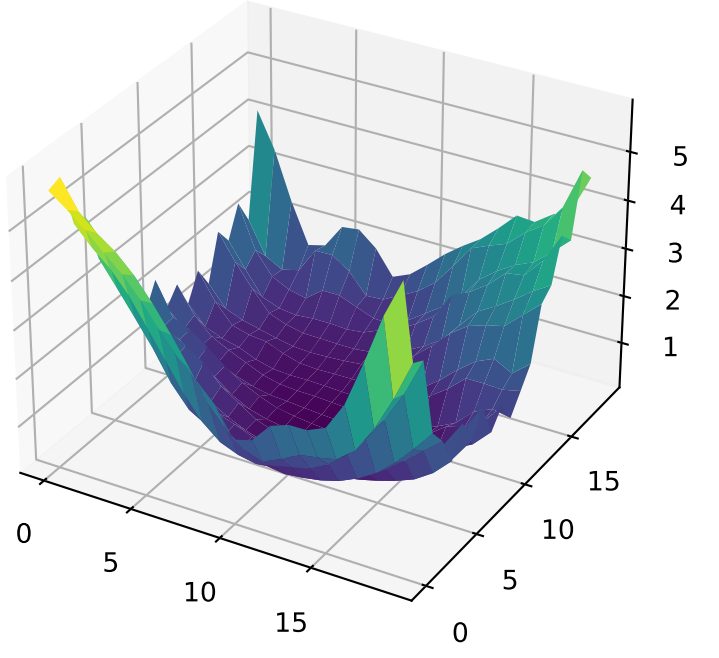
```
(distance=1, normalization="model")
```



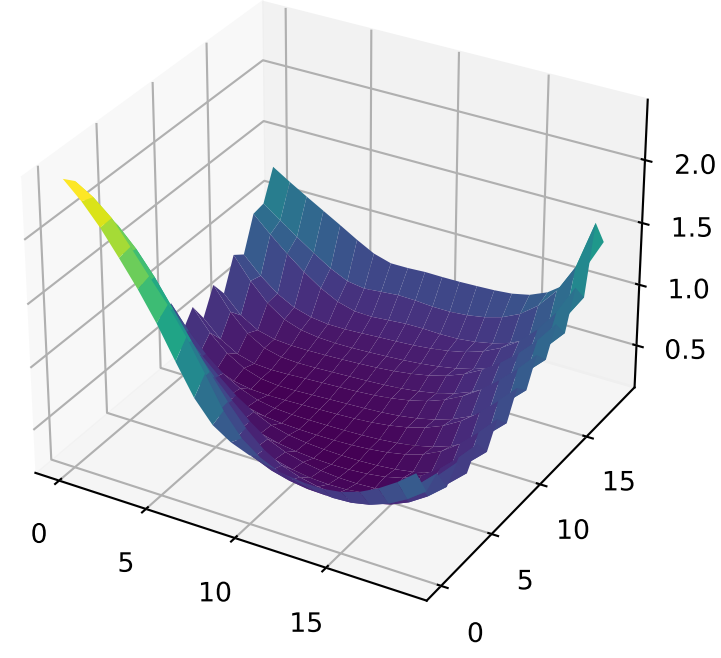
```
(distance=3, normalization="filter")
```



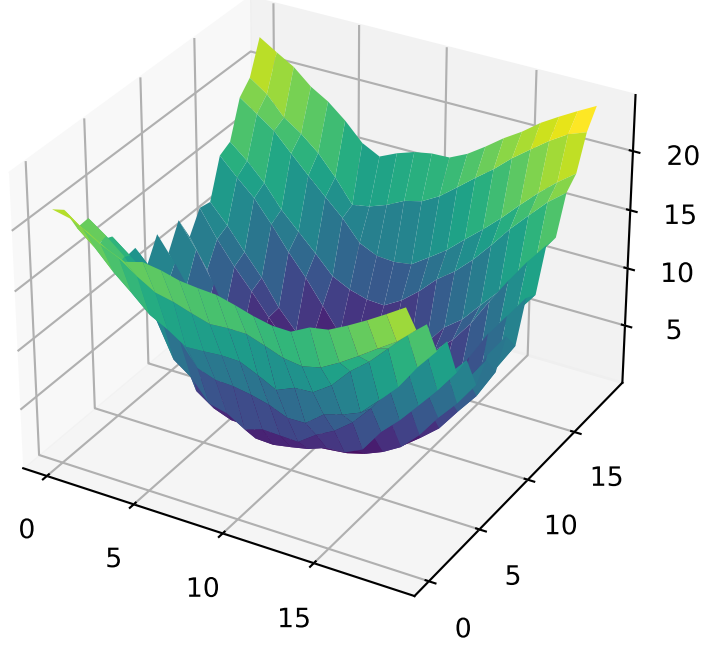
(distance=3, normalization="layer")



