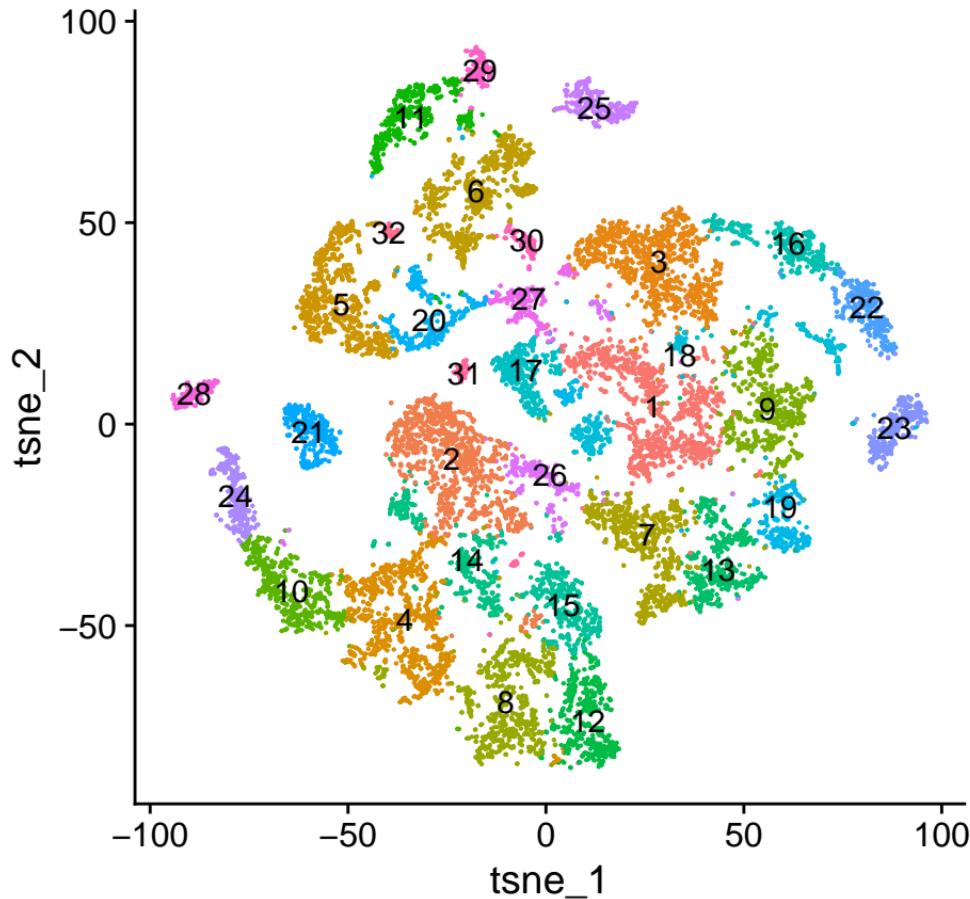
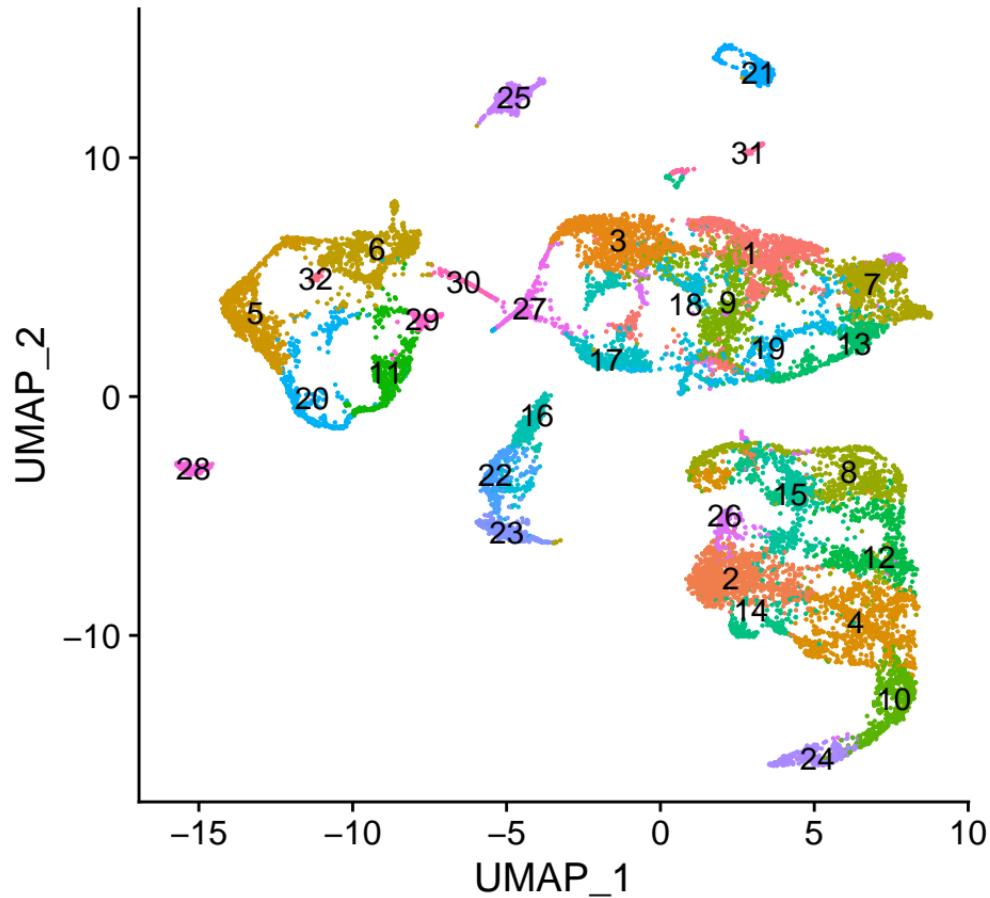


