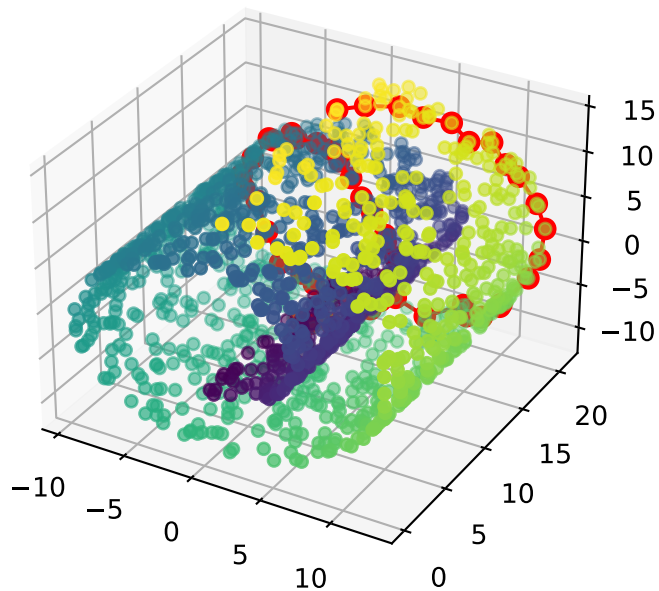


Swiss roll and shortest path



2D Isomap and shortest path

