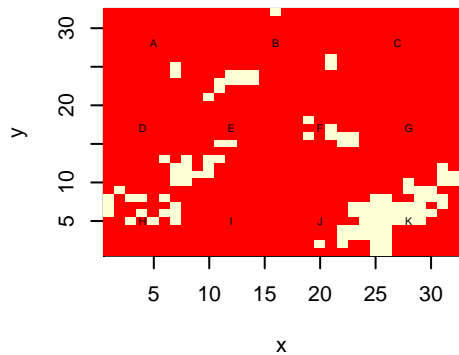
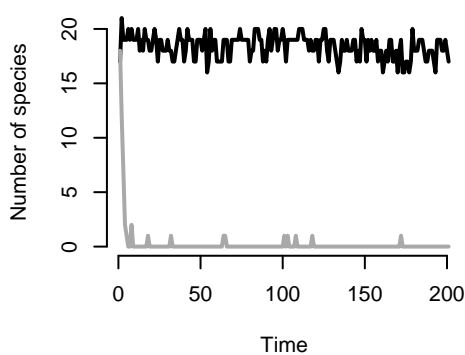


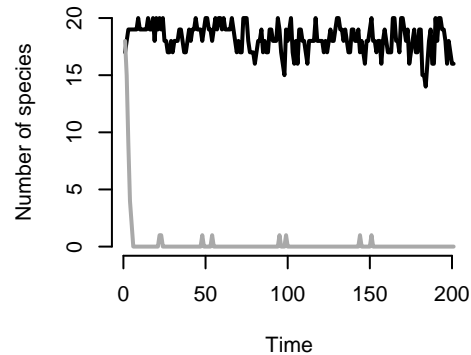
d-g4_hp-0.9_run1



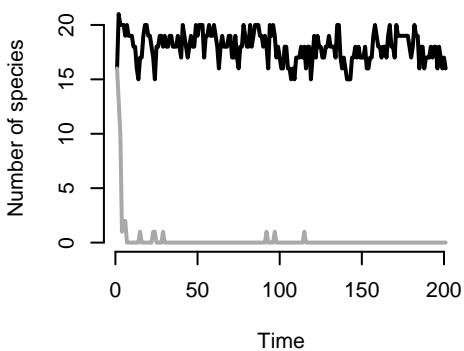
**A; Landscape similarity 0.98;
core (blue), transient (red)**



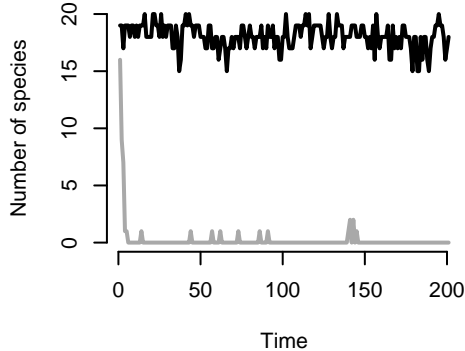
**B; Landscape similarity 1;
core (blue), transient (red)**



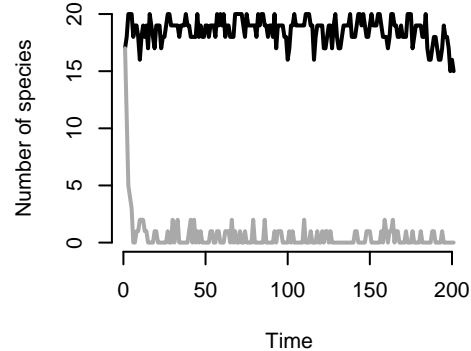
**C; Landscape similarity 1;
core (blue), transient (red)**



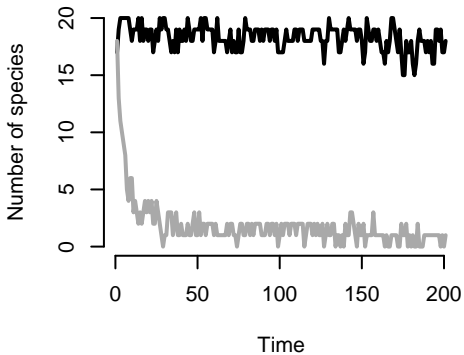
**D; Landscape similarity 1;
core (blue), transient (red)**



