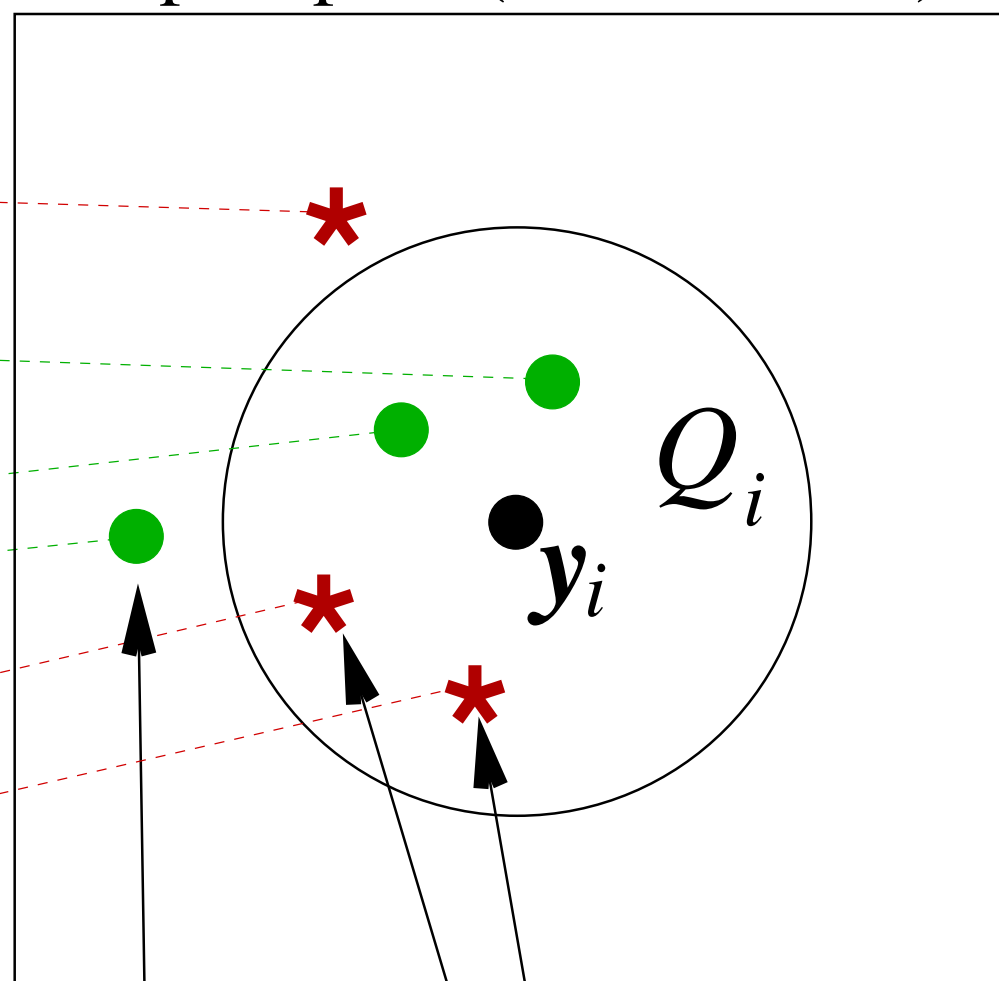
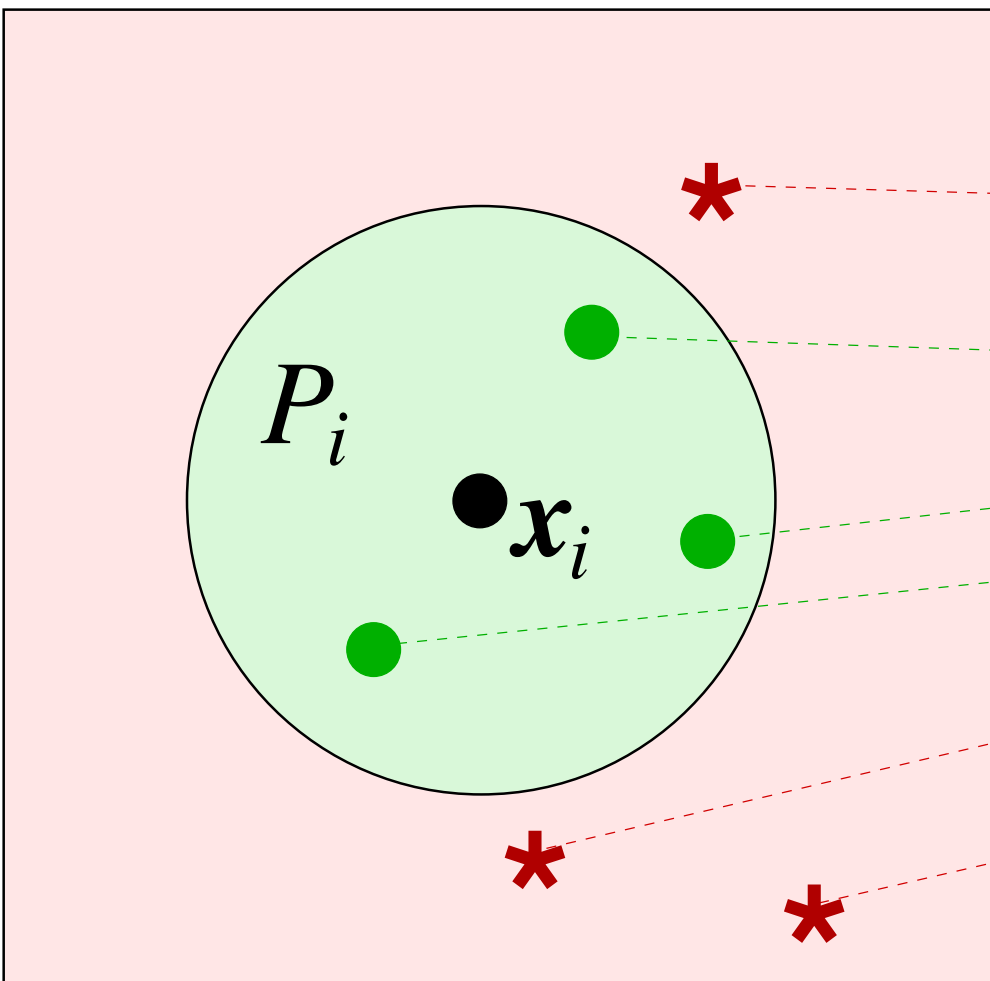


Input space

Output space (visualization)



miss

false neighbors