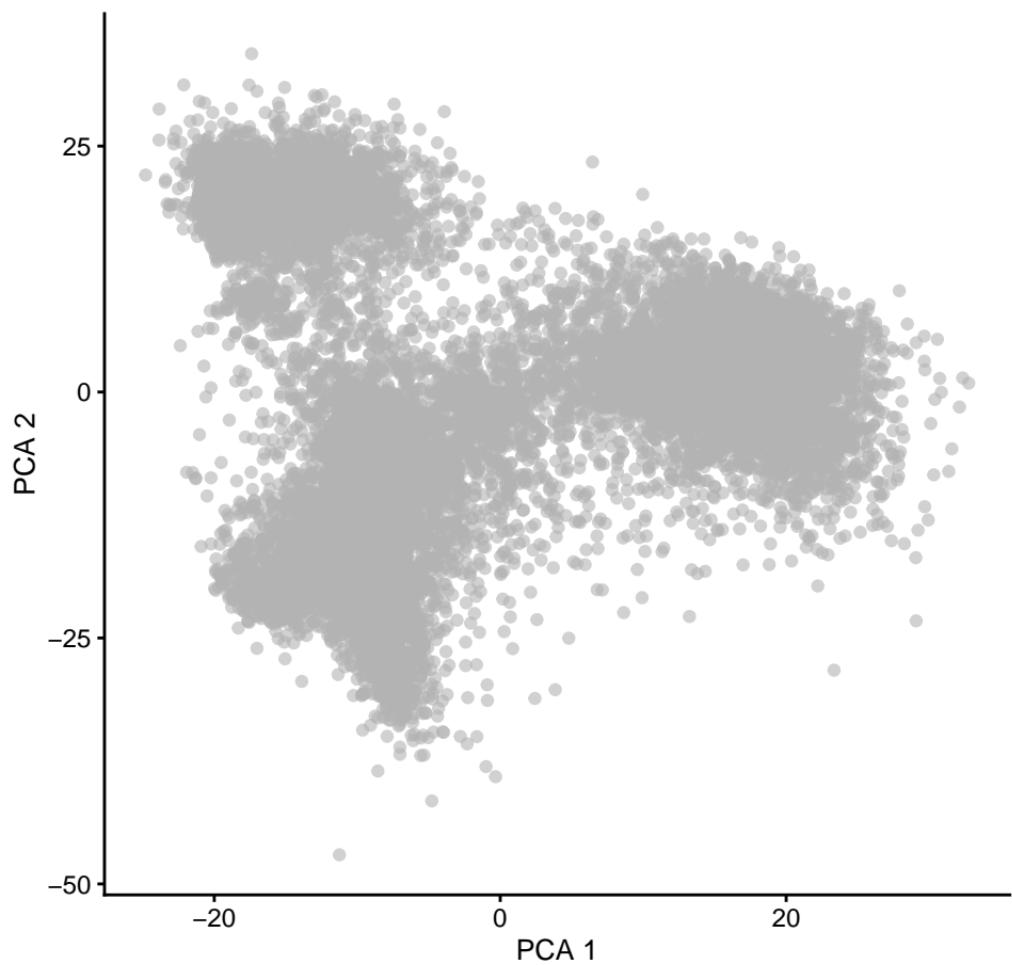
# Gg\_ctrl\_poly\_int

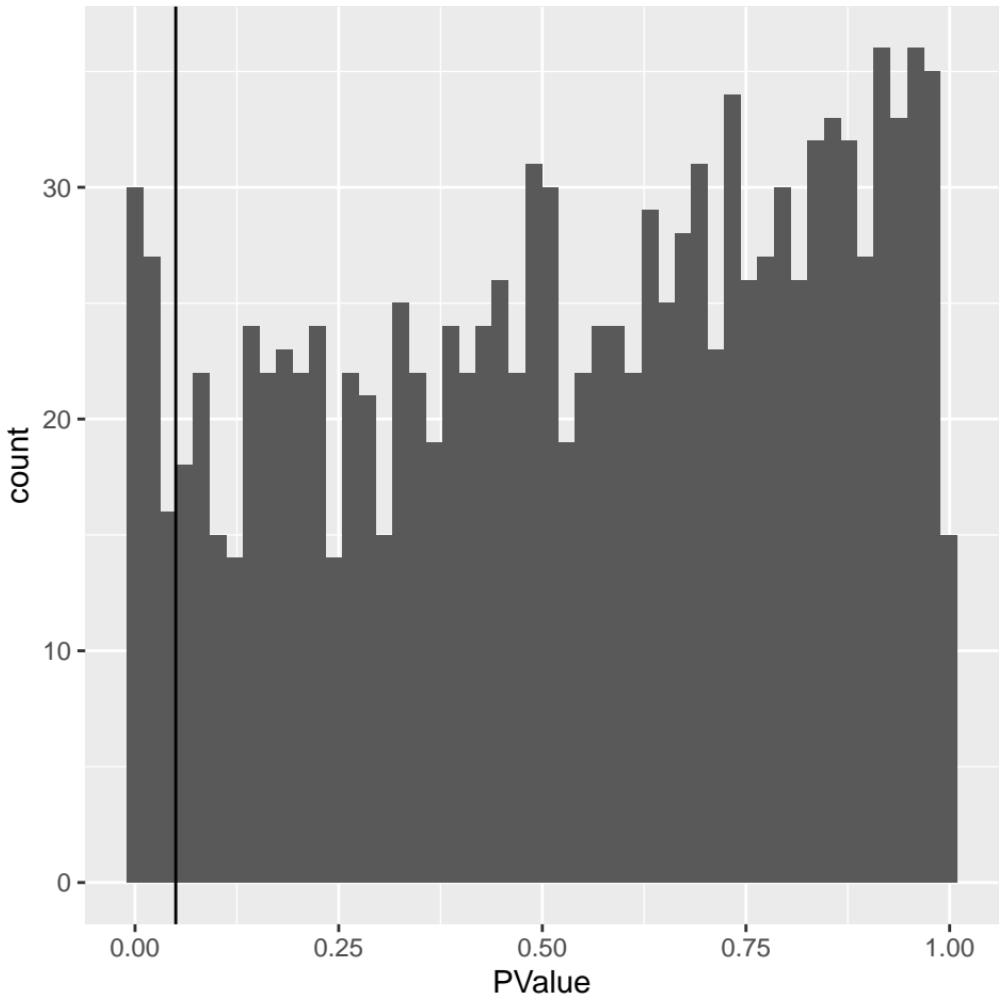