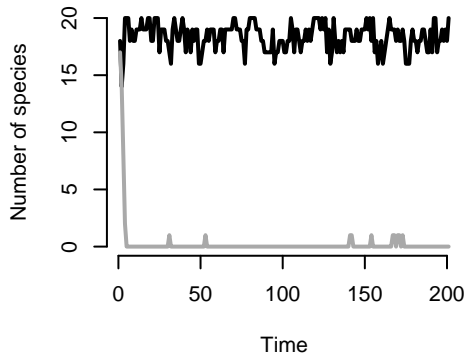
**E; Landscape similarity 0.96;
core (blue), transient (red)**



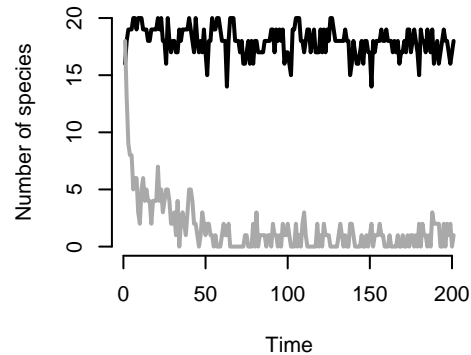
**F; Landscape similarity 0.84;
core (blue), transient (red)**



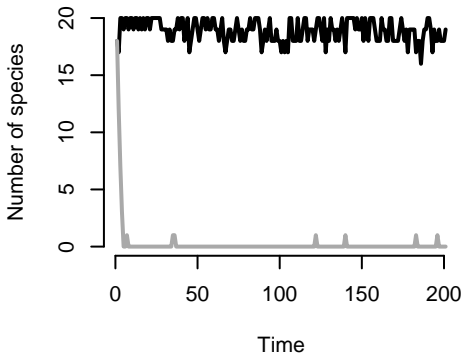
**G; Landscape similarity 1;
core (blue), transient (red)**



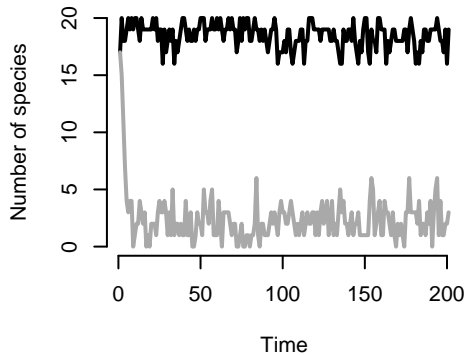
**H; Landscape similarity 0.73;
core (blue), transient (red)**



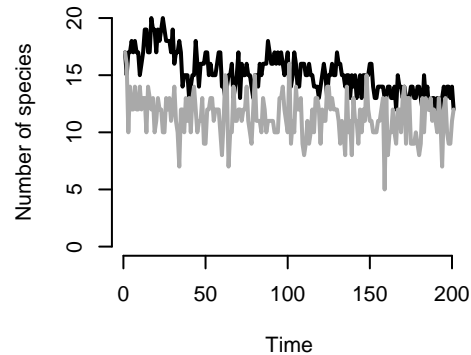
**I; Landscape similarity 1;
core (blue), transient (red)**



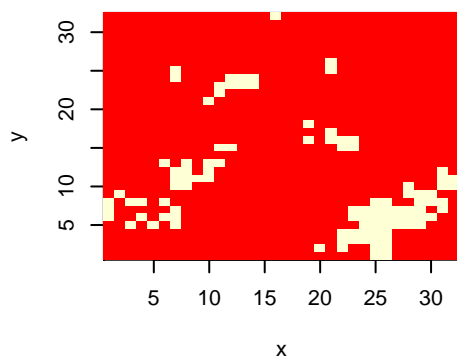
**J; Landscape similarity 0.84;
core (blue), transient (red)**



