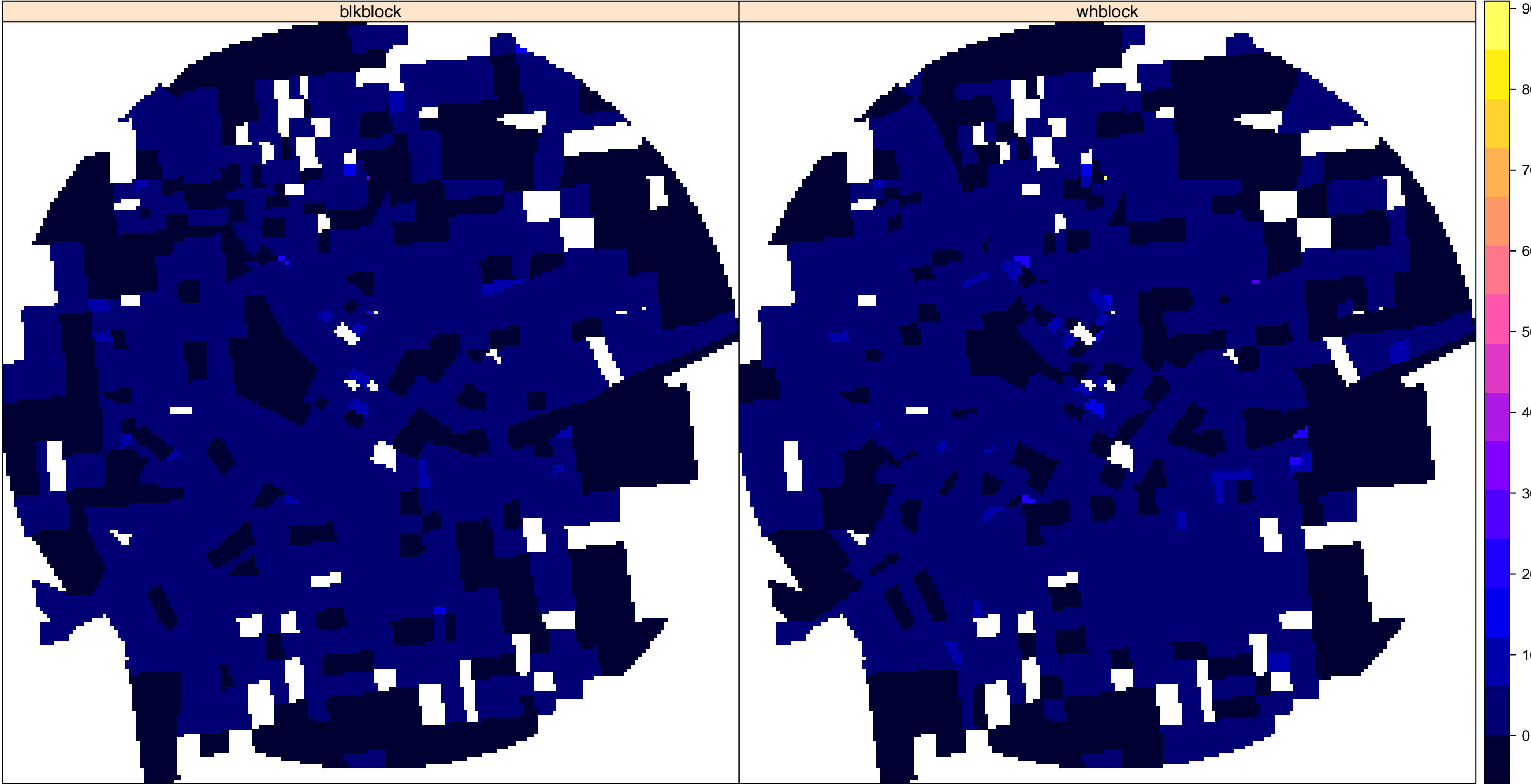


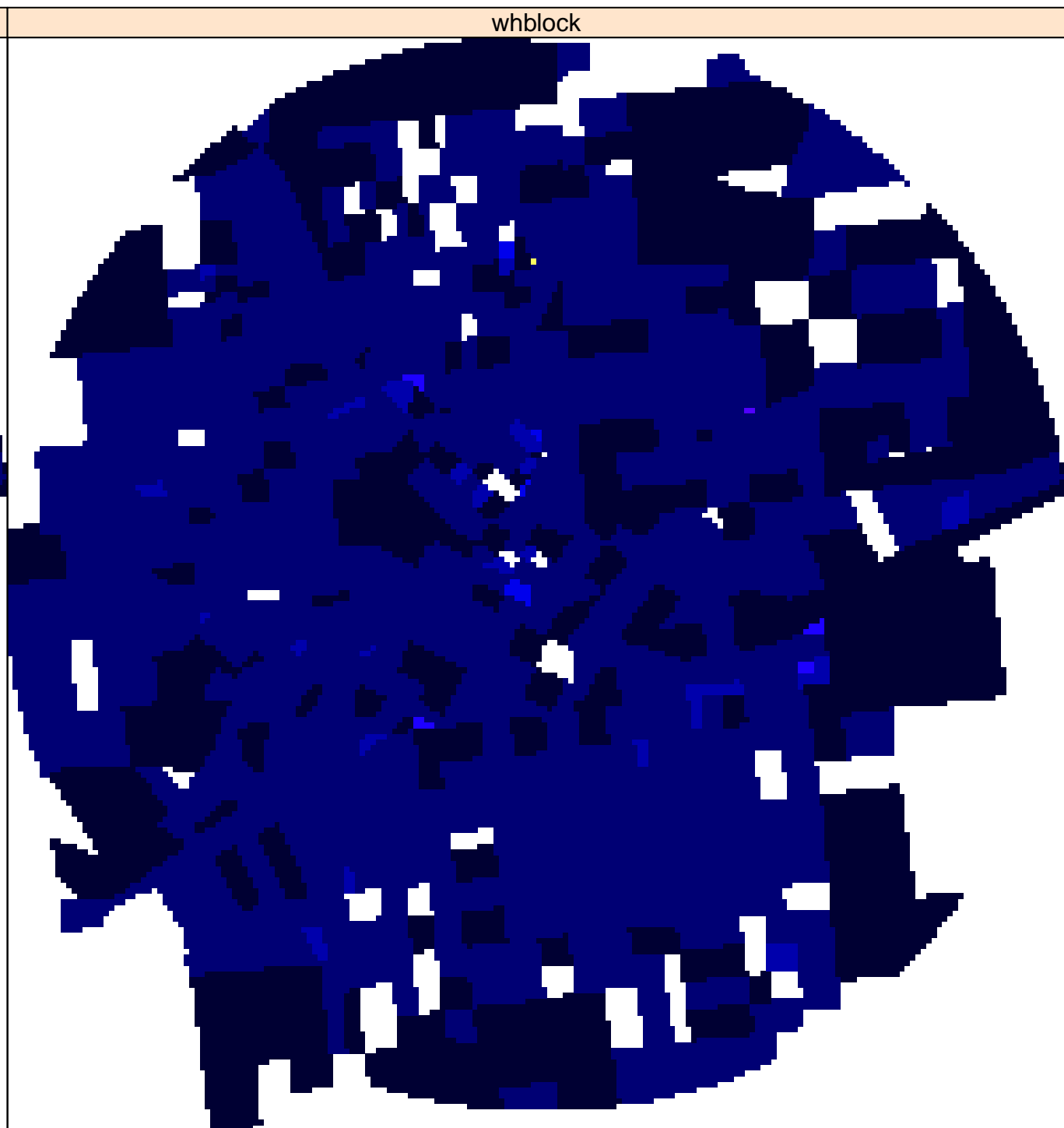
