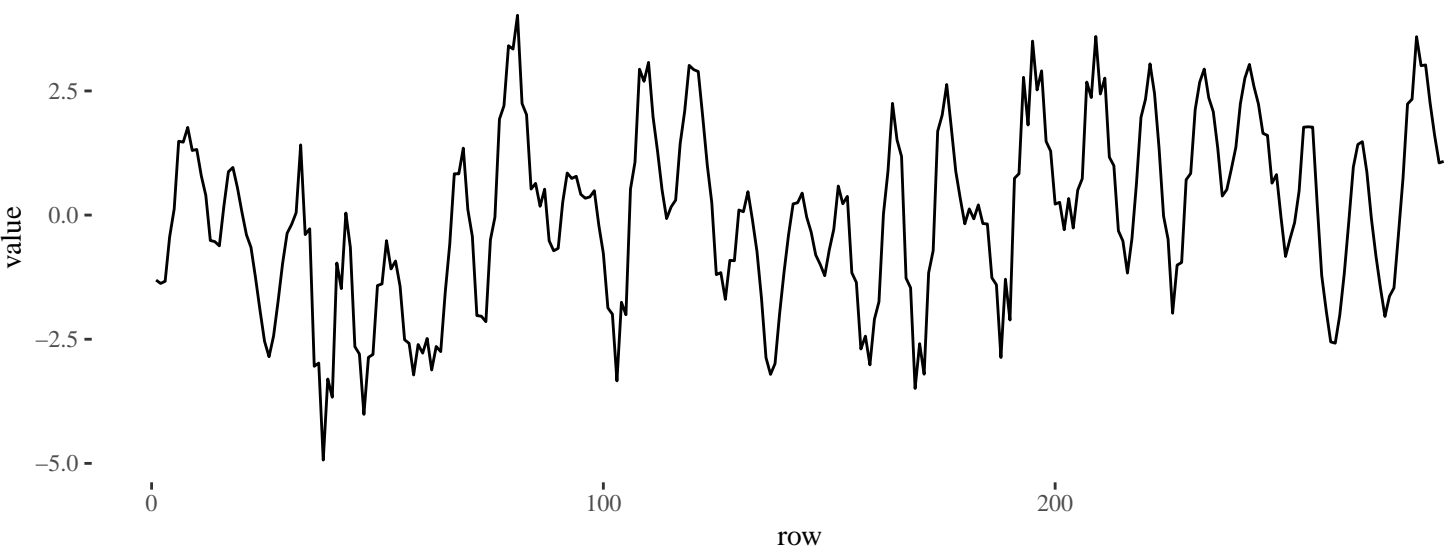
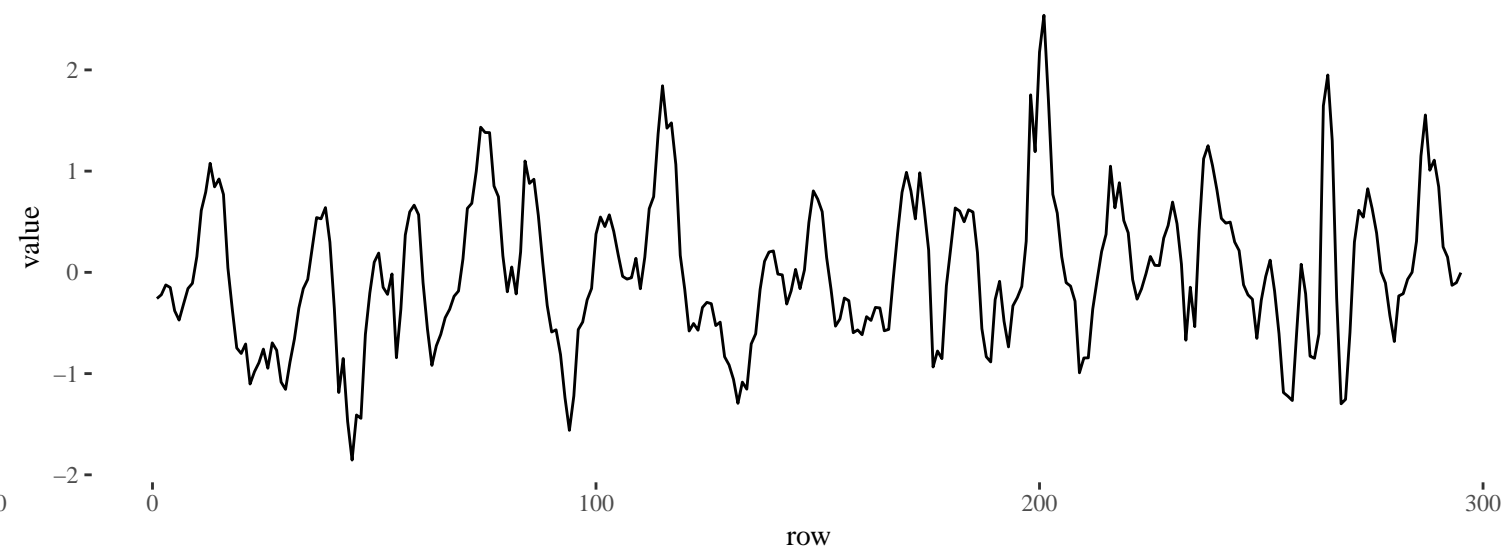


