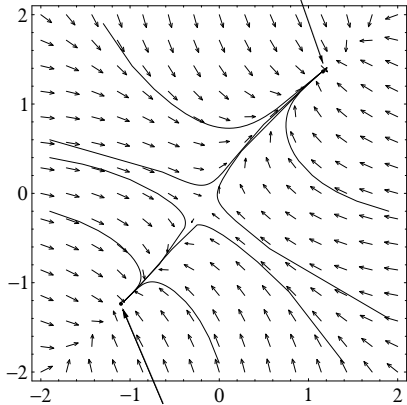


maximum



local maximum