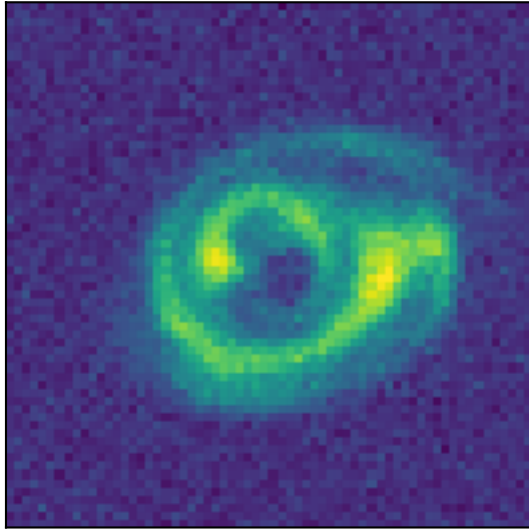


Input image



Reconstructed image

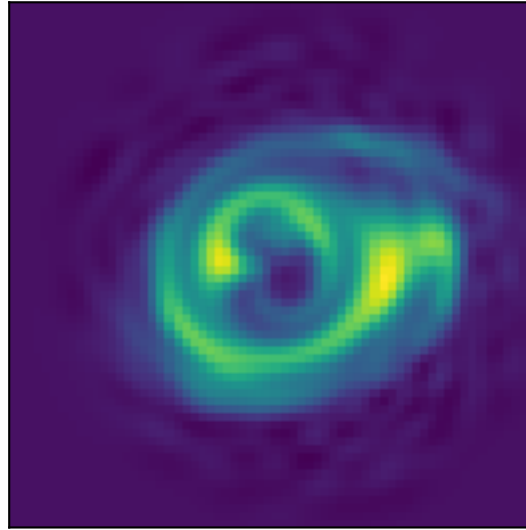
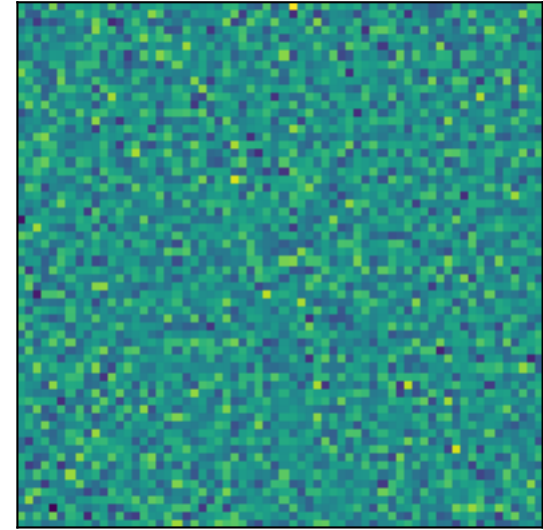
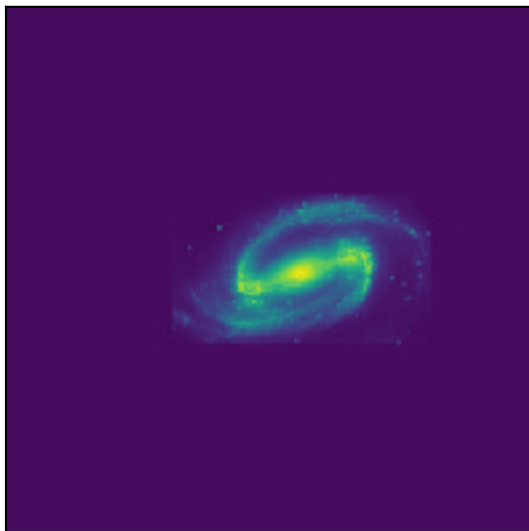


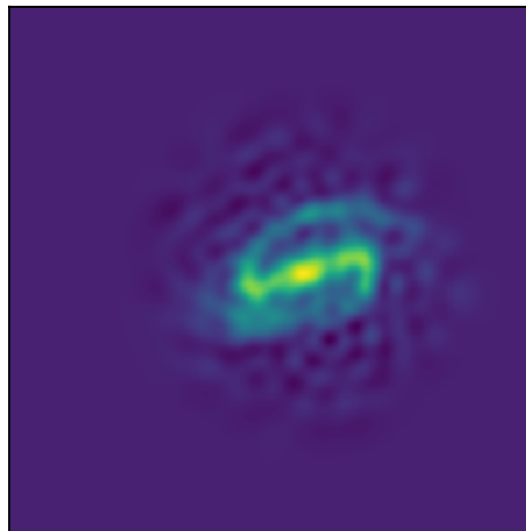
Image residuals



Input source



Reconstructed source



Source residuals