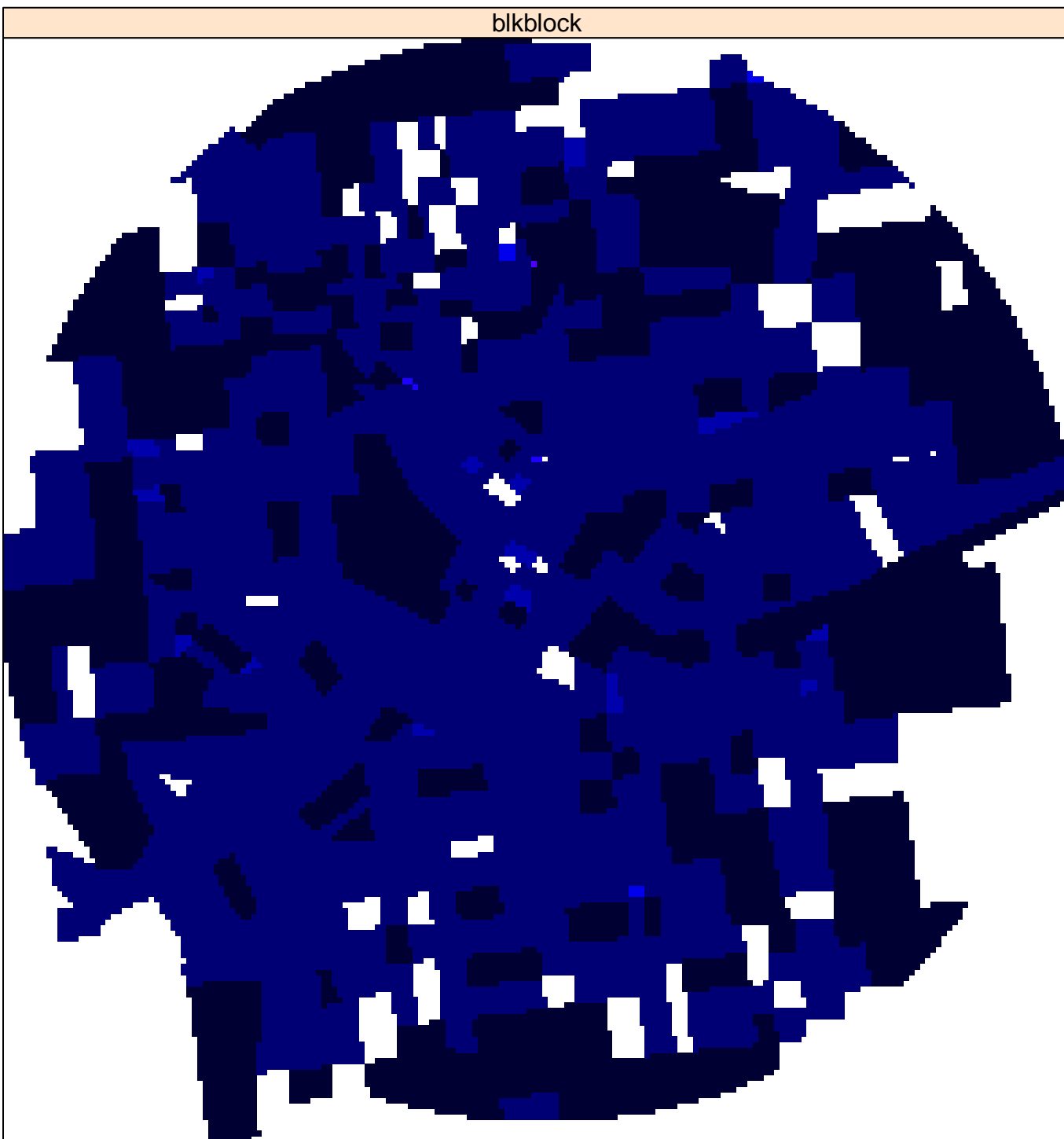
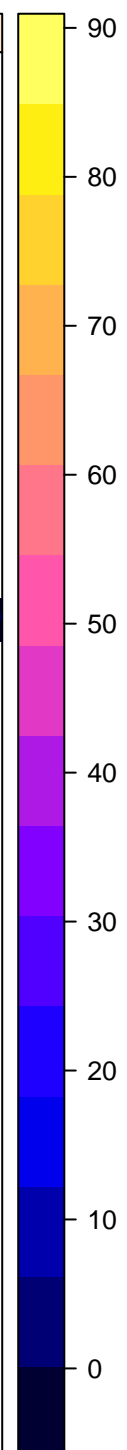
MaxDist=5 – Smoothing Equal – NROW=200, NCOL=200, POWER=0



