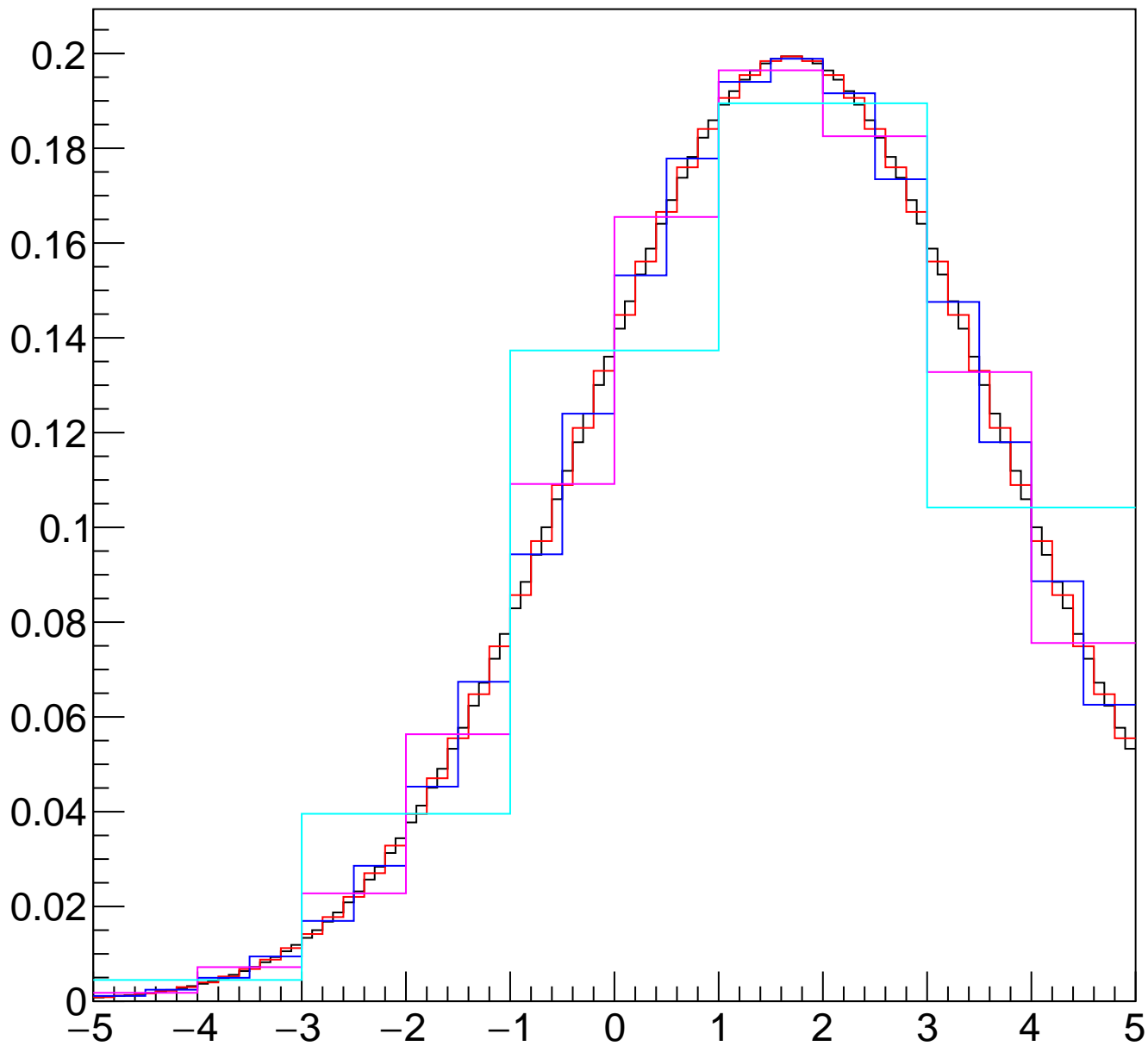
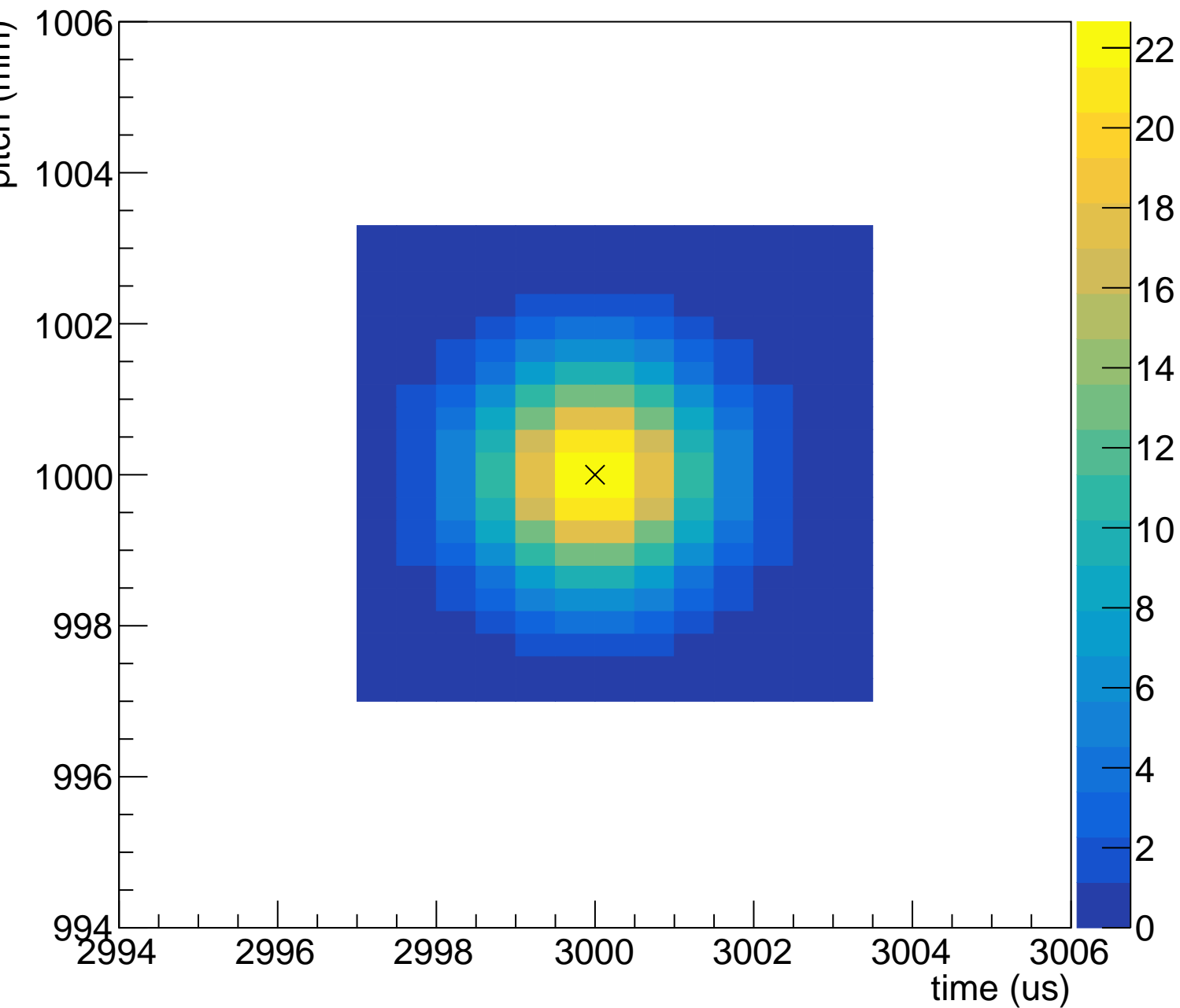


# binint Gaussian per binsize





# Diffusion Patch





# Diffusion Patch

