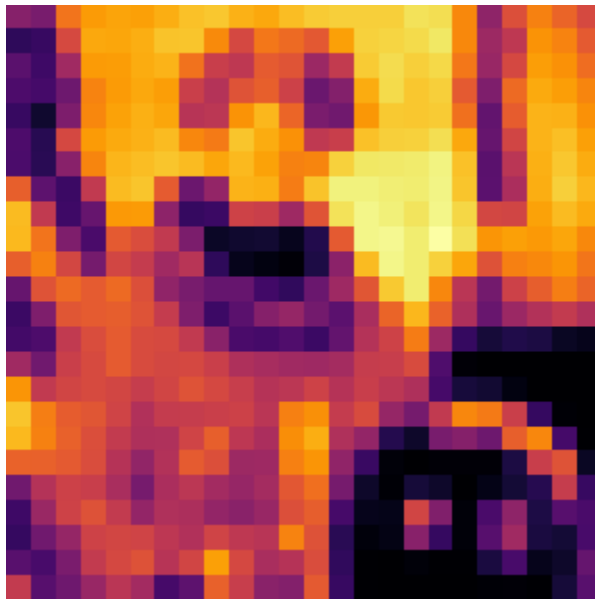


Original



Heat Kernel (tau=1)



Heat Kernel (tau=10)



Heat Kernel (tau=100)

