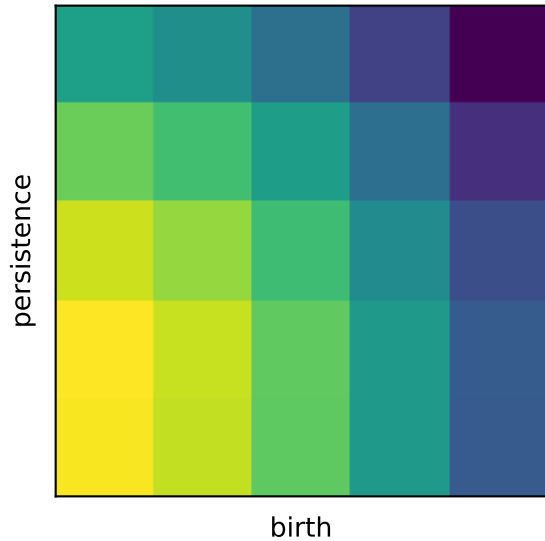
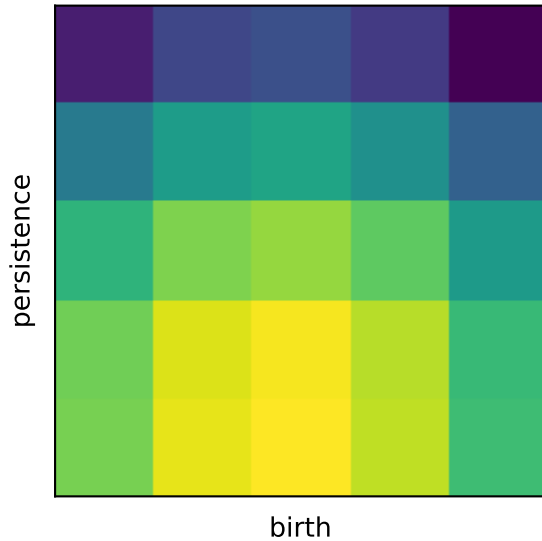


sphere

Persistence Image (dim=i)



Persistence Image (dim=i)



Persistence Image (dim=i)