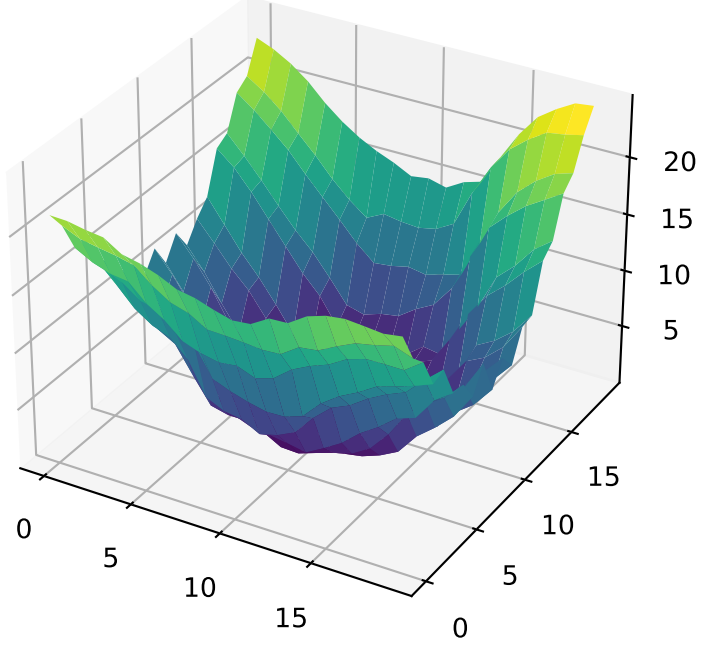
(distance=3, normalization="model")



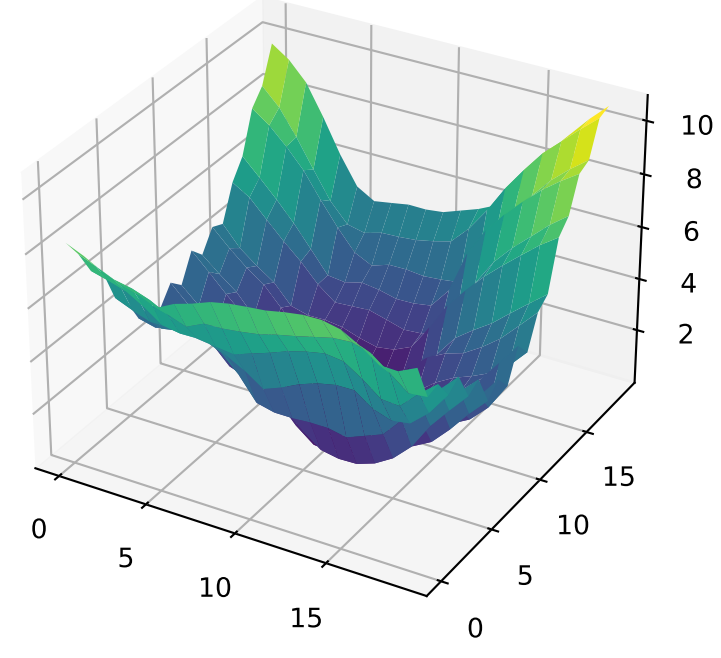
(distance=10, normalization="filter")



