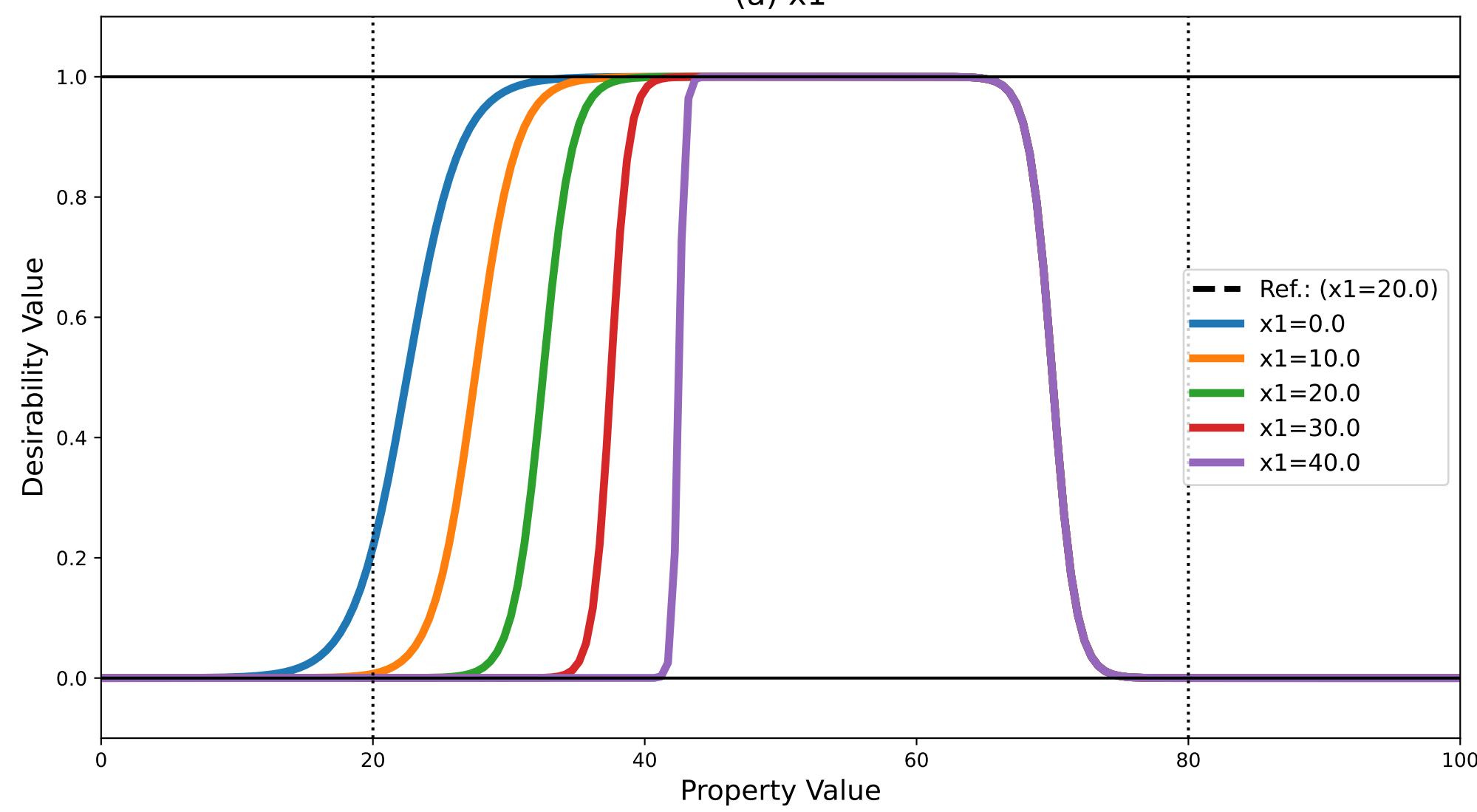