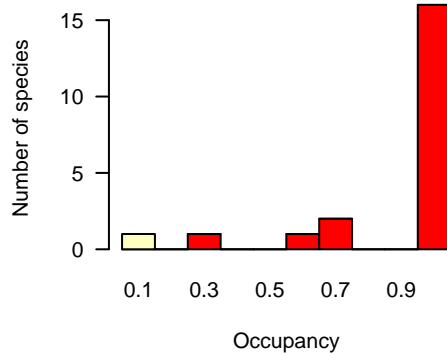
**K; Landscape similarity 0.57;
core (blue), transient (red)**



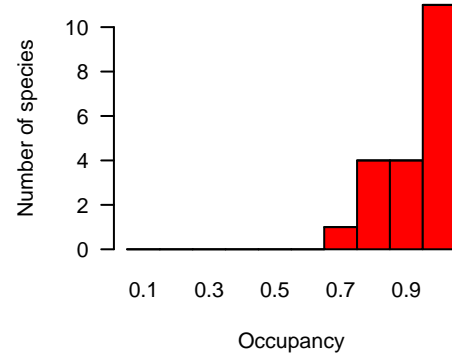
d-g4_hp-0.9_run1



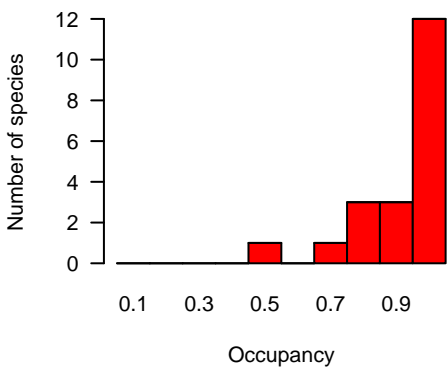
Pixel A



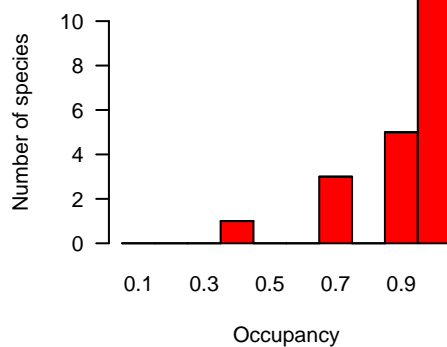
Pixel B



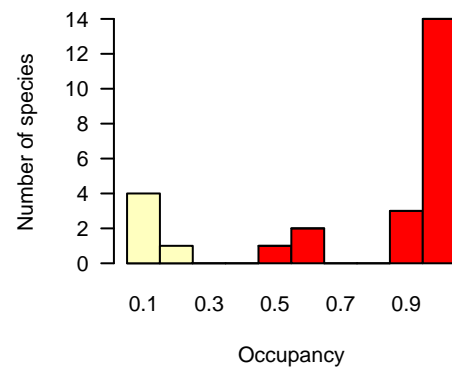
Pixel C



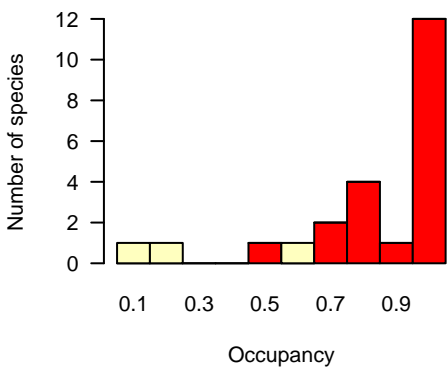
Pixel D



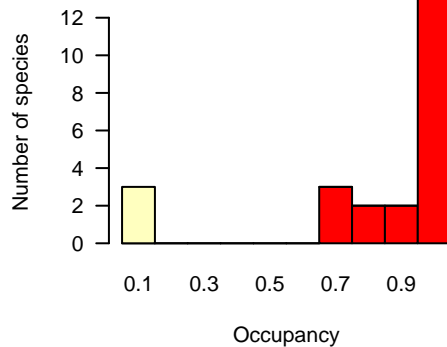
Pixel E



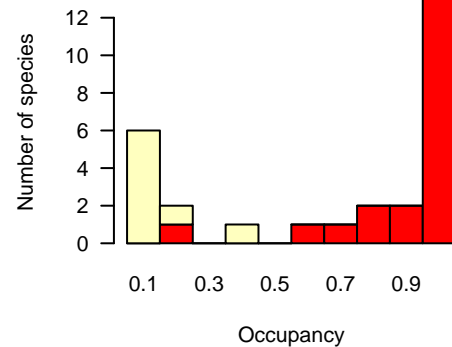
