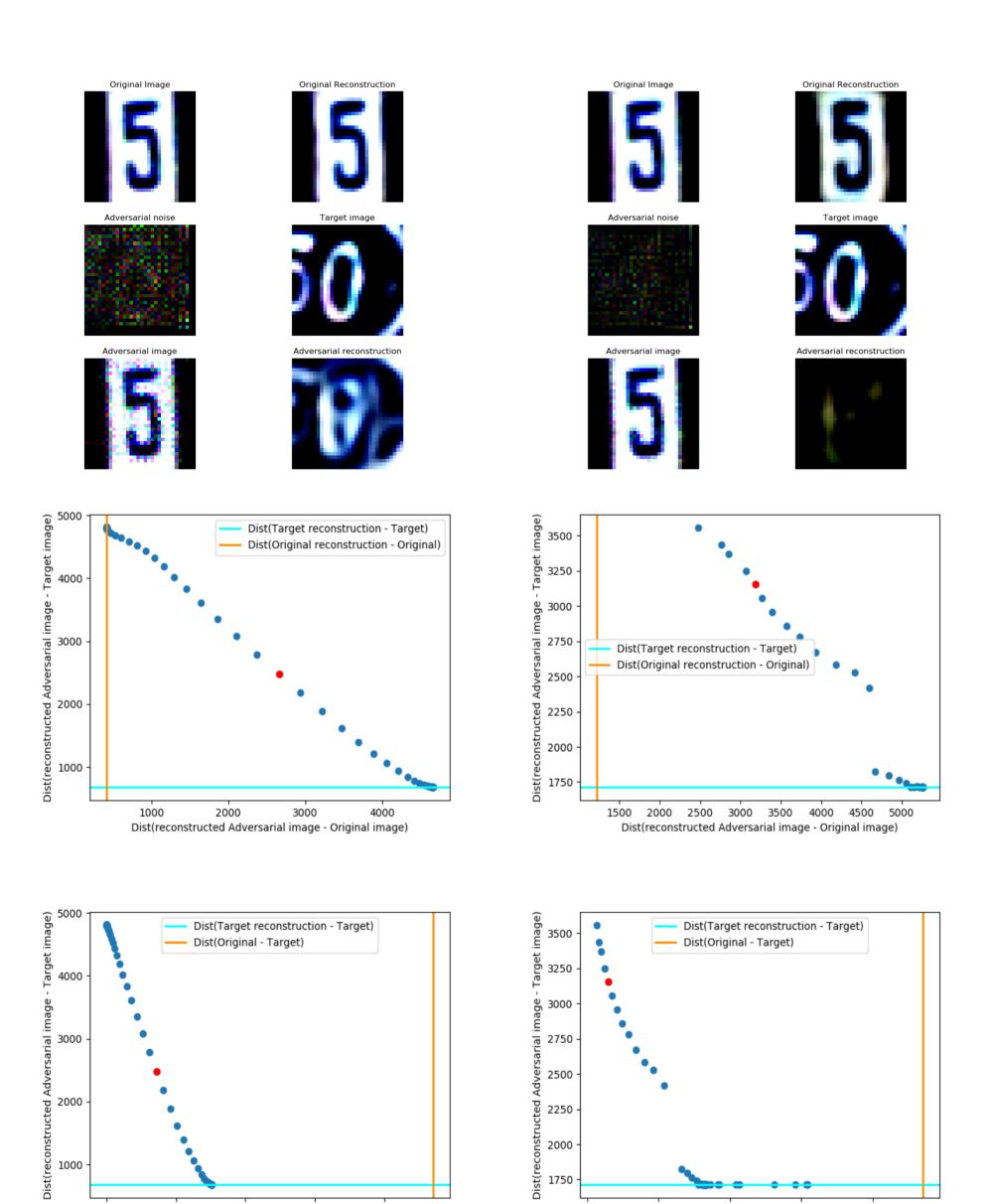


Dist(noise)

Dist(noise)



Dist(noise)

Dist(noise)

