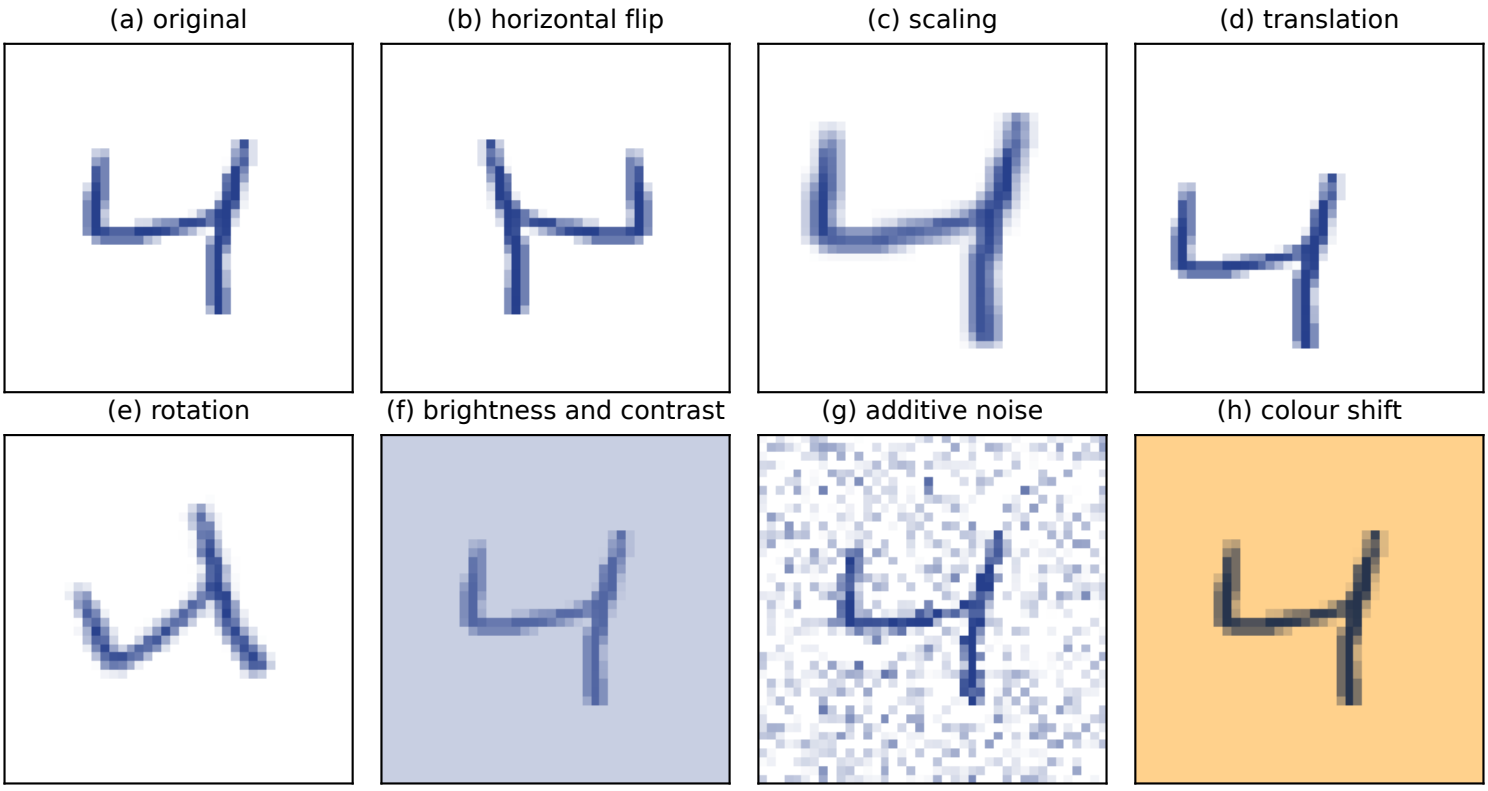

(a) original
(b) horizontal flip
(c) scaling
(d) translation
(e) rotation
(f) brightness and contrast
(g) additive noise
(h) colour shift