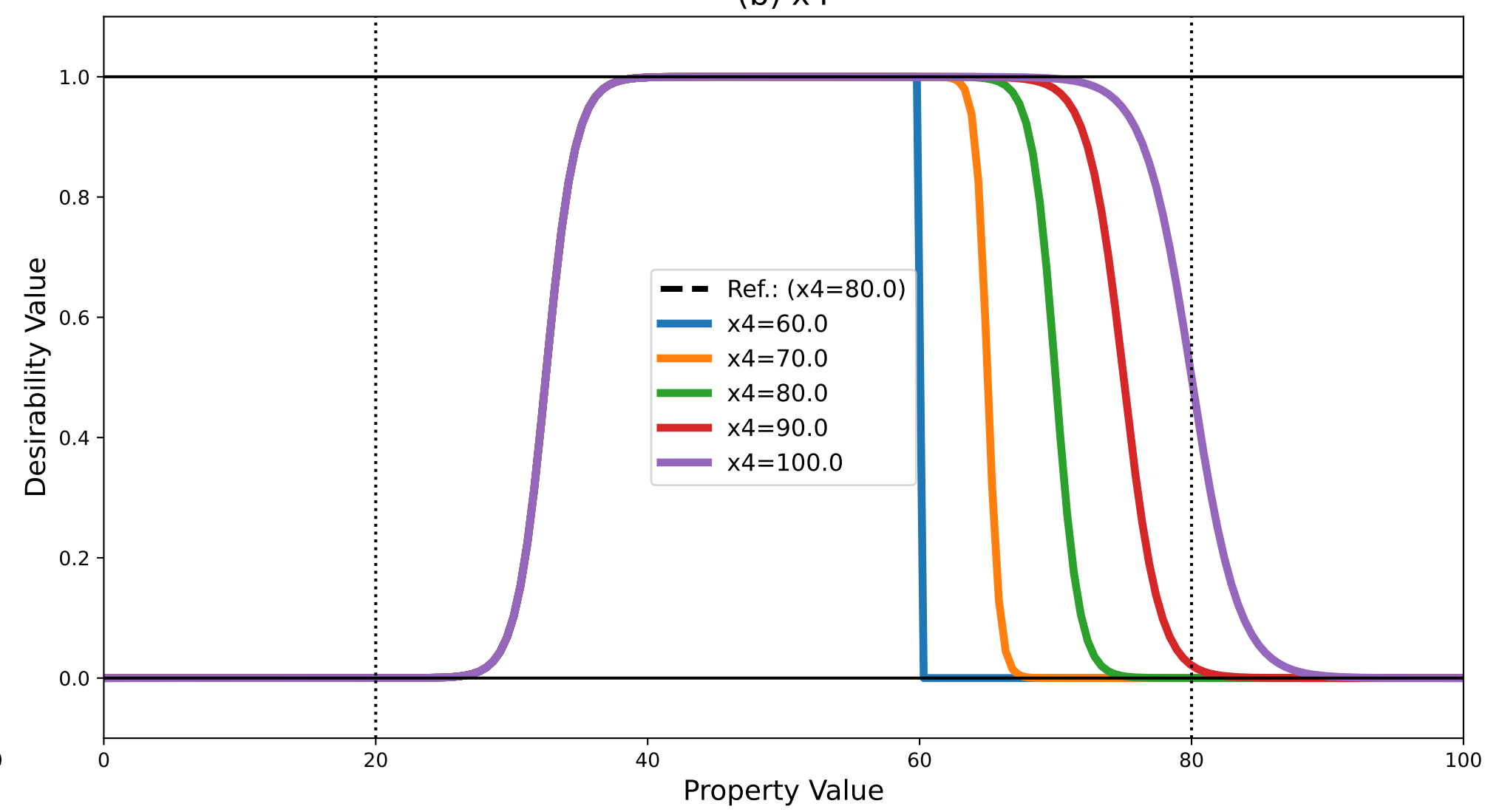


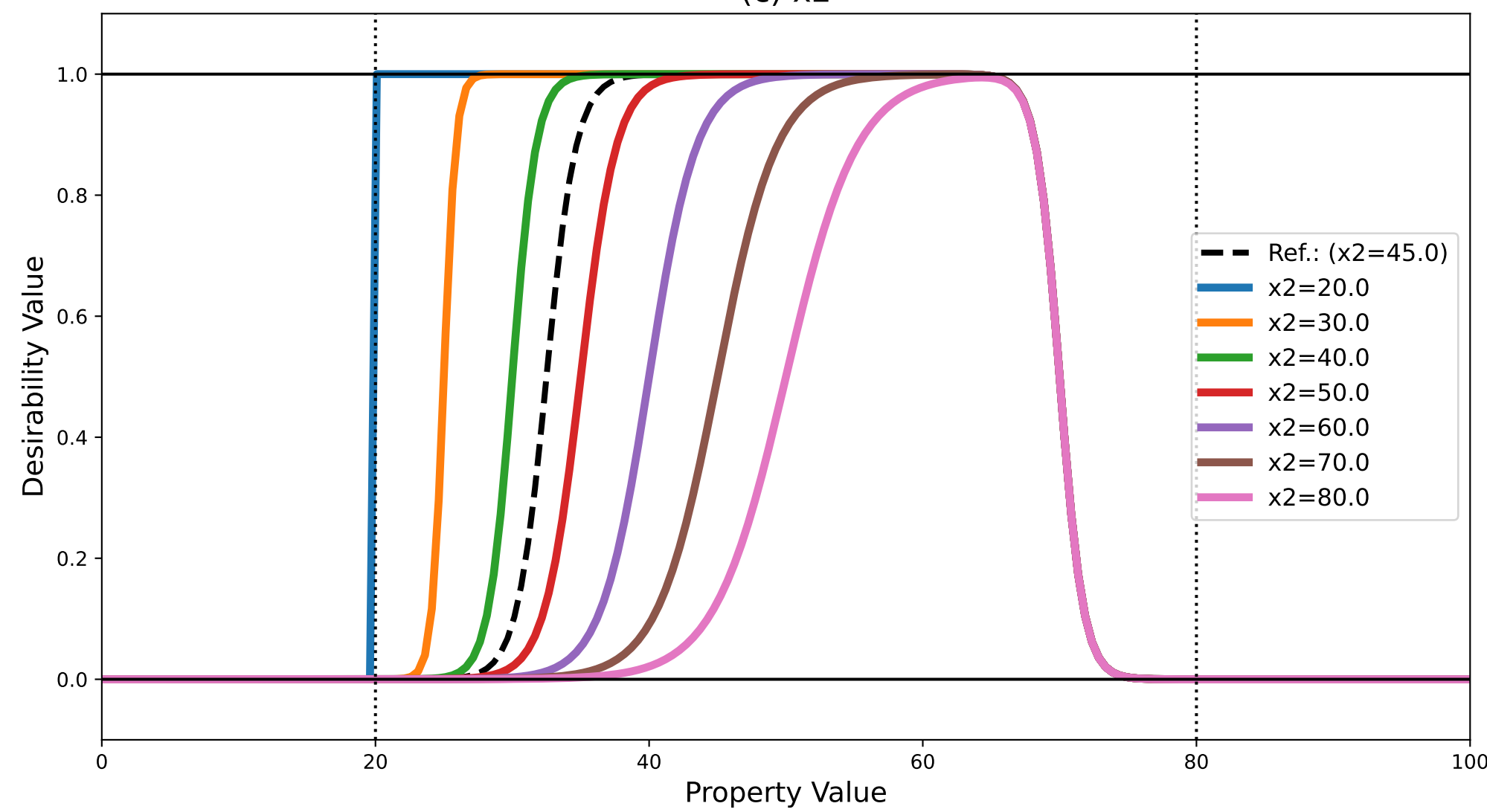