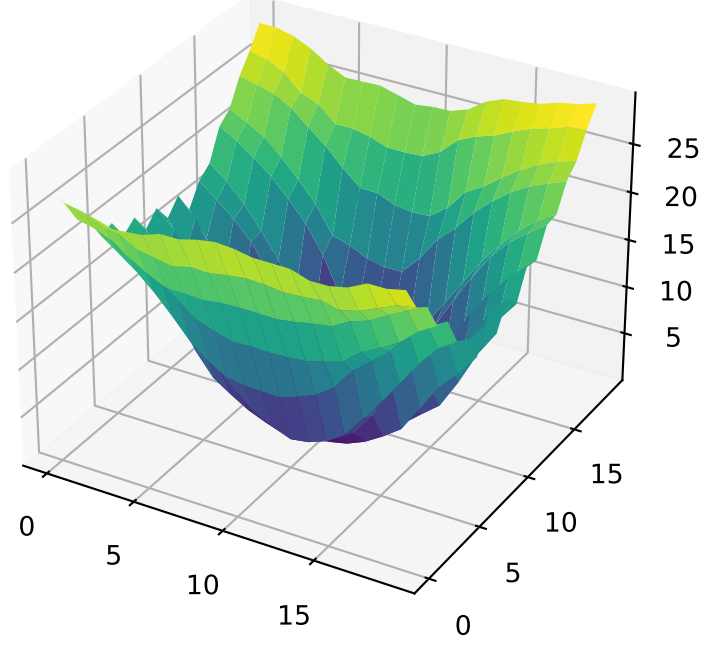
(distance=10, normalization="layer")



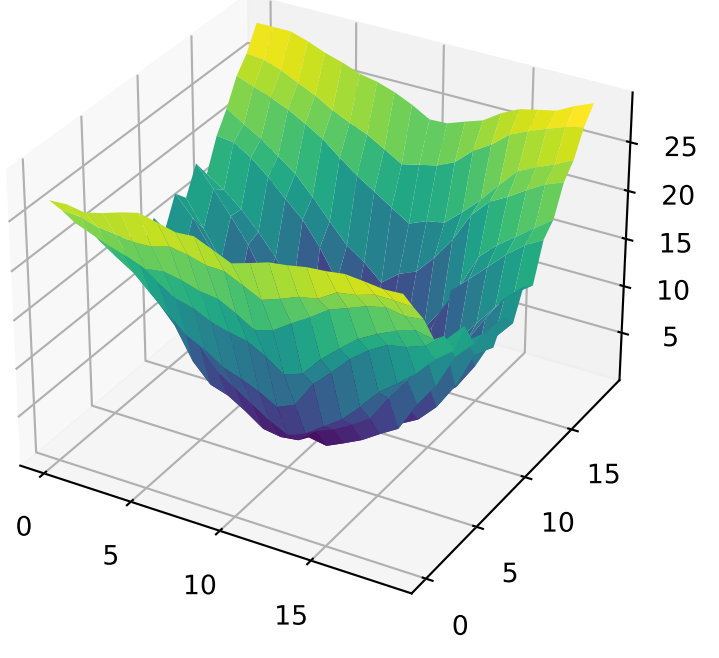
```
(distance=10, normalization="model")
```



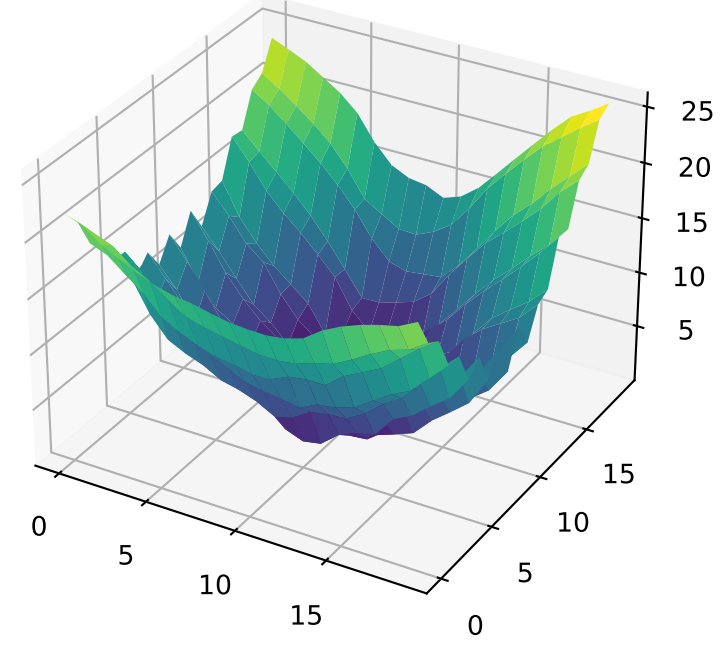
(distance=30, normalization="filter")



