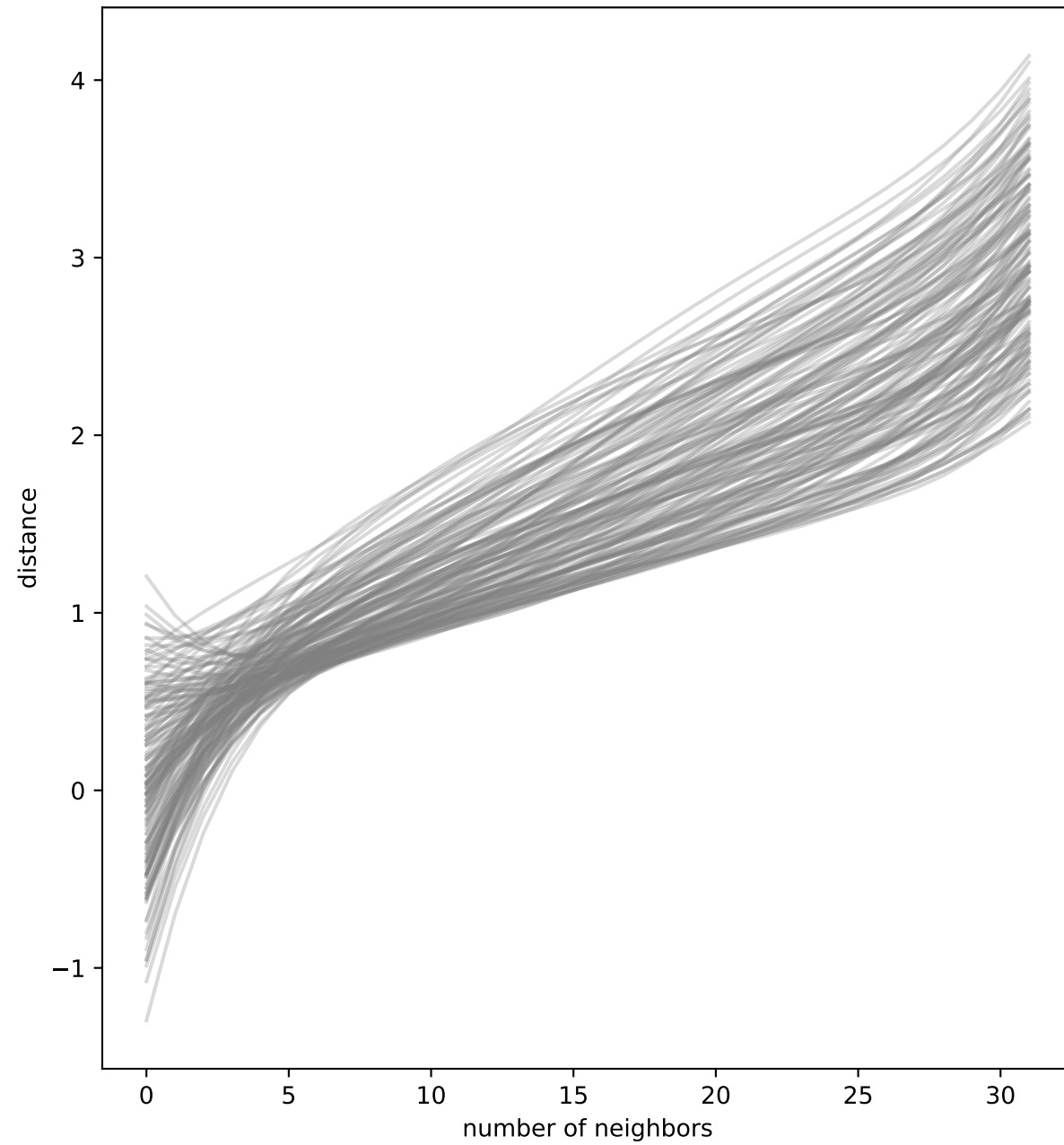


distance - number of neighbors smoothing



distance - number of neighbors smoothing, derivative