MaxDist=50 – Smoothing Equal – NROW=200, NCOL=200, POWER=0

blkblock

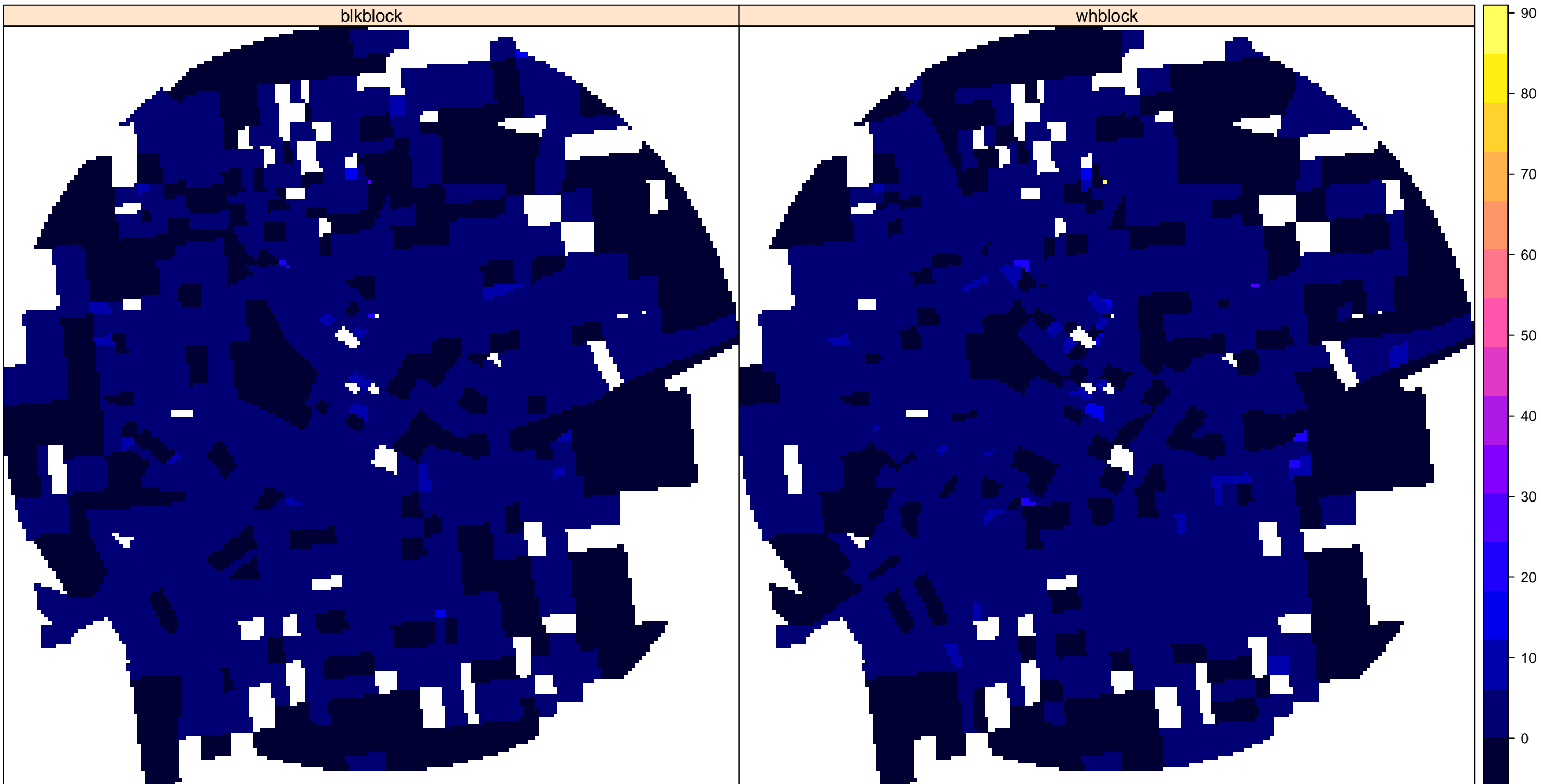
whblock



MaxDist=150 – Smoothing Equal – NROW=200, NCOL=200, POWER=0

blkblock

whblock



MaxDist=5 – Smoothing Kernel – NROW=20, NCOL=20, POWER=0