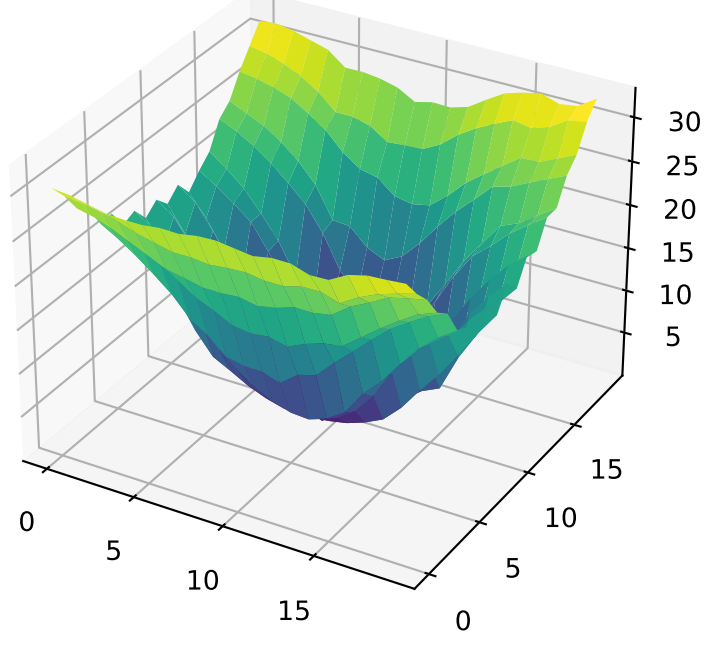
(distance=30, normalization="layer")



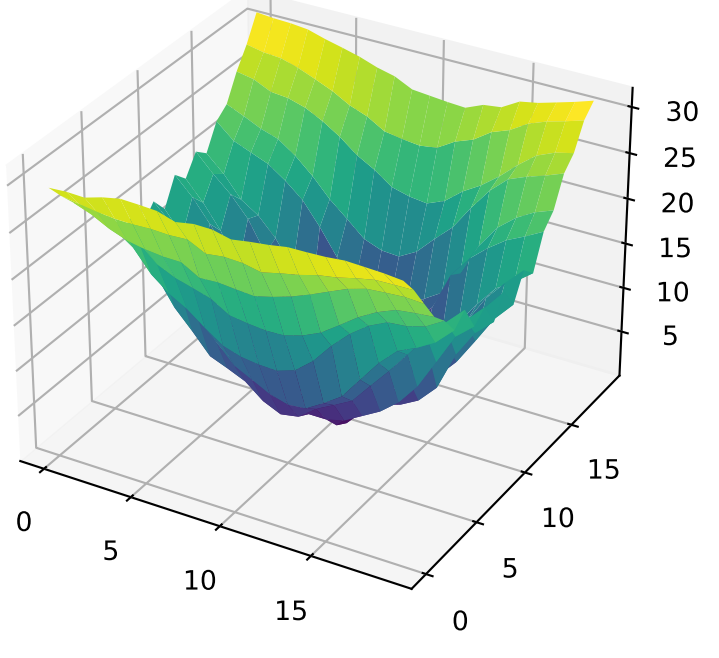
```
(distance=30, normalization="model")
```