Pixel F



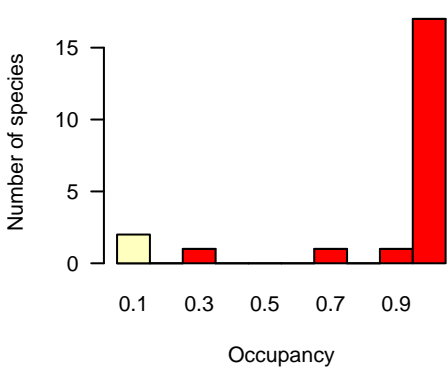
Pixel G



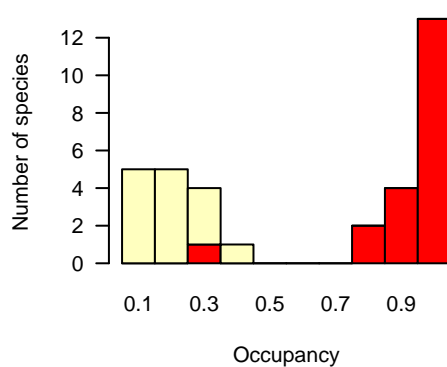
Pixel H



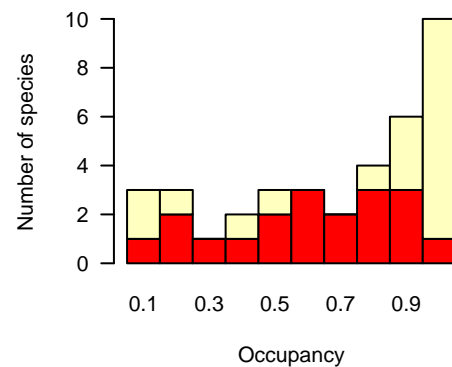
Pixel I



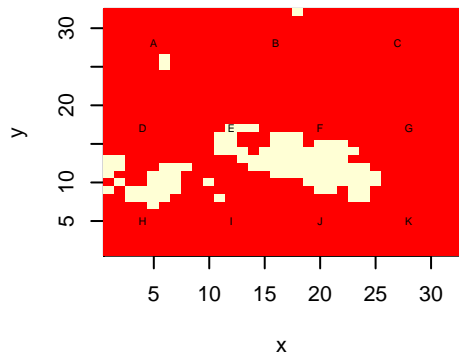
Pixel J



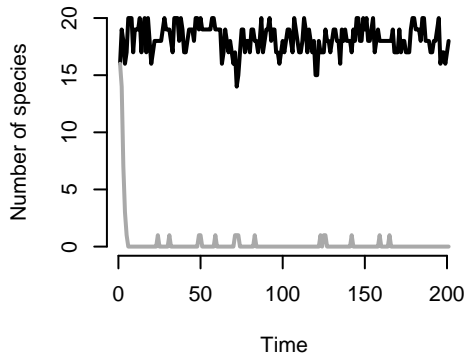
Pixel K



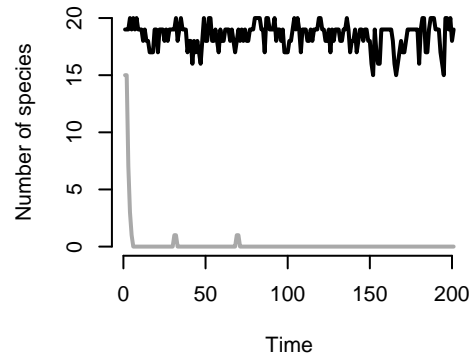
d-g4_hp-0.9_run2



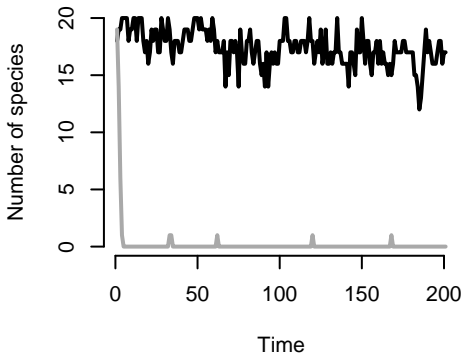
**A; Landscape similarity 0.96;
core (blue), transient (red)**