(a) x1



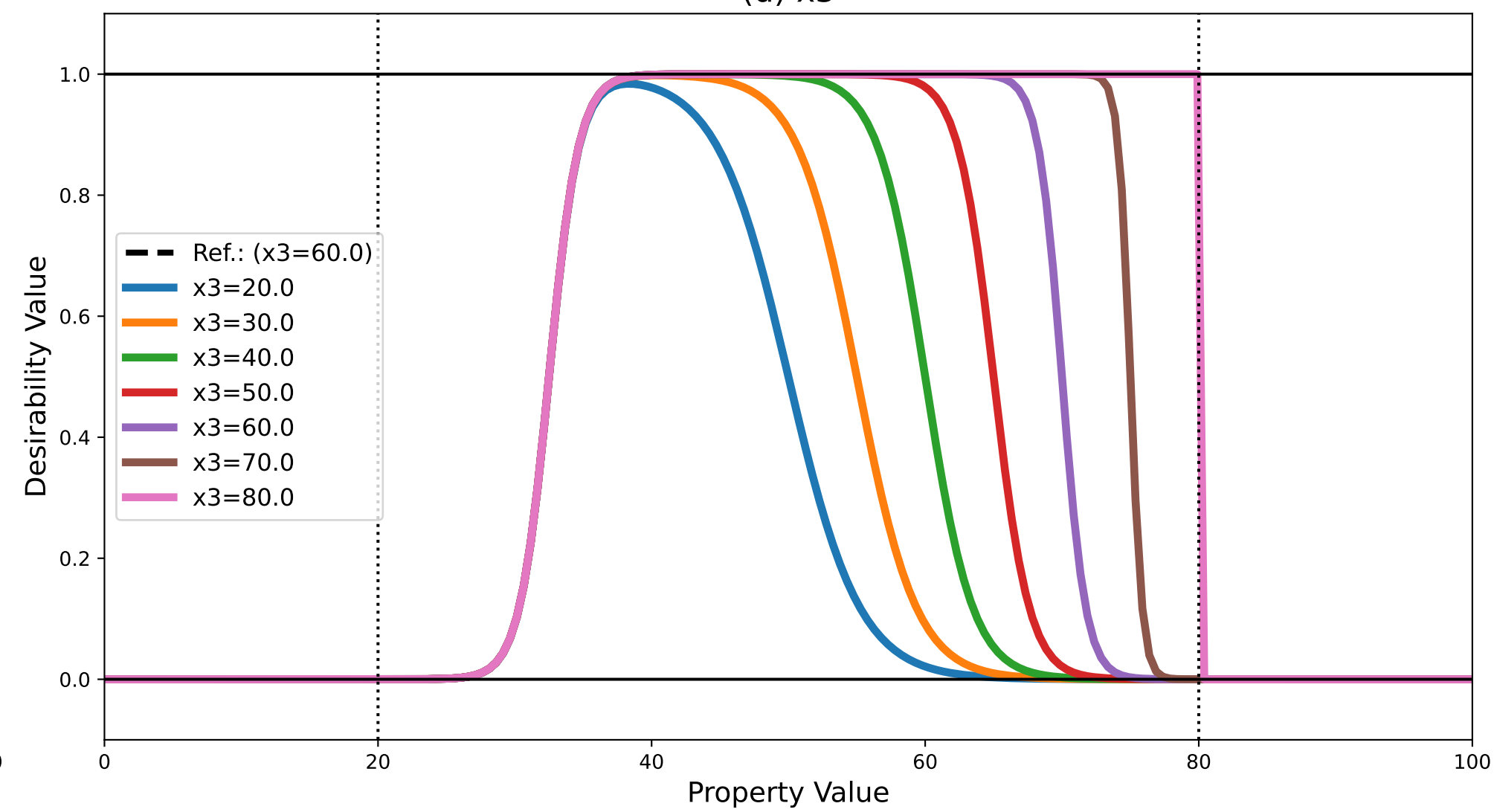
