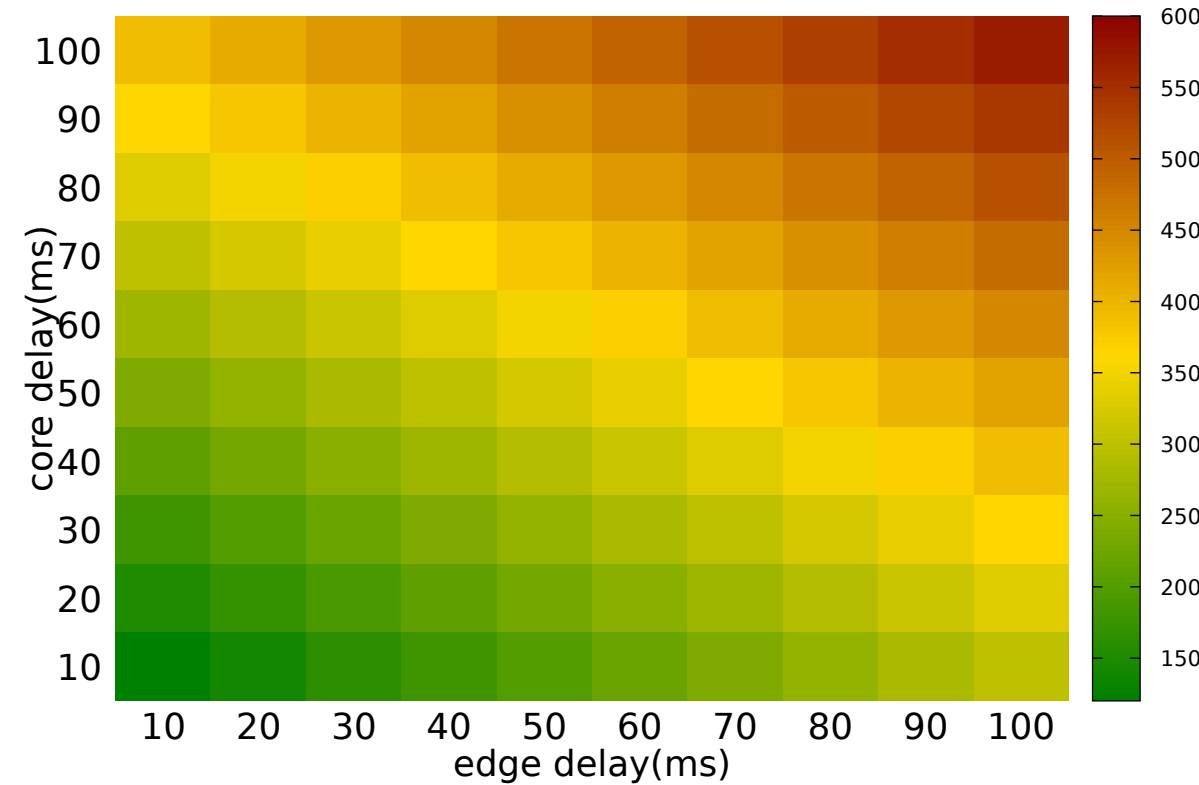
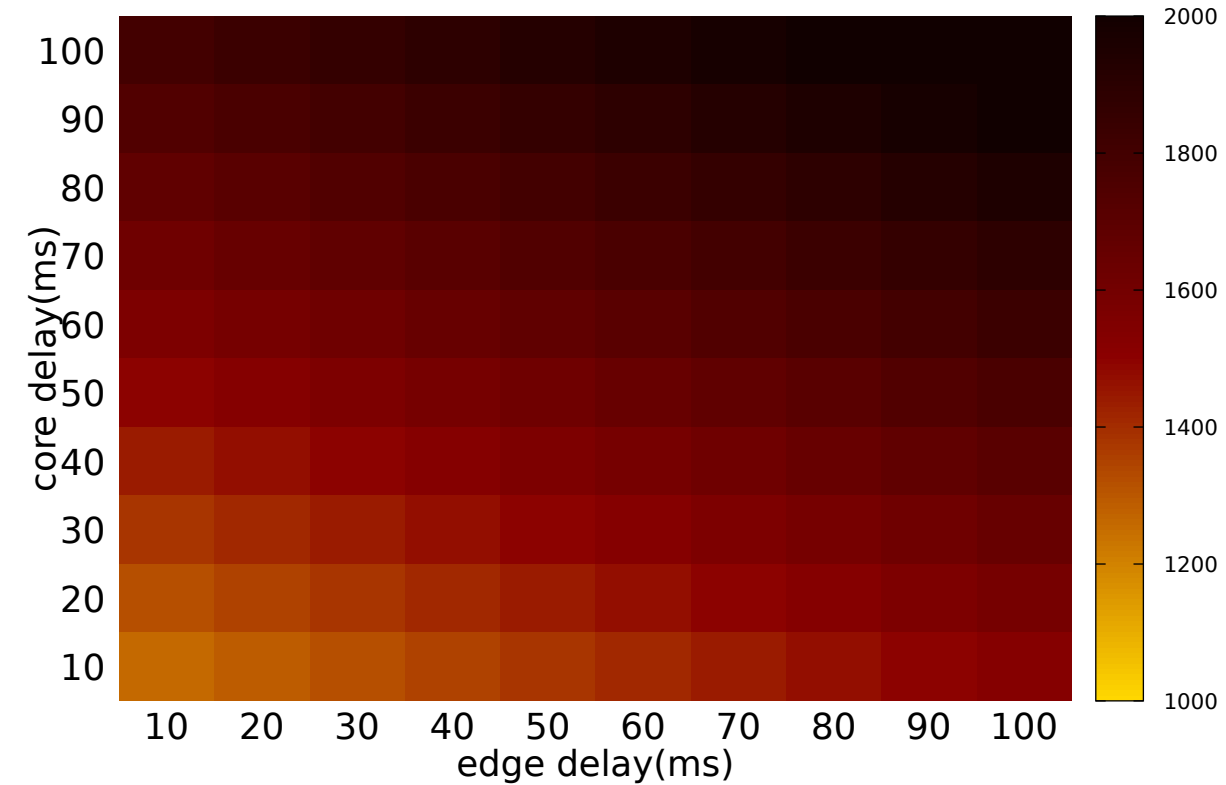


a) local heatmap



b) global heatmap



c) naive heatmap