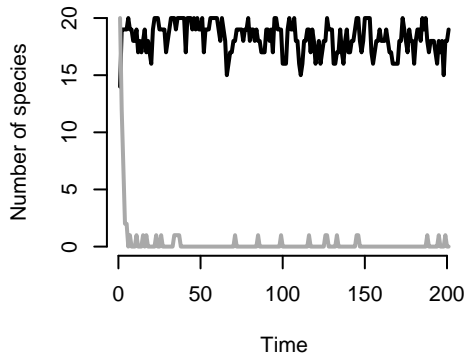
**B; Landscape similarity 1;
core (blue), transient (red)**



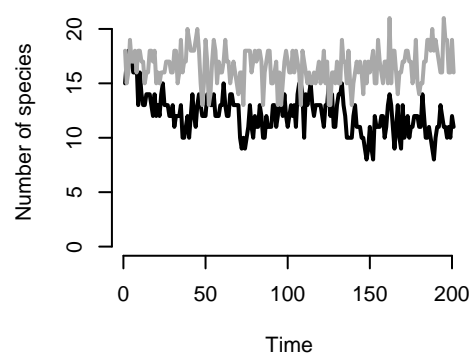
**C; Landscape similarity 1;
core (blue), transient (red)**



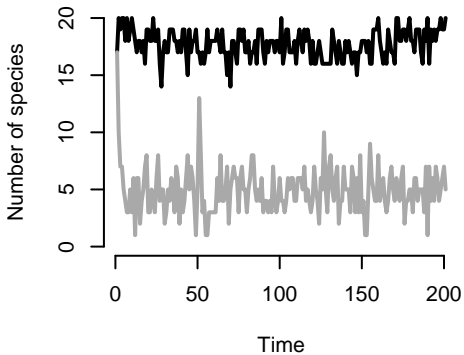
**D; Landscape similarity 1;
core (blue), transient (red)**



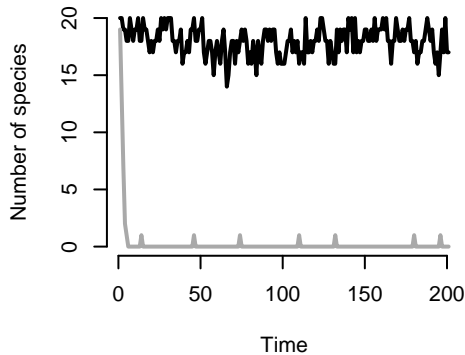
**E; Landscape similarity 0.22;
core (blue), transient (red)**



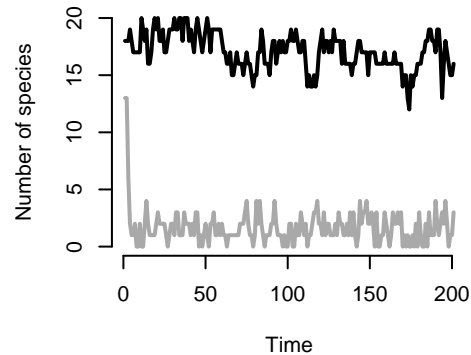
**F; Landscape similarity 0.71;
core (blue), transient (red)**



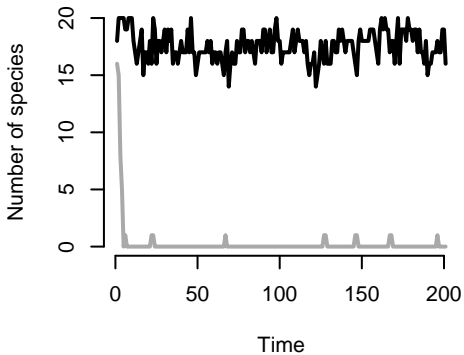
**G; Landscape similarity 1;
core (blue), transient (red)**



