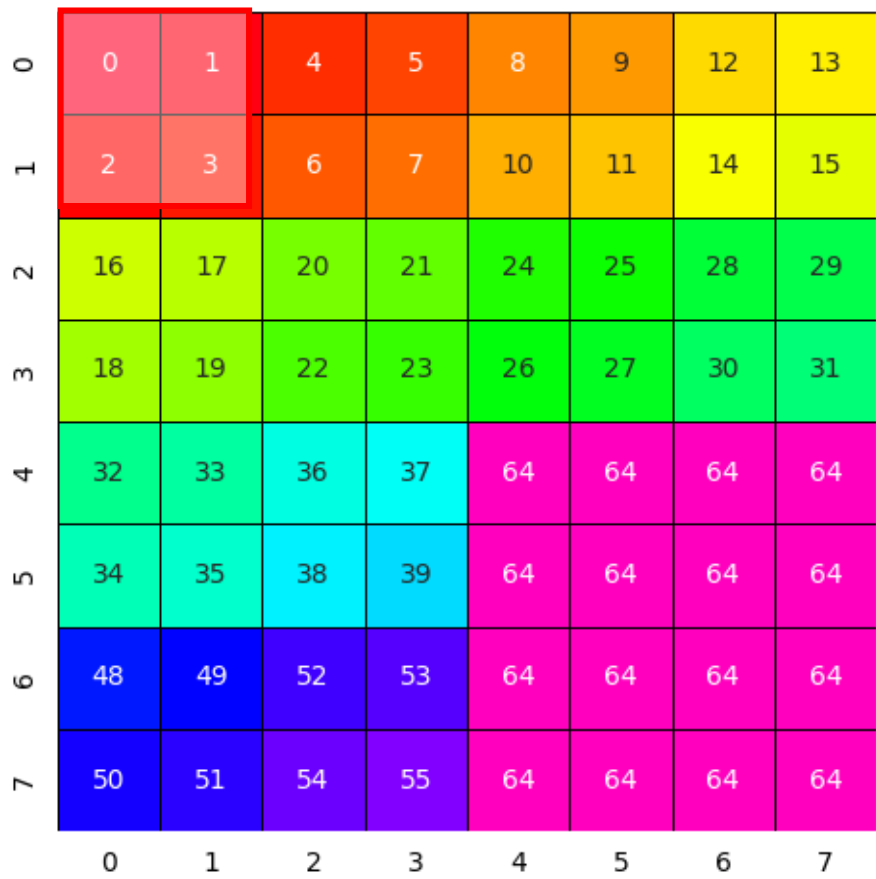




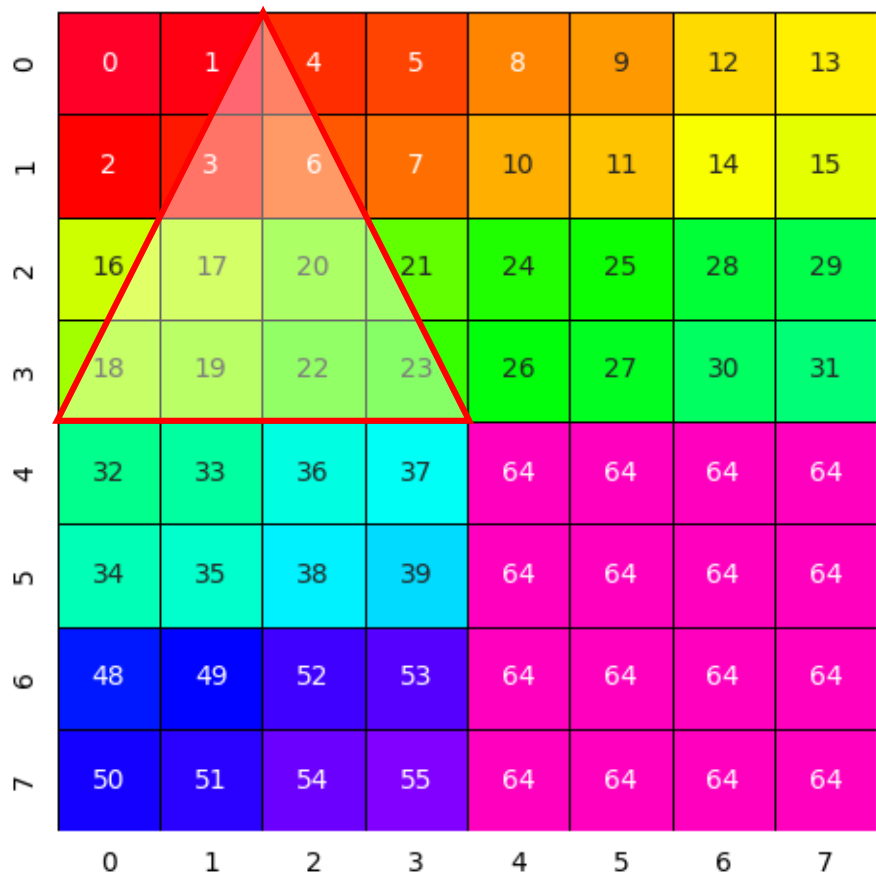
**poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))**  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



