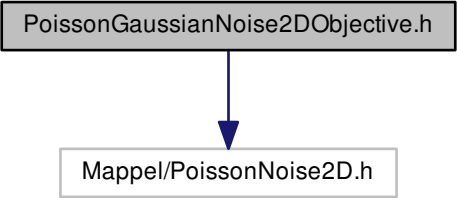


PoissonGaussianNoise2DObjective.h



```
graph TD; A[PoissonGaussianNoise2DObjective.h] --> B[Mappel/PoissonNoise2D.h]
```

Mappel/PoissonNoise2D.h