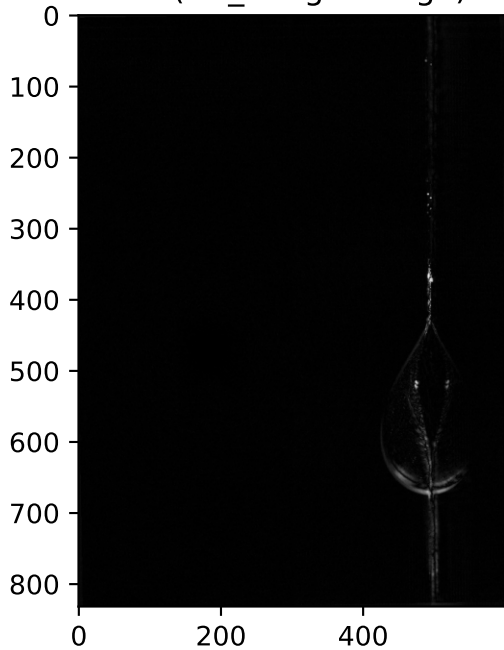


abs(ref\_image-image)



(ref\_image-image)^2