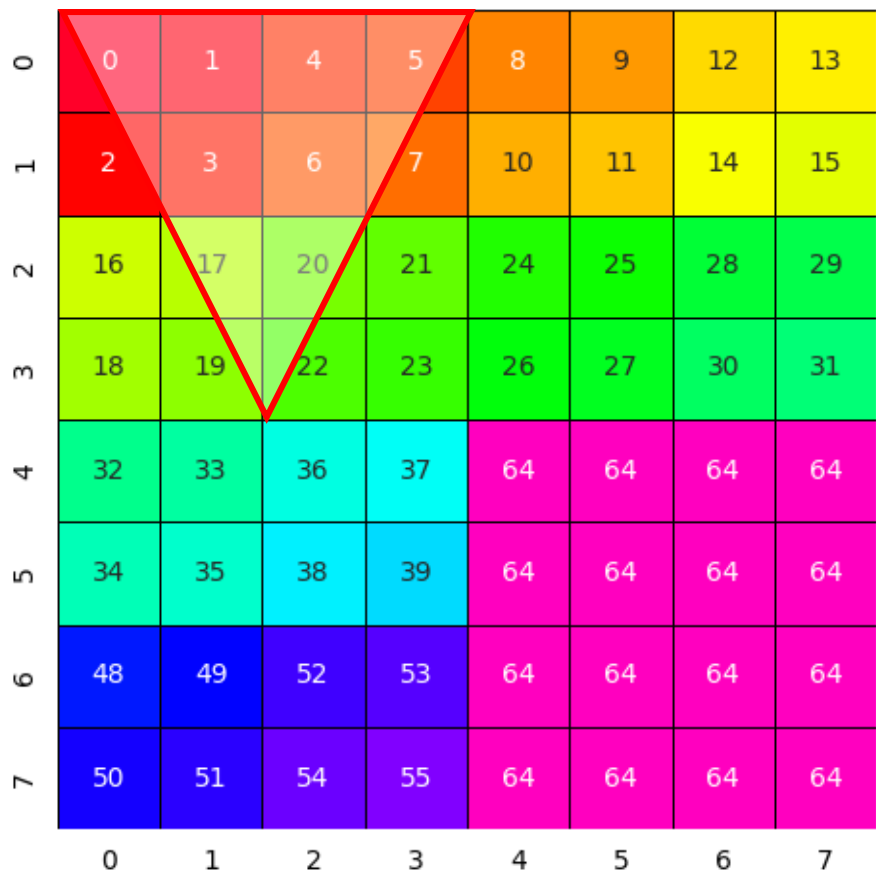
poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
**poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))**  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