(b) x4



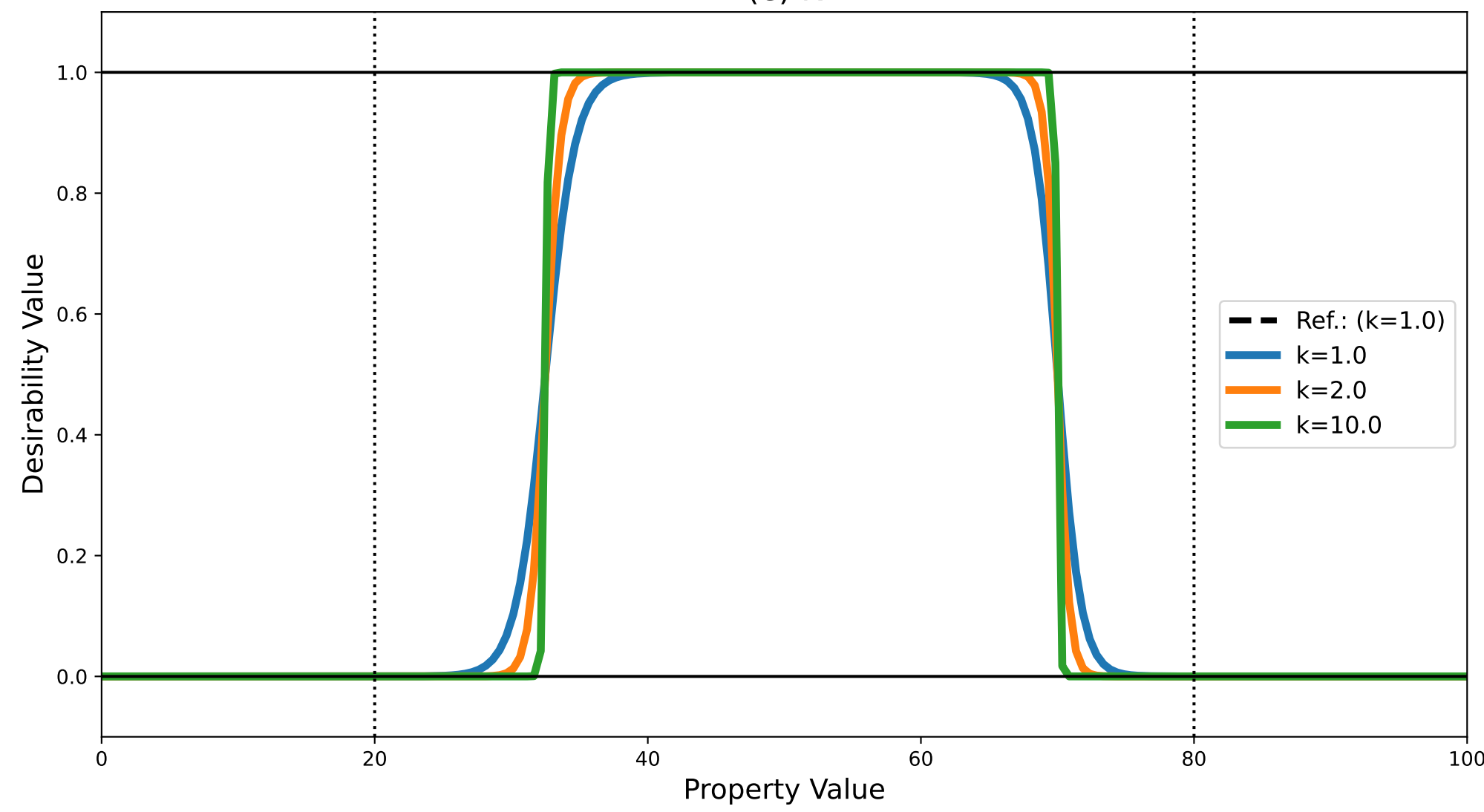
