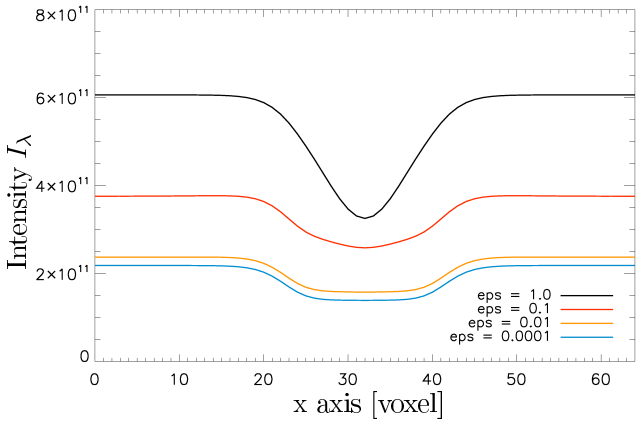
8×10^11
6×10^11
4×10^11
2×10^11
0
Intensity I_λ
0
10
20
30
40
50
60
x axis [voxel]
eps = 1.0
eps = 0.1
eps = 0.01
eps = 0.0001