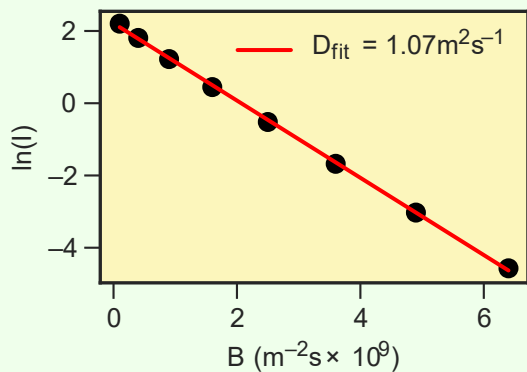
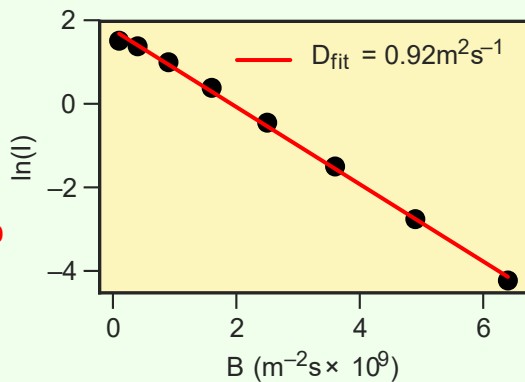


Diffusion (X)

Diffusion (Y)

Increasing
gradients



Randomised
gradients