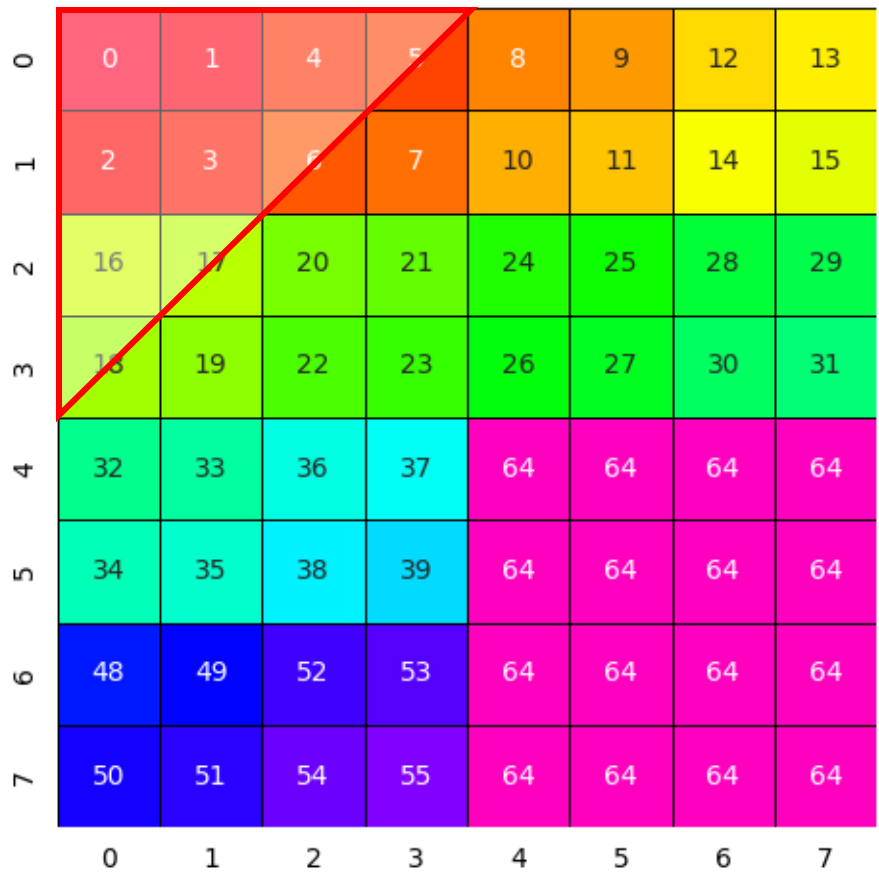
poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
**poly 2:(((2, 0), (0, 4), (4, 4), (2, 0)))**  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



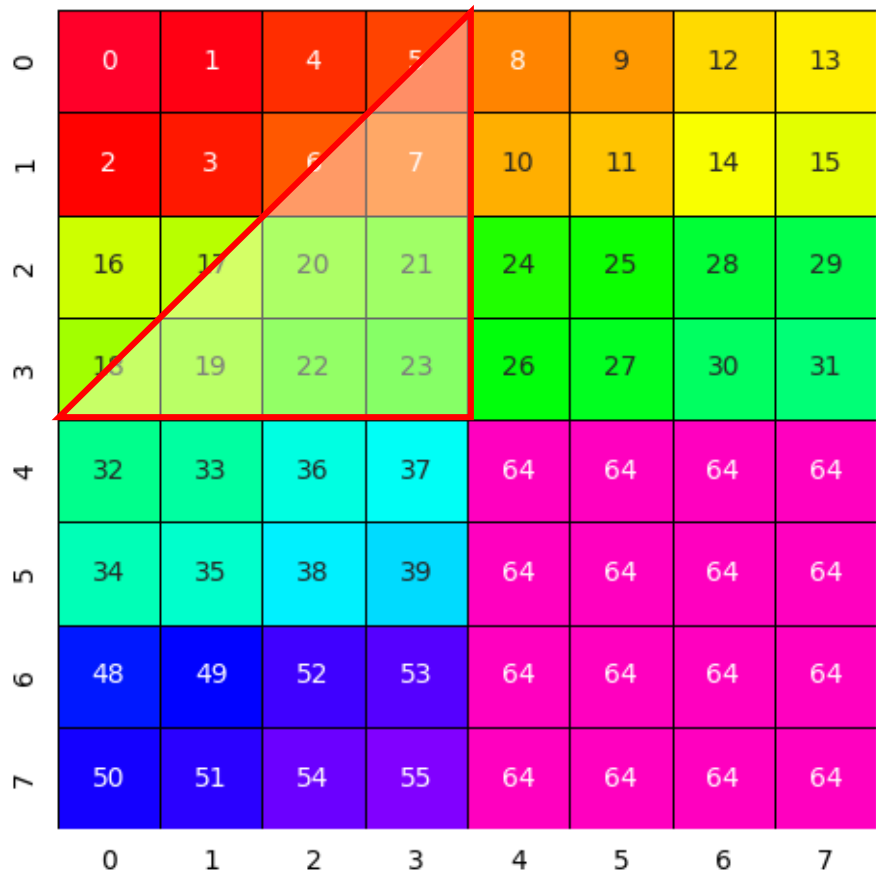
poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0)))  
**poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))**  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