(c) x2



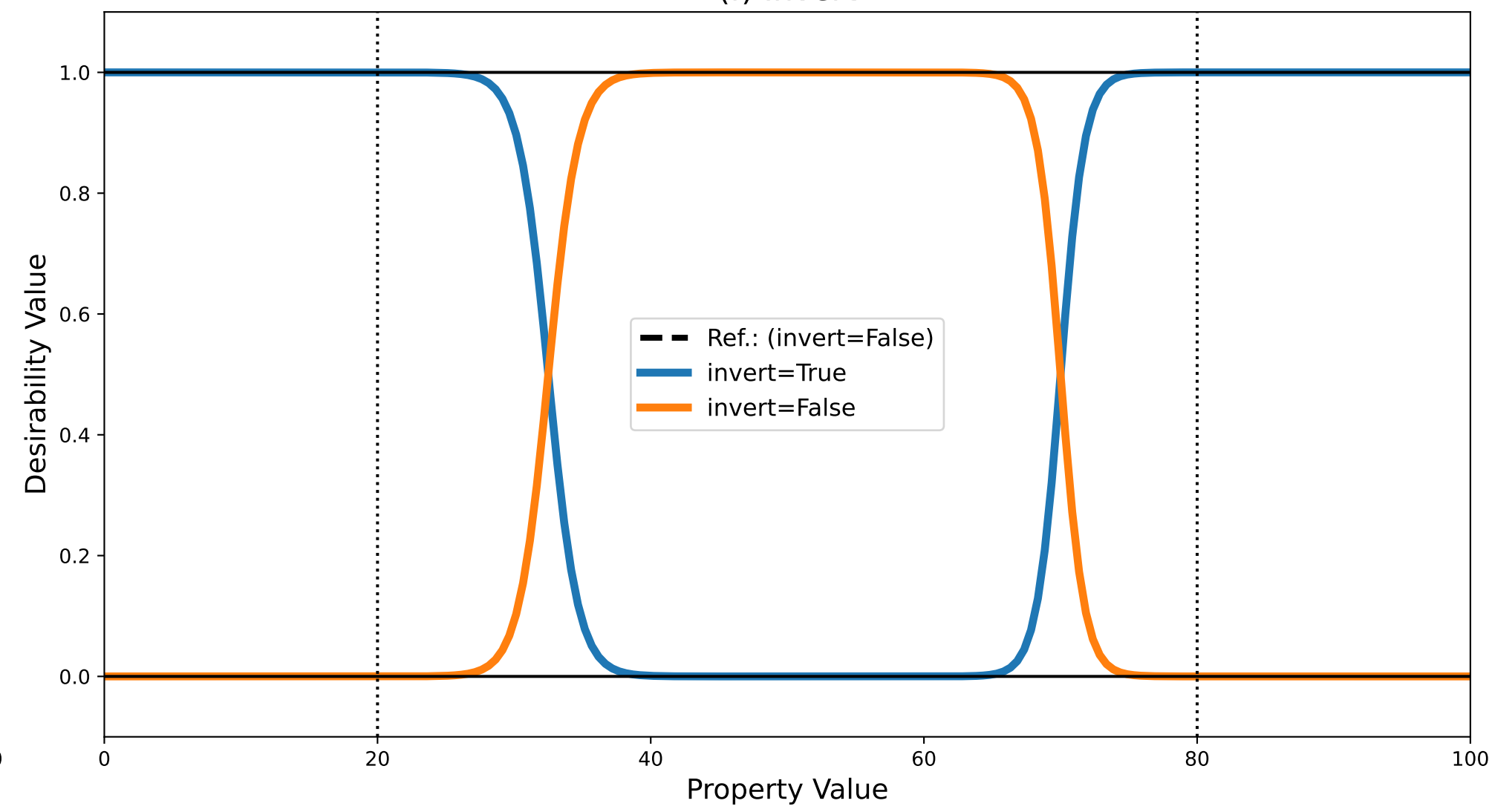
