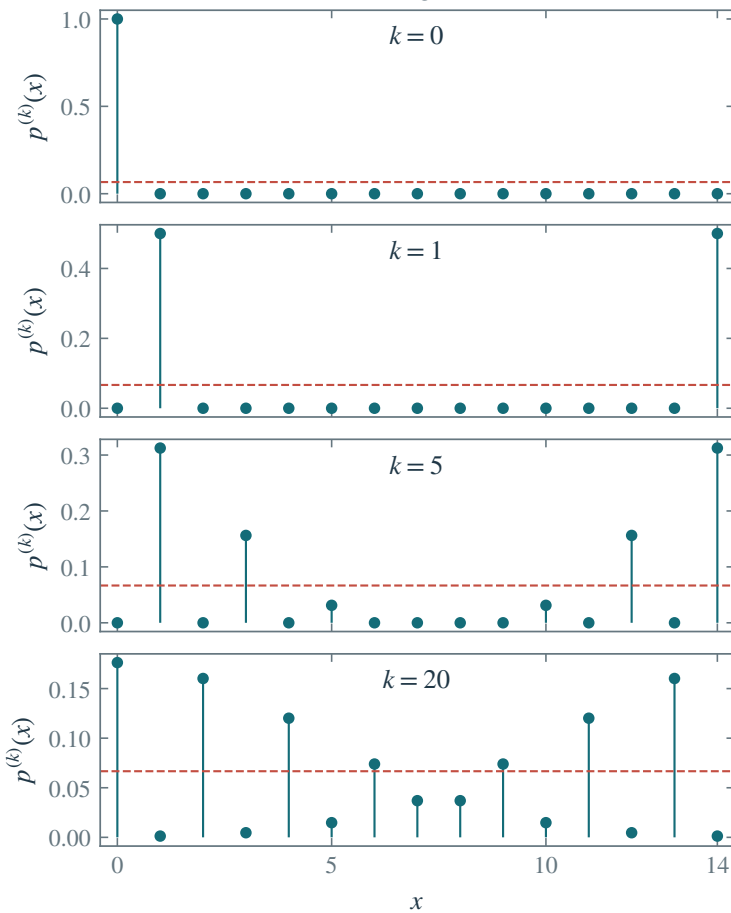


Nearest-neighbor walk



Asymmetric walk