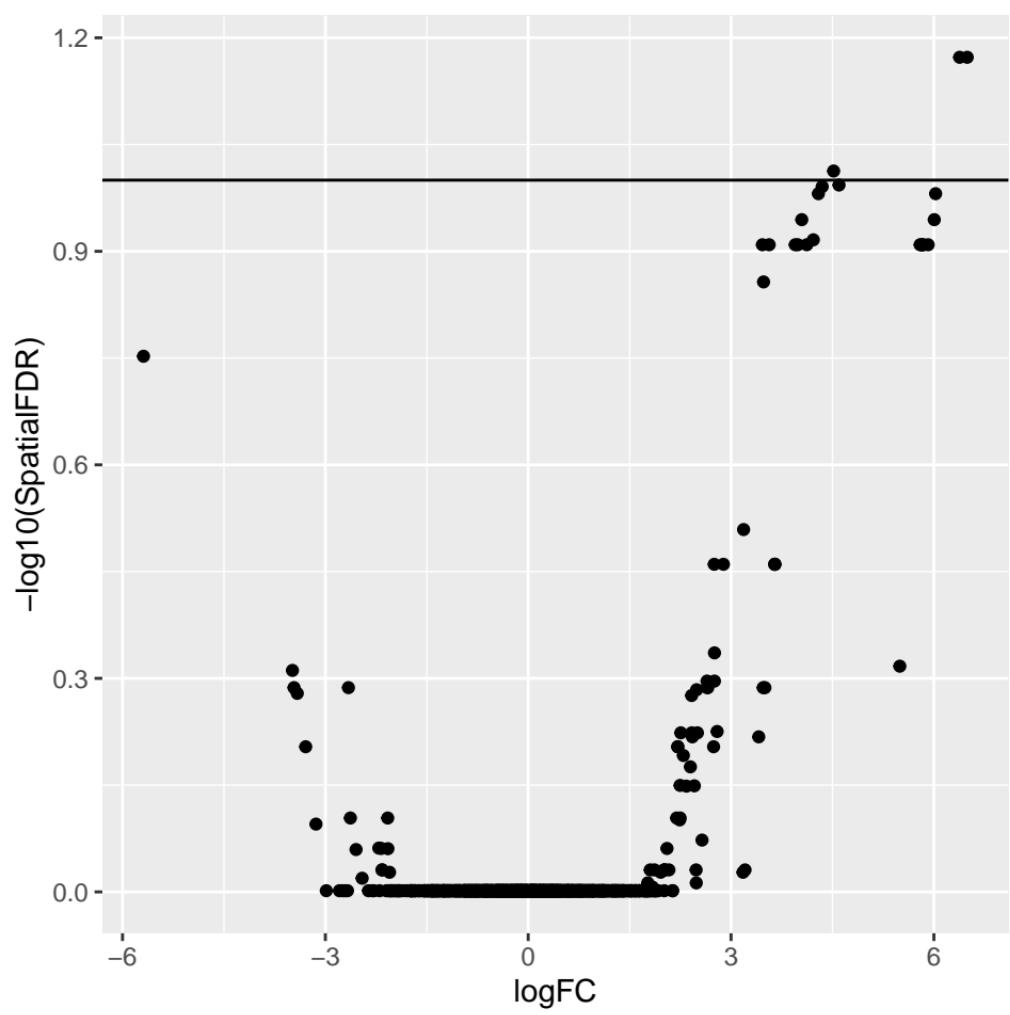
# Gg\_ctrl\_poly\_int



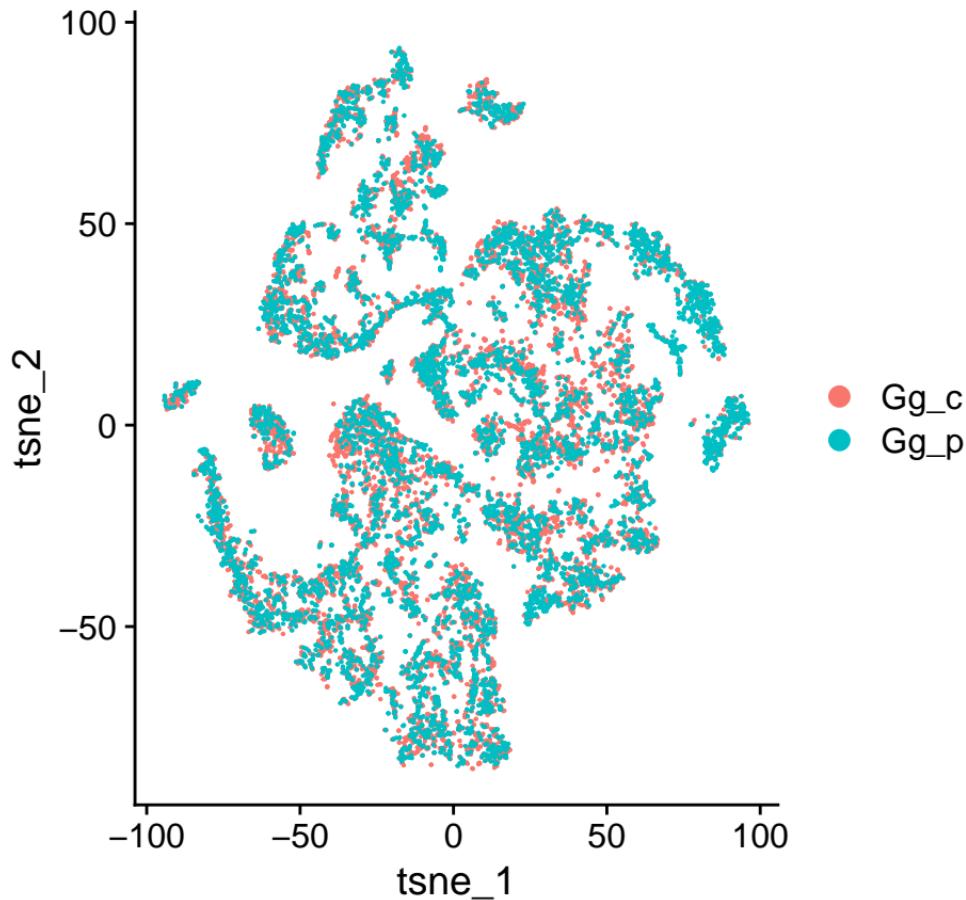