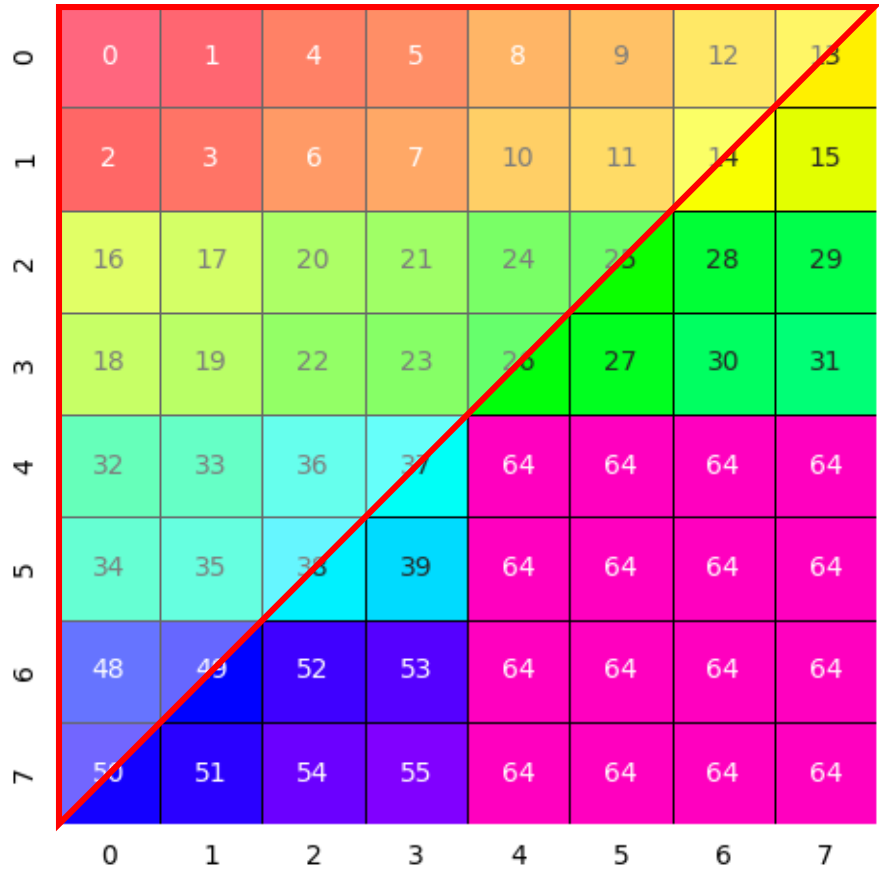
- poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))
- poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))
- poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))
- poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))
- poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))**
- poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))
- poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))
- poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))
- poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))
- poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))
- poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))
- poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))
- poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



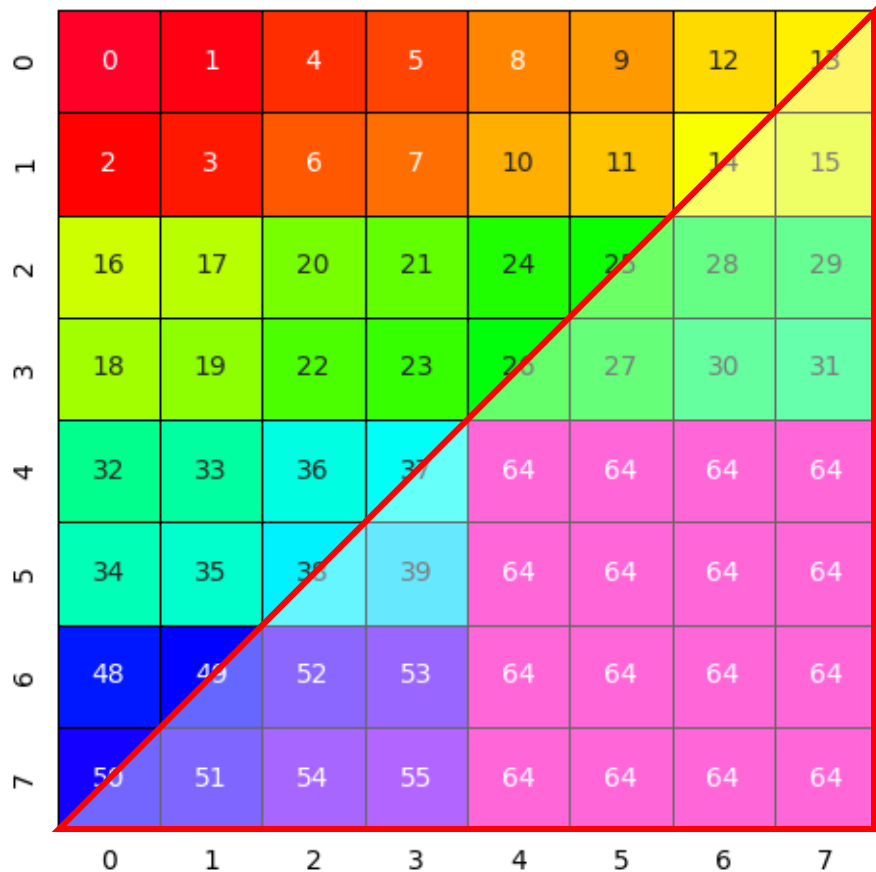
- poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))
- poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))
- poly 2:(((2, 0), (0, 4), (4, 4), (2, 0))
- poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))
- poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))
- poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))**
- poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))
- poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))
- poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))
- poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))
- poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))
- poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))
- poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
**poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))**  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