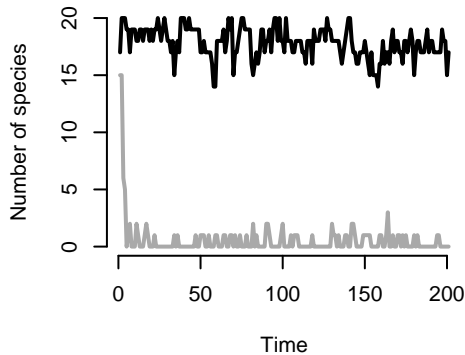
**H; Landscape similarity 0.9;
core (blue), transient (red)**



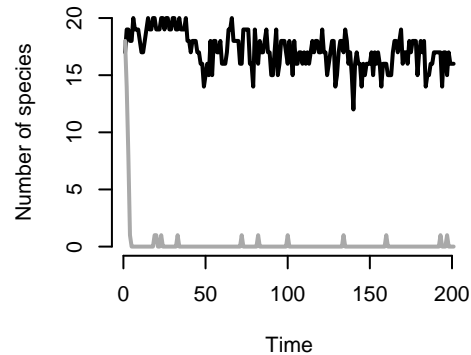
**I; Landscape similarity 0.98;
core (blue), transient (red)**



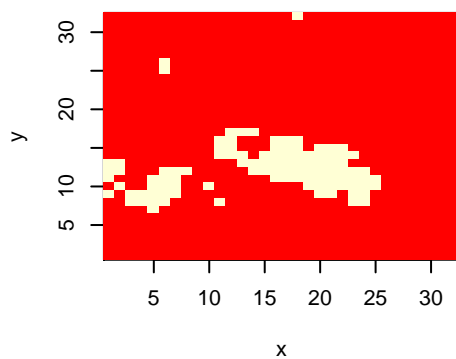
**J; Landscape similarity 0.98;
core (blue), transient (red)**



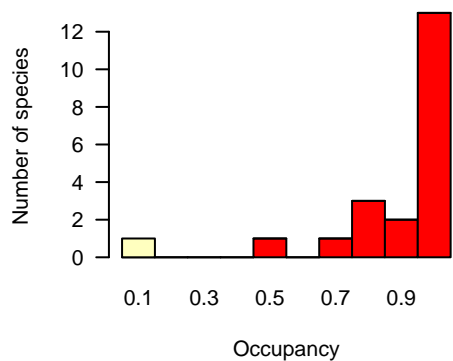
**K; Landscape similarity 1;
core (blue), transient (red)**