**Gg\_ctrl\_poly\_int**

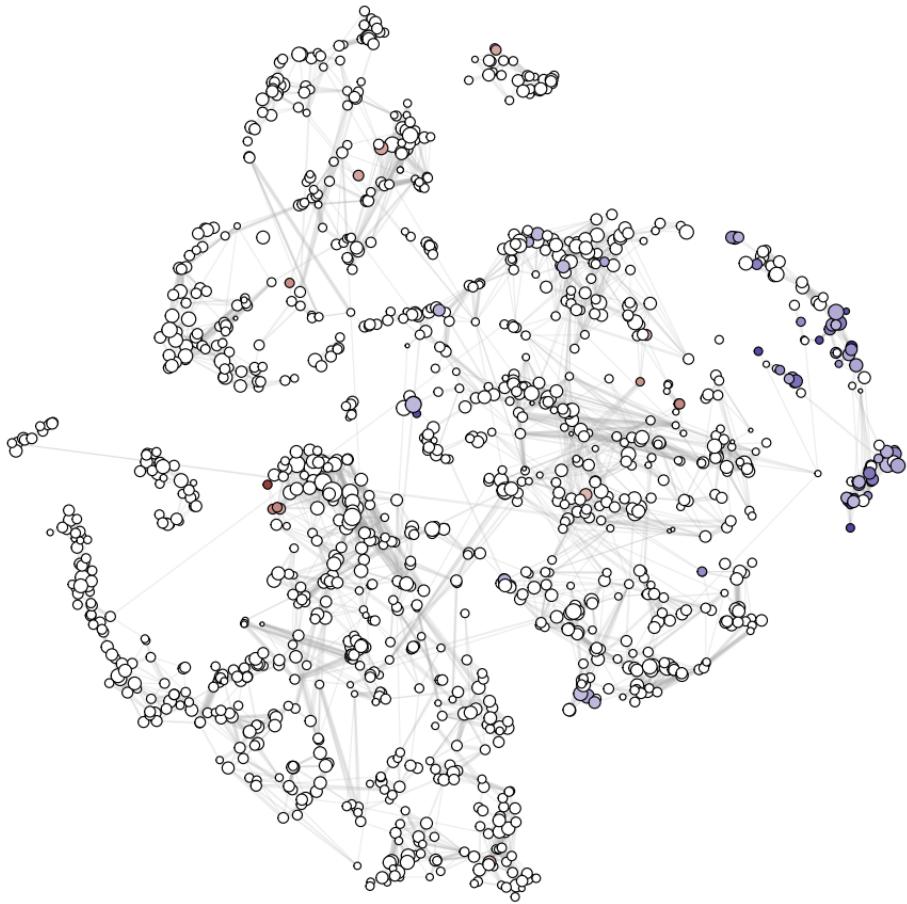




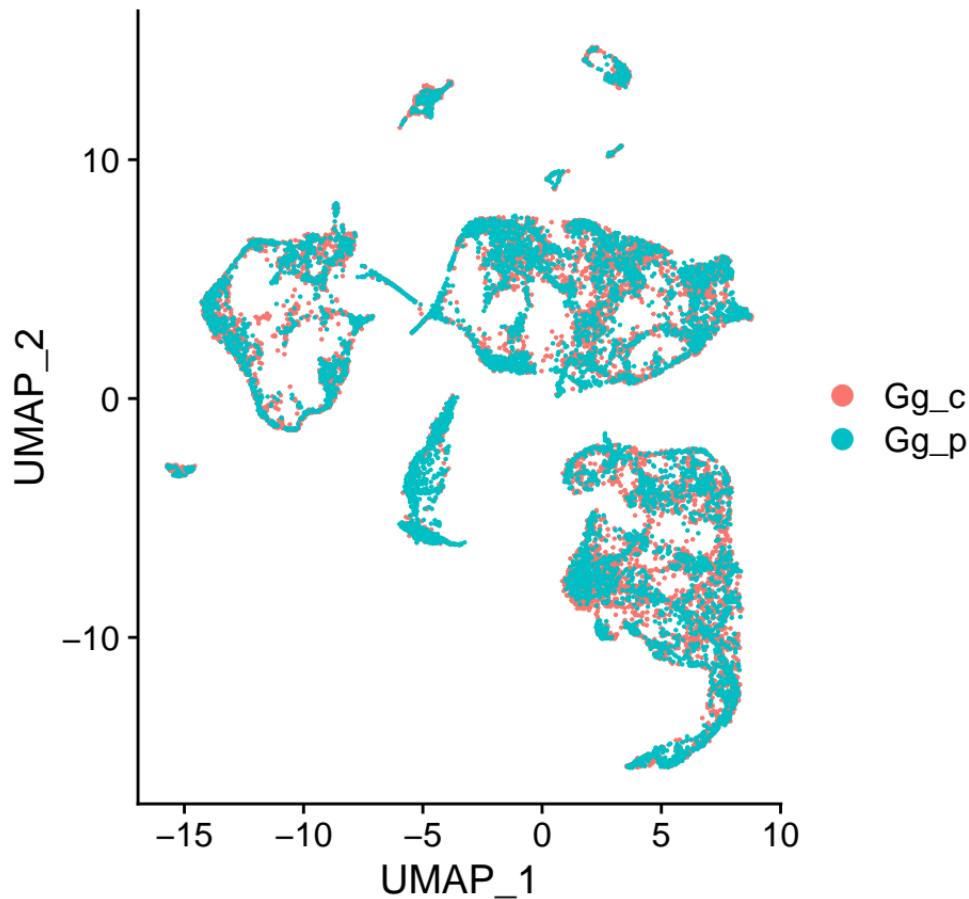