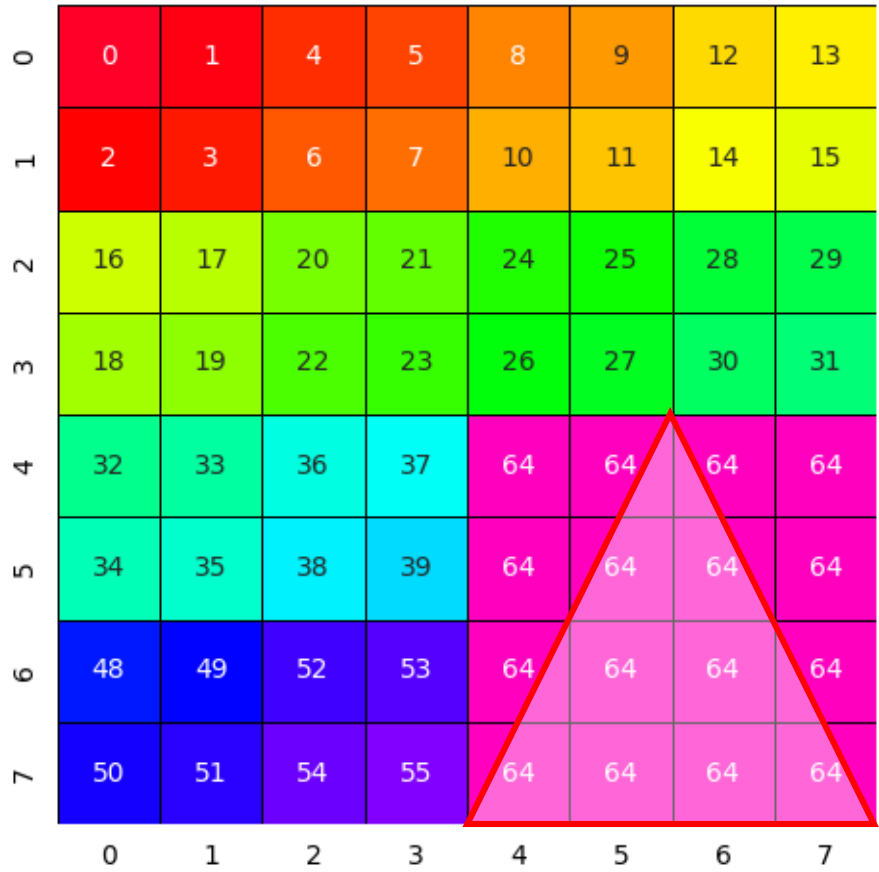
ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2:(((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
**poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))**  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

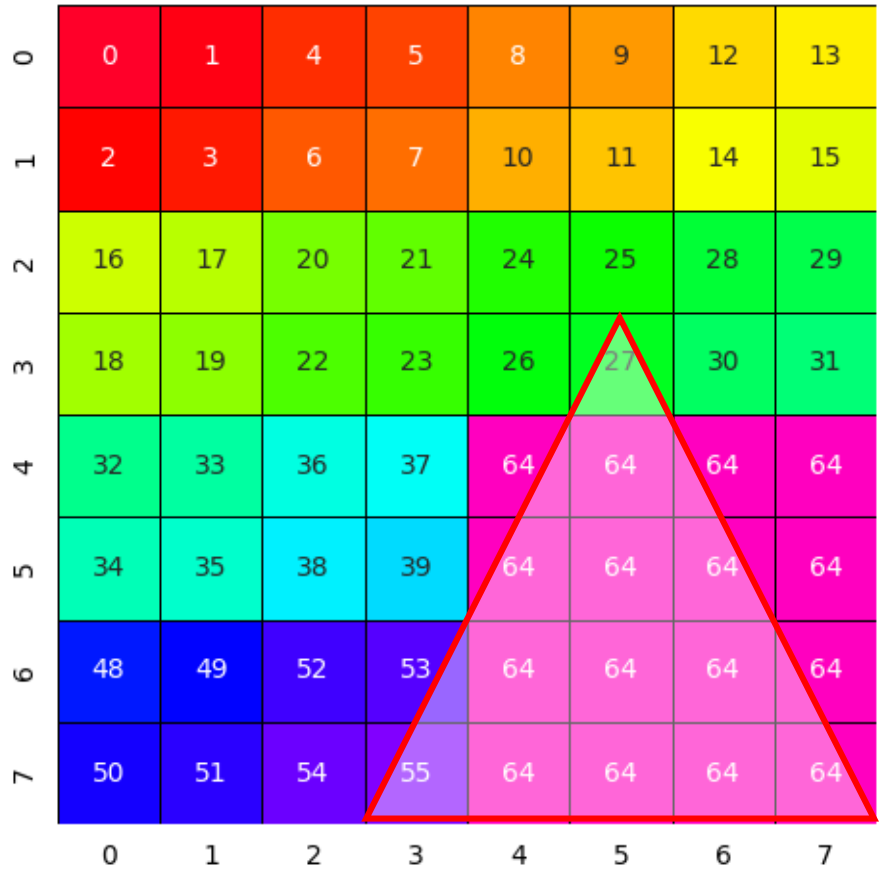
ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64





poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
**poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))**  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



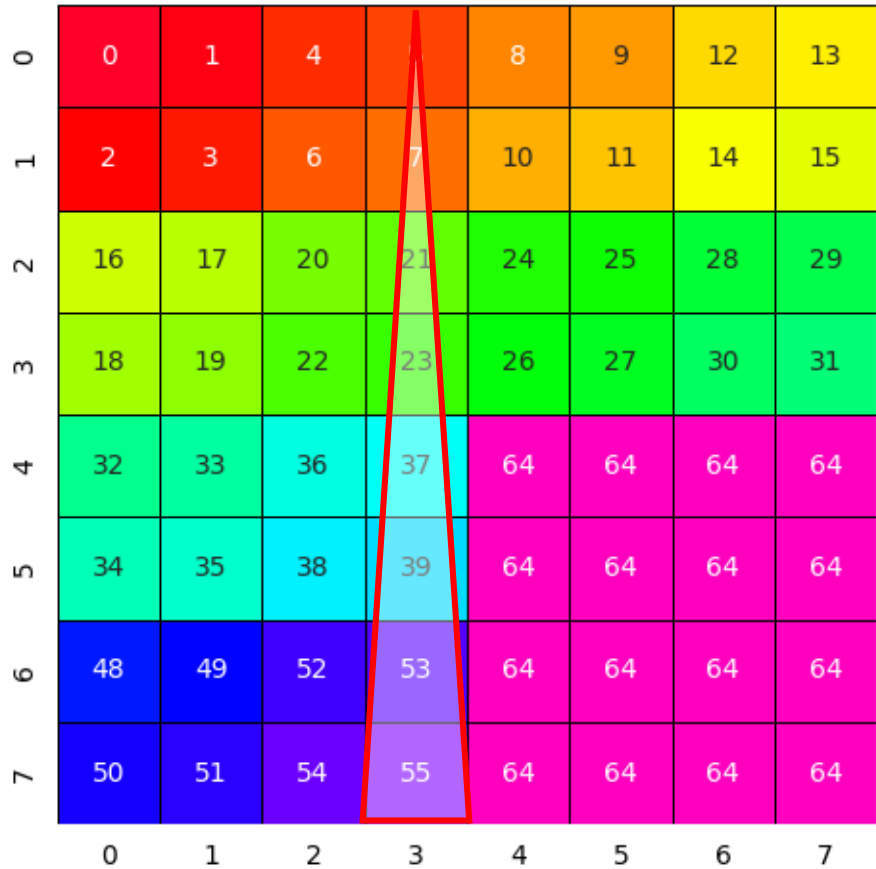
poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2:(((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
**poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))**  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



