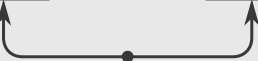
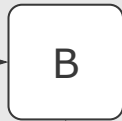
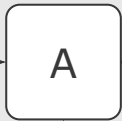


input stream
of frames

(and A B)

output stream
of frames



data base