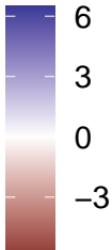
**cond**





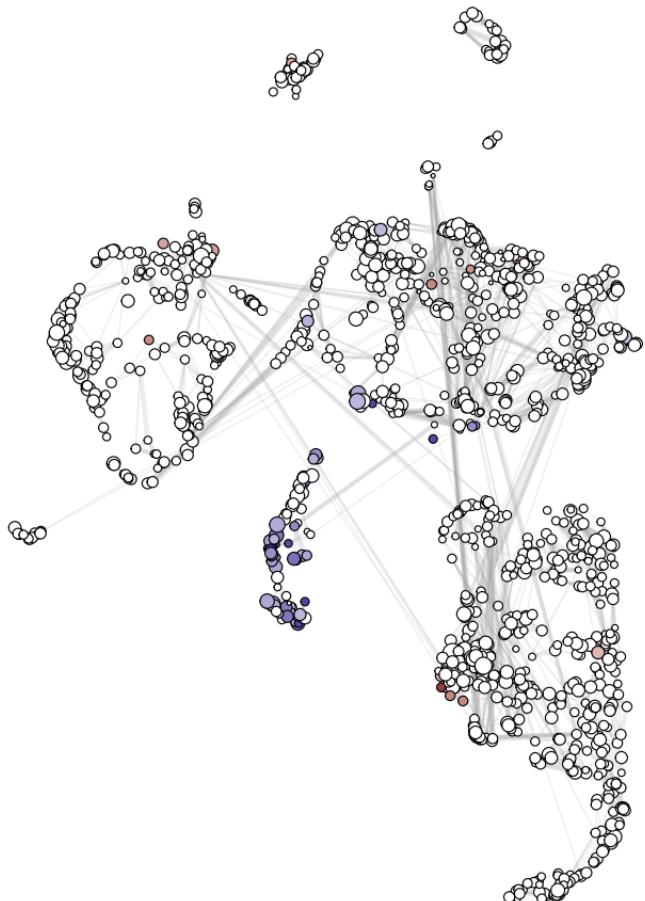
**cond**





Nhood size

- 10
- 20
- 30
- 40
- 50
- 60



overlap size

- 5
- 10
- 15
- 20

