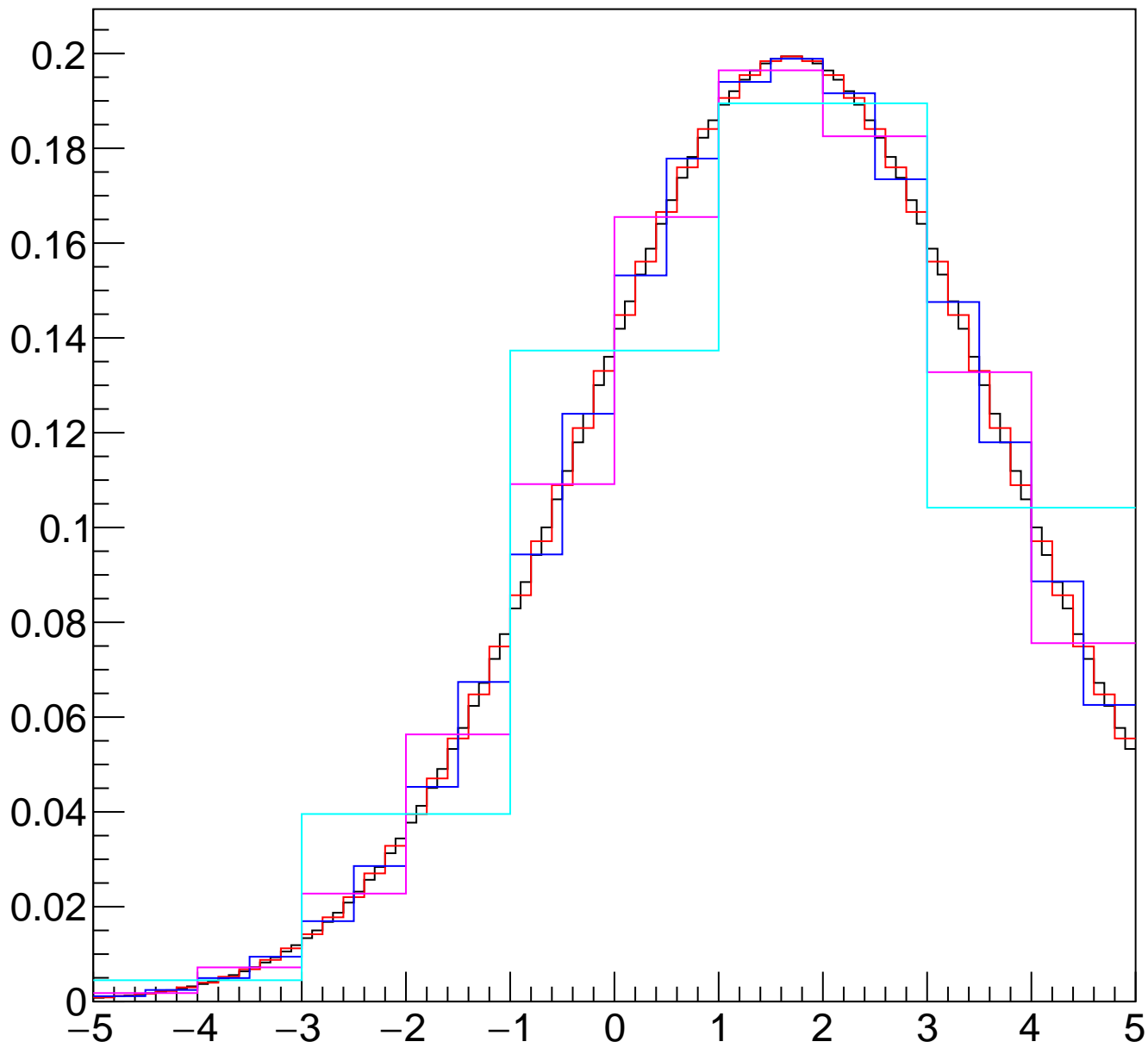
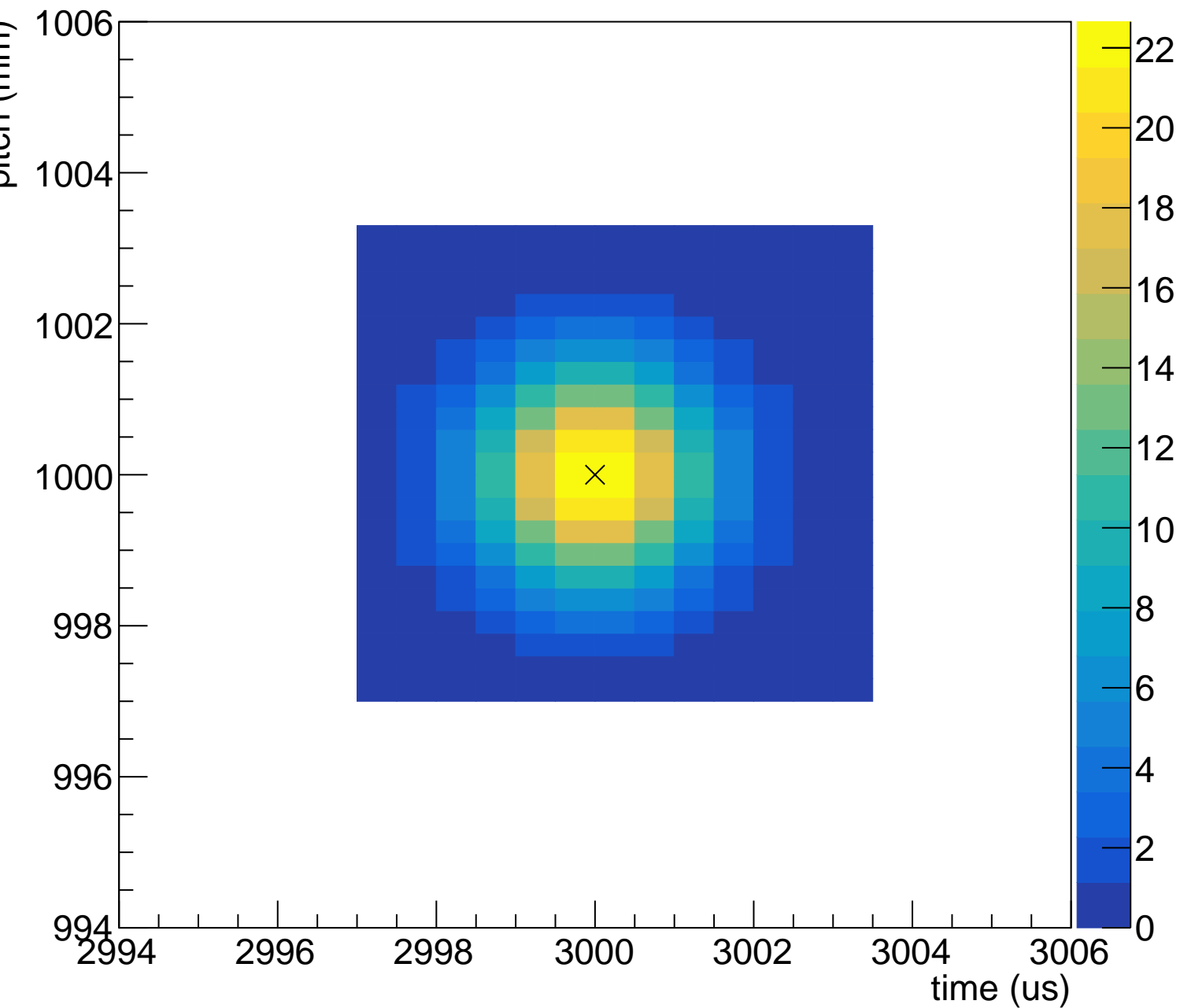


# binint Gaussian per binsize



# Diffusion Patch



# Diffusion Patch

