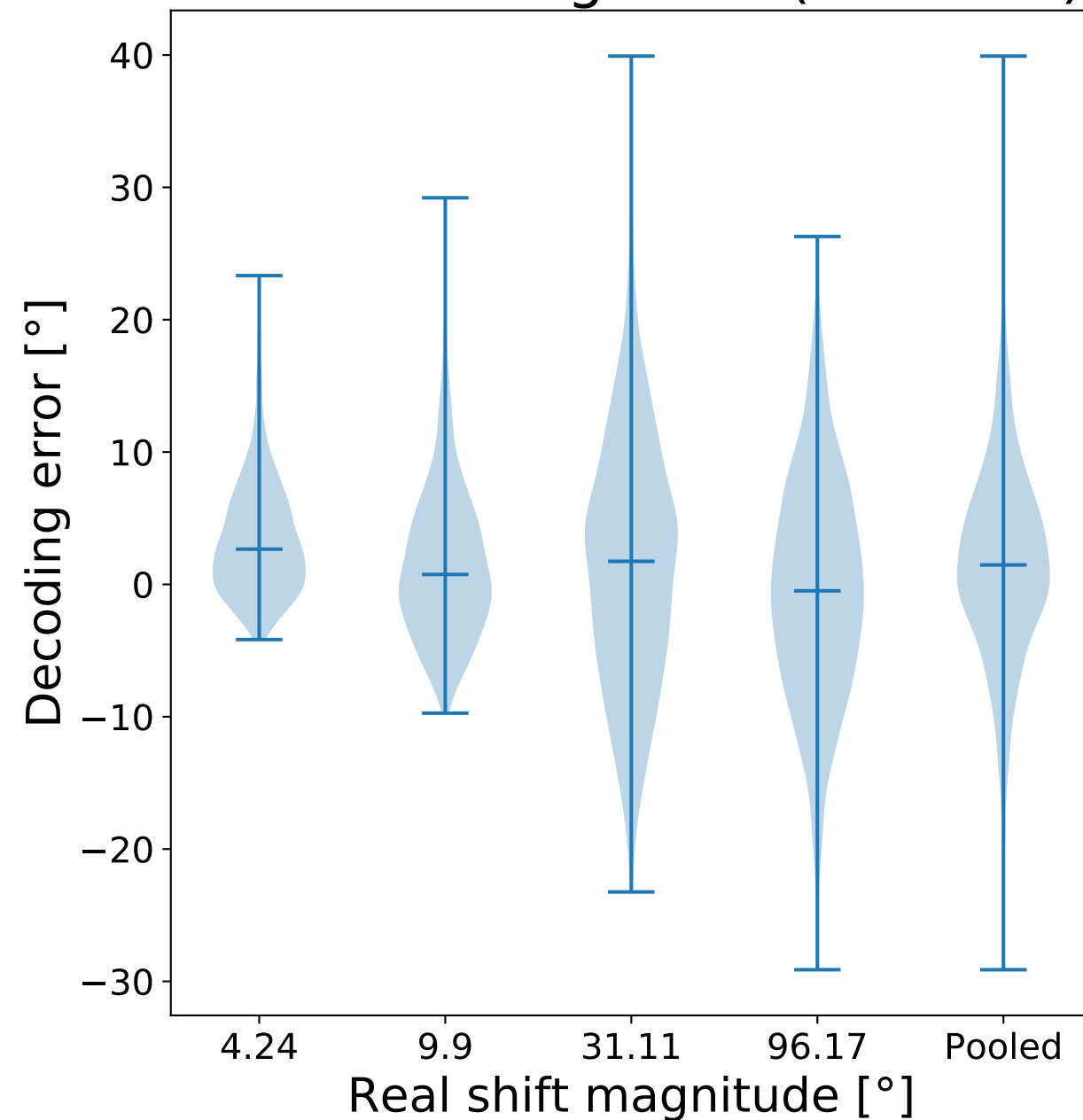


# Shift decoding error (distance)



# Shift decoding error (normed distance)