blkblock

whblock

0.004

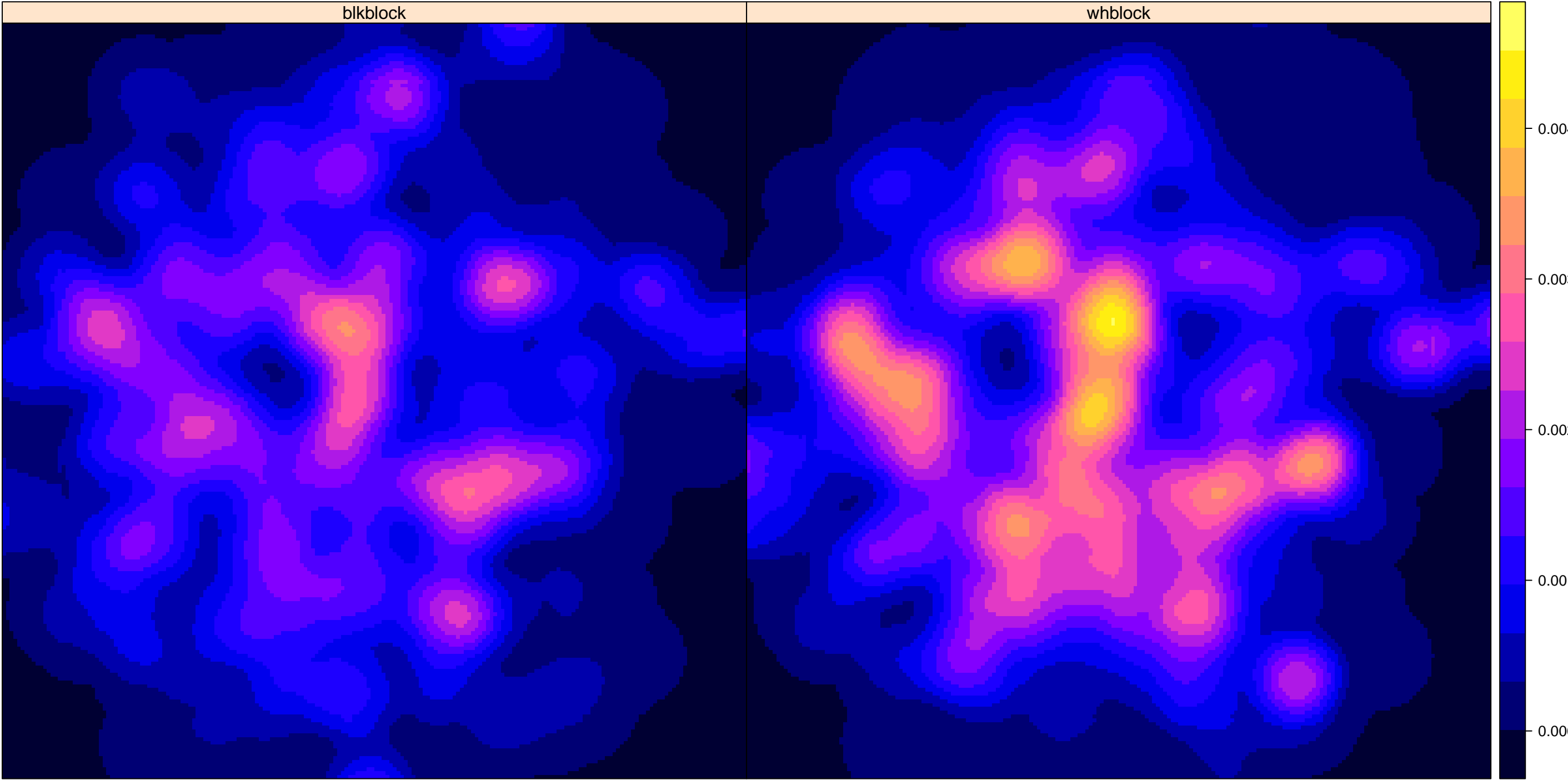
0.003

0.002

0.001

0.000

MaxDist=50 – Smoothing Kernel – NROW=20, NCOL=20, POWER=0



MaxDist=150 – Smoothing Kernel – NROW=20, NCOL=20, POWER=0

blkblock

whblock

0.004

0.003

0.002

0.001

0.000

