Legend:
- ASPECT, none, lvl 9 ($Q_2 \times Q_1$)
- ASPECT, arithm., lvl 9 ($Q_2 \times Q_1$)
- ASPECT, geom., lvl 9 ($Q_2 \times Q_1$)
- ASPECT, harm., lvl 9 ($Q_2 \times Q_1$)
- ASPECT, Q1-proj., lvl 9 ($Q_2 \times Q_1$)
- ASPECT, none, lvl 9 ($Q_2 \times P_{-1}$)
- ASPECT, arithm., lvl 9 ($Q_2 \times P_{-1}$)
- ASPECT, geom., lvl 9 ($Q_2 \times P_{-1}$)
- ASPECT, harm., lvl 9 ($Q_2 \times P_{-1}$)
- ASPECT, Q1-proj., lvl 9 ($Q_2 \times P_{-1}$)