(d) x3



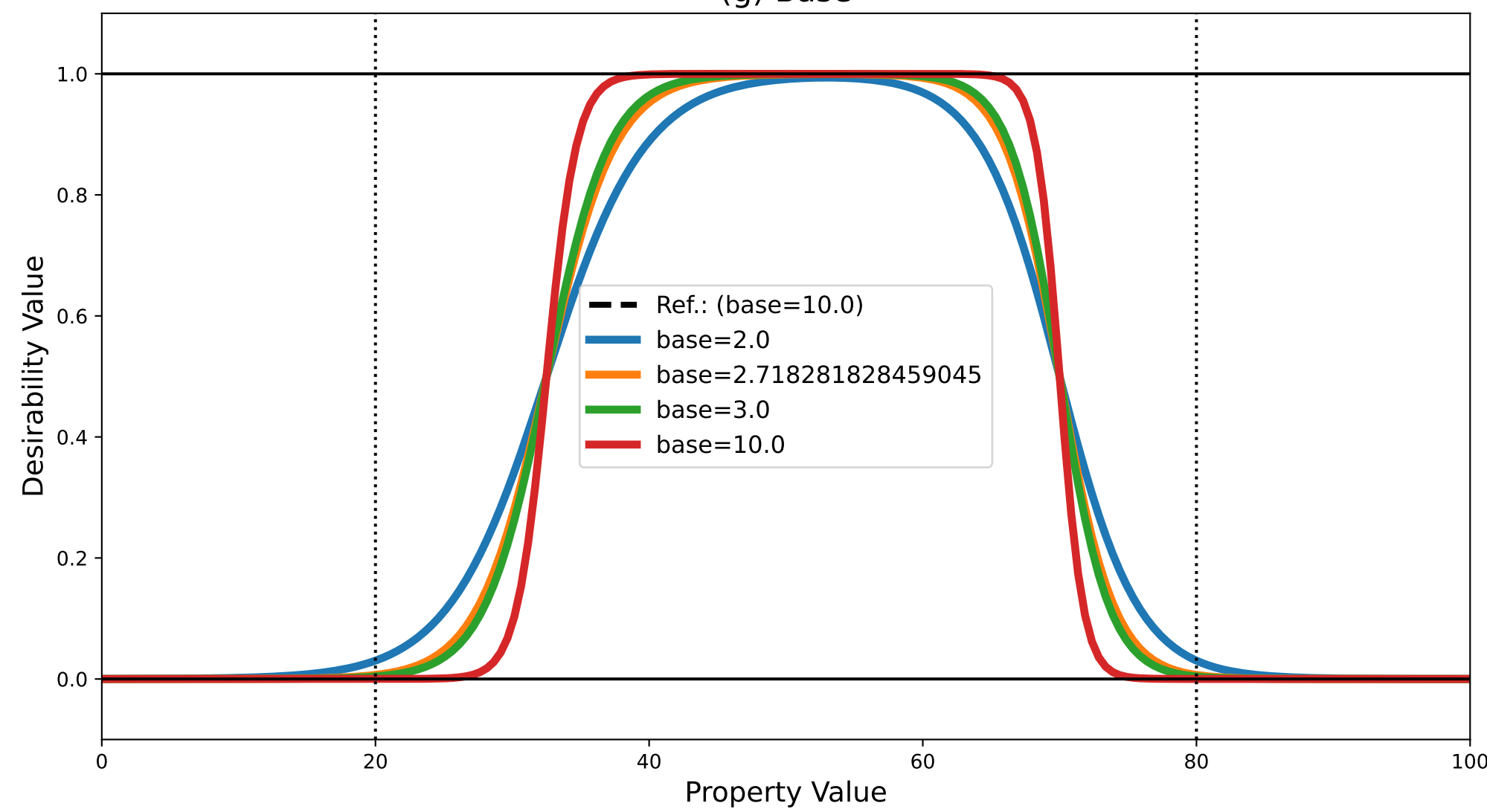
(e) K



(f) Invert



(g) Base



(h) Shift