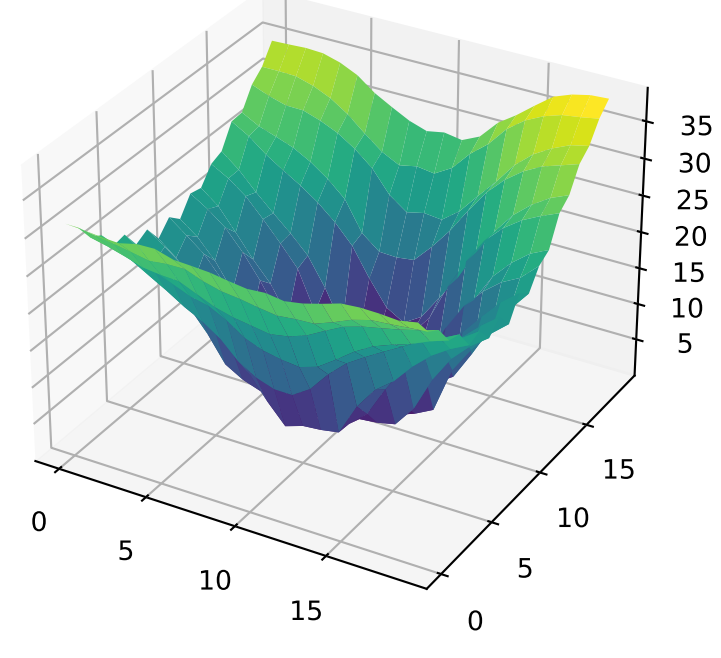
(distance=100, normalization="filter")



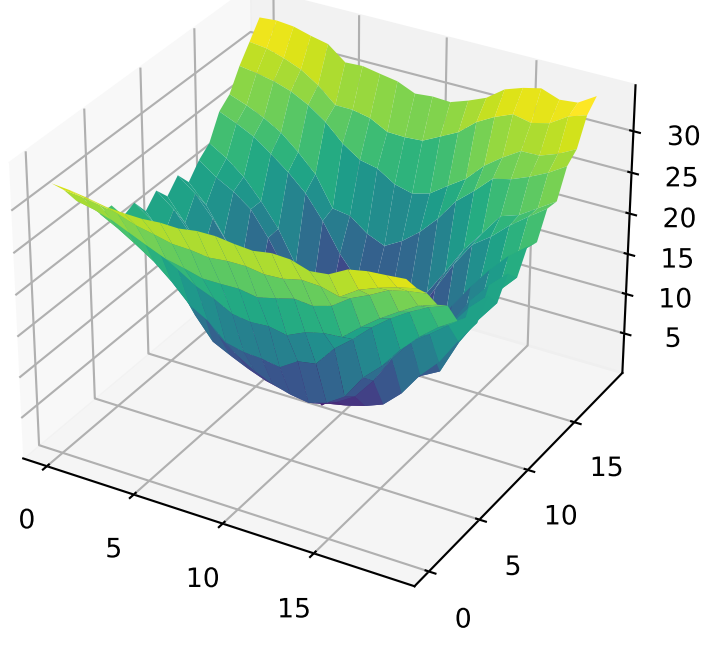
(distance=100, normalization="layer"



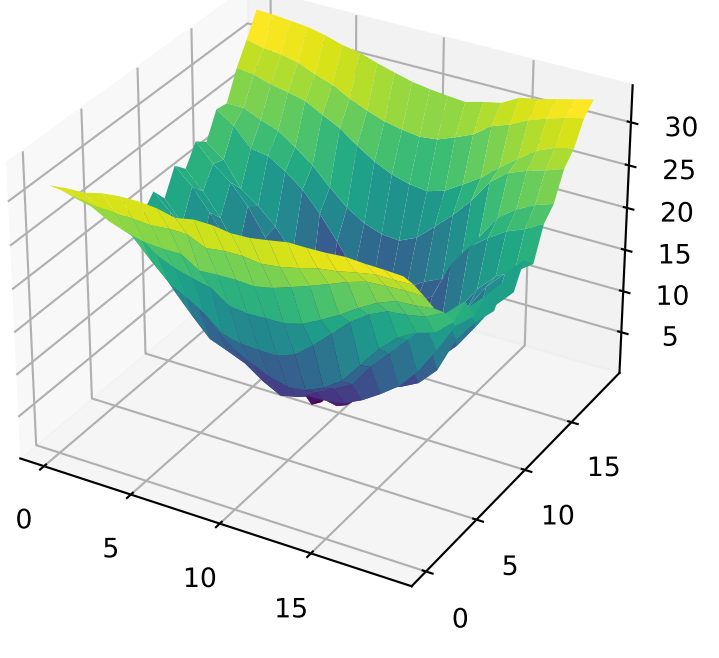
(distance=100, normalization="model")



(distance=300, normalization="filter")



(distance=300, normalization="layer"



```
(distance=300, normalization="model")
```