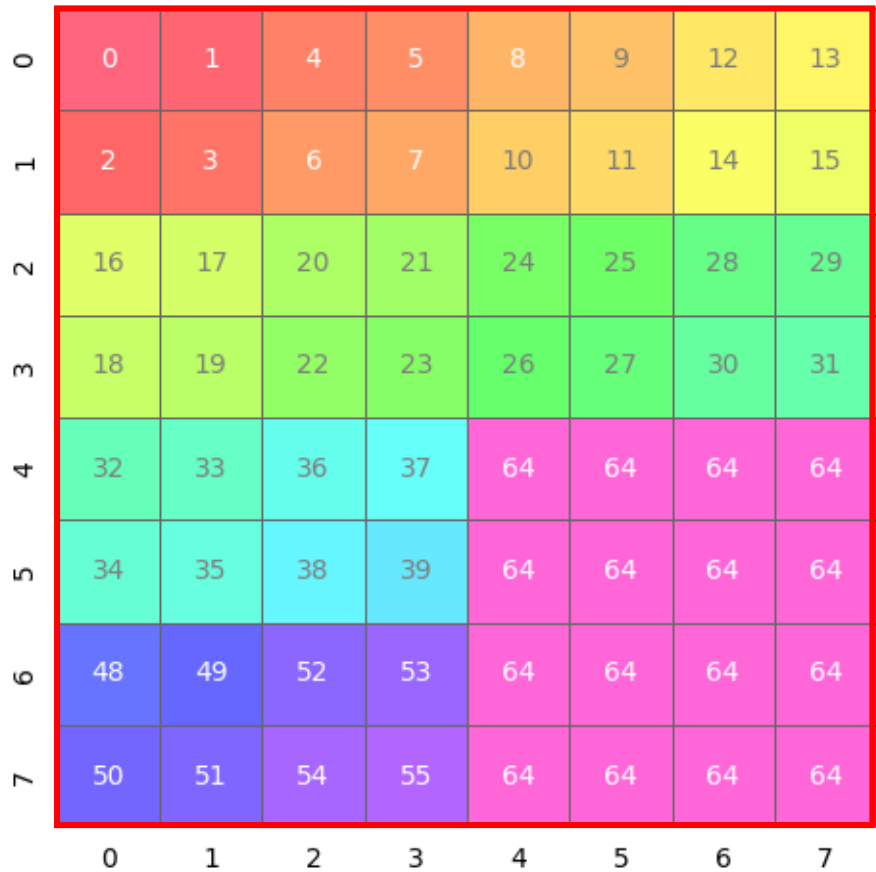
poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
**poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))**  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



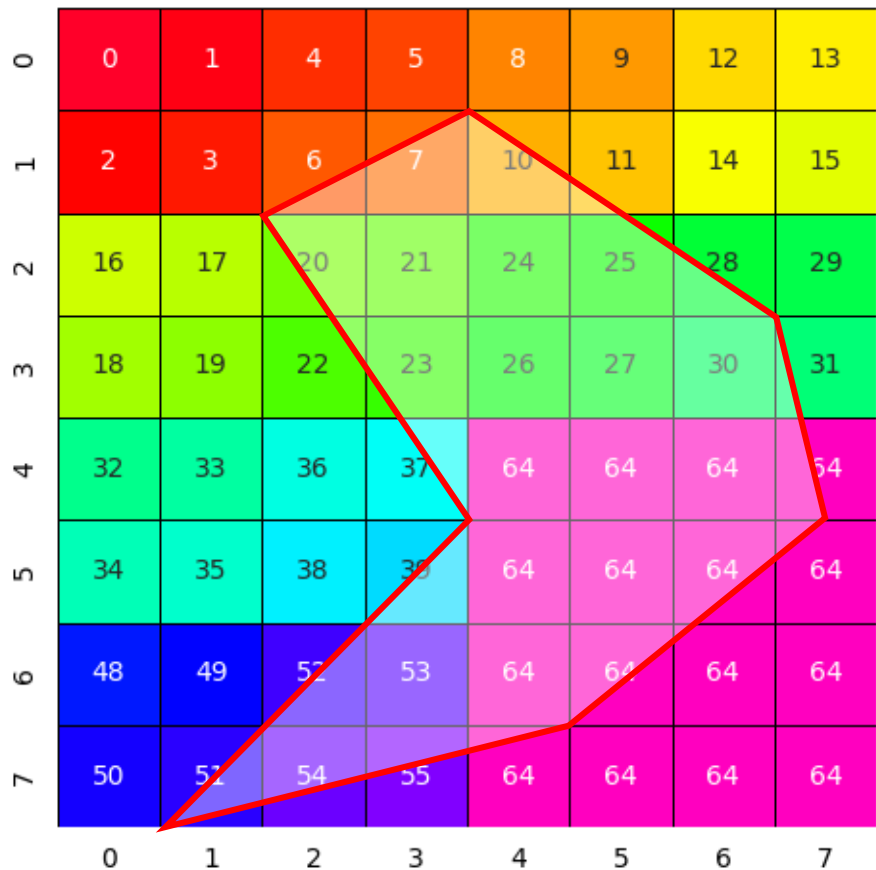
poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2:(((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
**poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))**  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