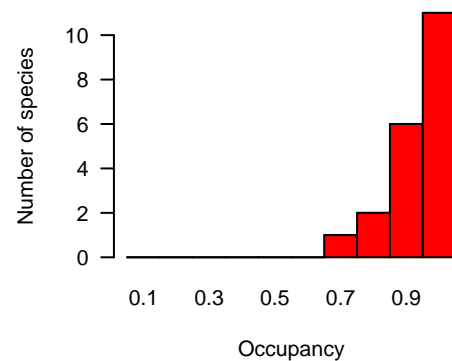
d-g4_hp-0.9_run2



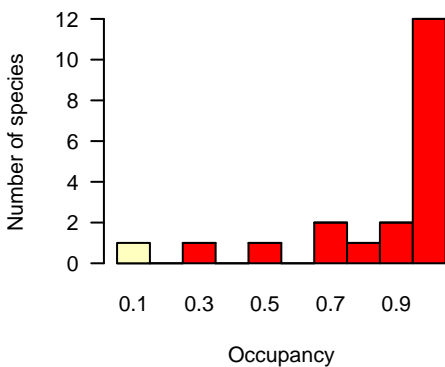
Pixel A



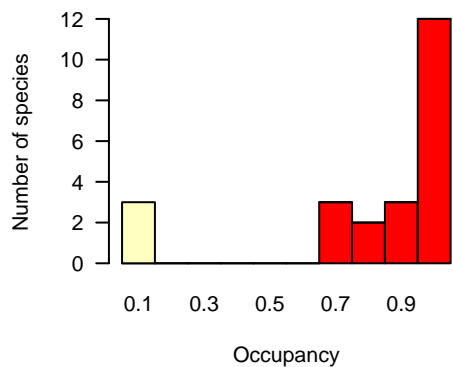
Pixel B



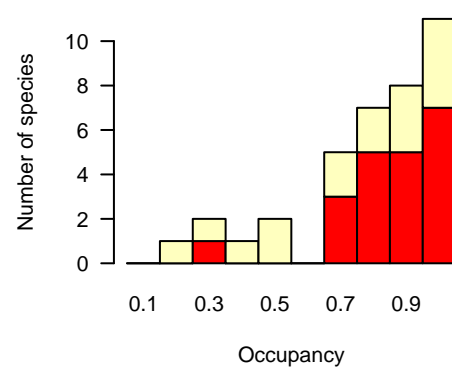
Pixel C



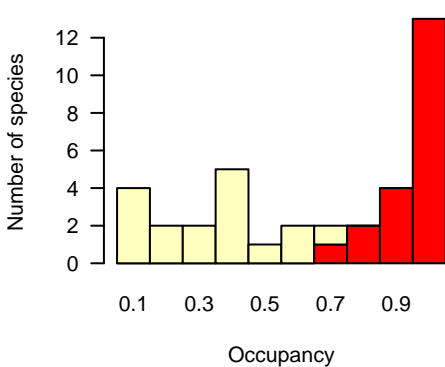
Pixel D



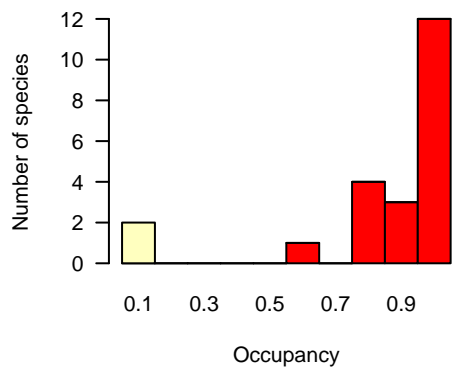
Pixel E



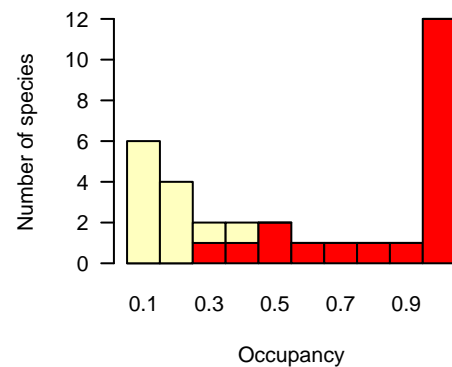
Pixel F



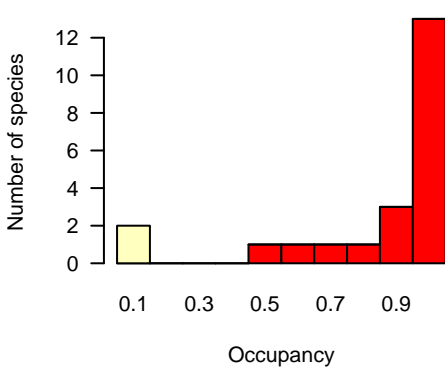
Pixel G



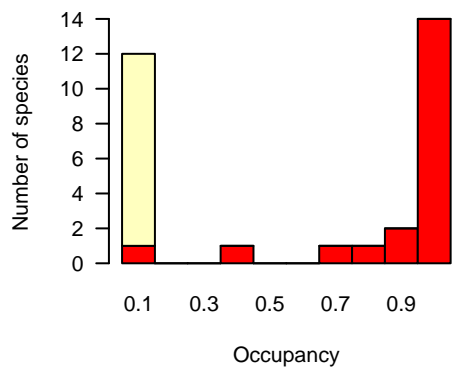
Pixel H



Pixel I



Pixel J



Pixel K

