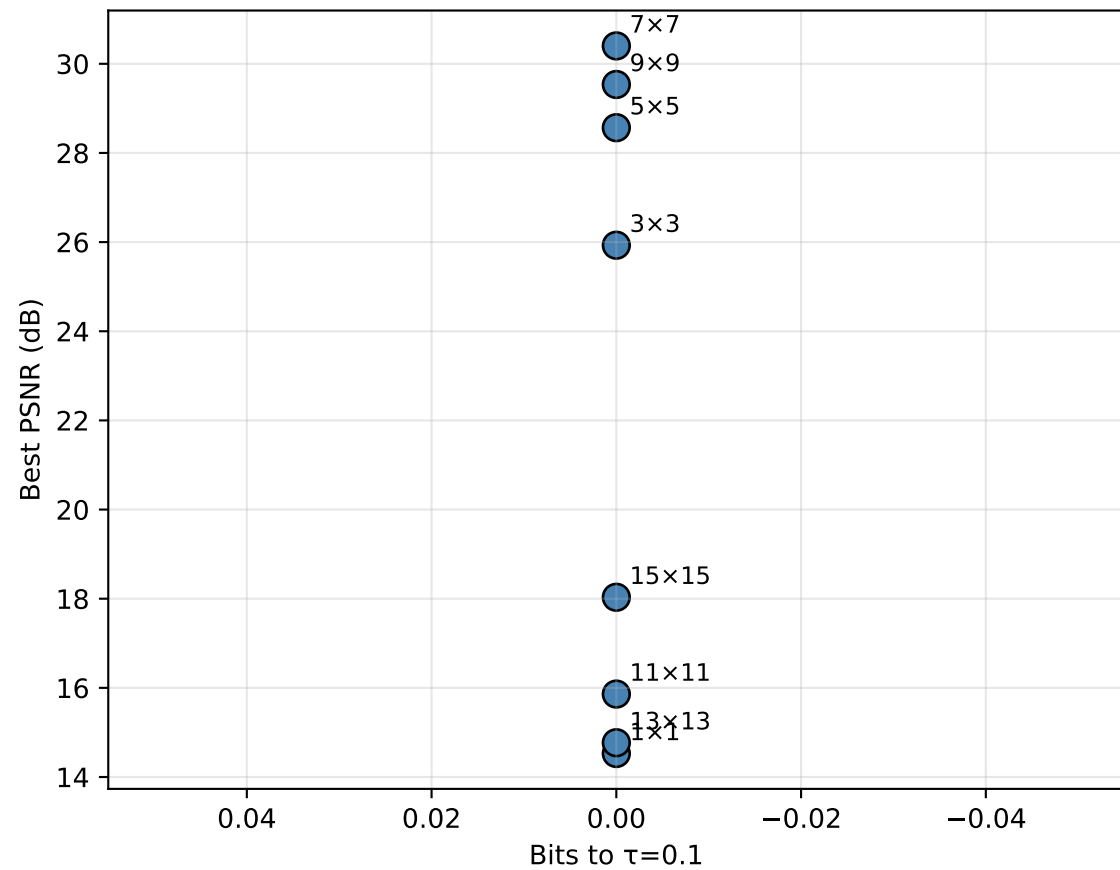


Bits vs PSNR (r=nan)



Bits vs Denoising (r=nan)