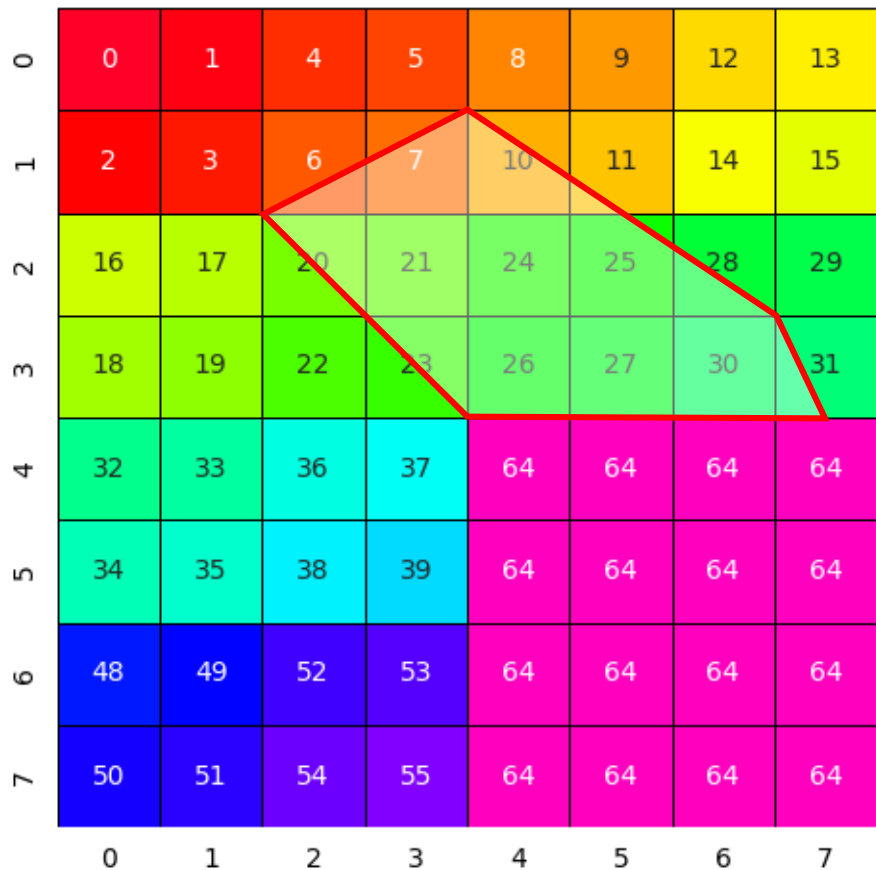
poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2:(((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
**poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))**

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64



poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))  
**poly 13: ((4, 1), (2, 2), (4, 5), (1,8), (5, 7), (7.5, 5), (7, 3), (4, 1))**  
poly 14: ((4, 1), (2, 2), (4, 4), (7.5, 4), (7, 3), (4, 1))

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64
13	64
14	30



poly 0: ((0, 0), (0, 2), (2, 2), (2, 0), (0, 0))  
poly 1: ((0, 0), (0, 1.999), (1.999, 1.999), (1.999, 0), (0, 0))  
poly 2: (((2, 0), (0, 4), (4, 4), (2, 0))  
poly 3: ((0, 0), (2, 4), (4, 0), (0, 0))  
poly 4: ((0, 0), (0, 4), (4, 0), (0, 0))  
poly 5: ((4, 0), (0, 4), (4, 4), (4, 0))  
poly 6: ((0, 0), (0, 8), (8, 0), (0, 0))  
poly 7: ((8, 0), (0, 8), (8, 8), (8, 0))  
poly 8: ((6, 4), (4, 8), (8, 8), (6, 4))  
poly 9: ((5.5, 3), (3, 8), (8, 8), (5.5, 3))  
poly 10: ((0.001, 0.001), (0.001, 0.999), (0.999, 0.999), (0.999, 0.001), (0.001, 0.001))  
poly 11: ((3.5, 0), (3, 8), (4, 8), (3.5, 0))  
poly 12: ((0, 0), (0, 8), (8, 8), (8, 0), (0, 0))  
poly 13: ((4, 1), (2, 2), (4, 5), (1, 8), (5, 7), (7.5, 5), (7, 3), (4, 1))  
**poly 14: ((4, 1), (2, 2), (4, 4), (7.5, 4), (7, 3), (4, 1))**

ID	Max
0	3
1	0
2	22
3	6
4	16
5	23
6	48
7	64
8	64
9	64
10	0
11	-inf
12	64
13	64
14	30