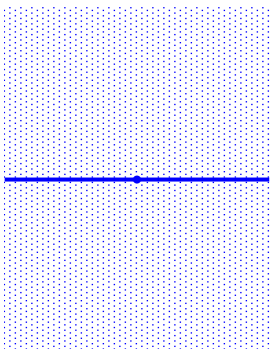


Prior



Uniform-Rectangular Binning



Non-Uniform Binning