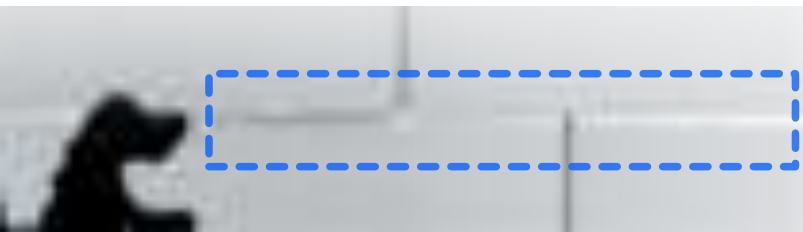


reference



saddle detection



border detection