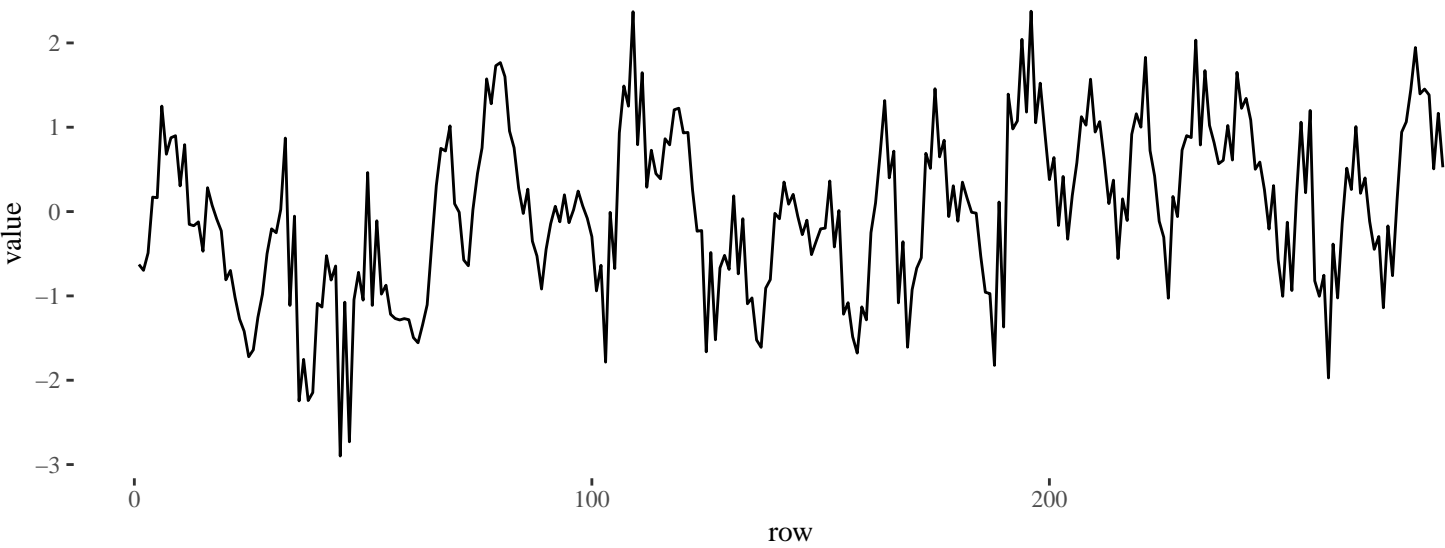
Residuals after arma.innovate: (0, 0, 1)



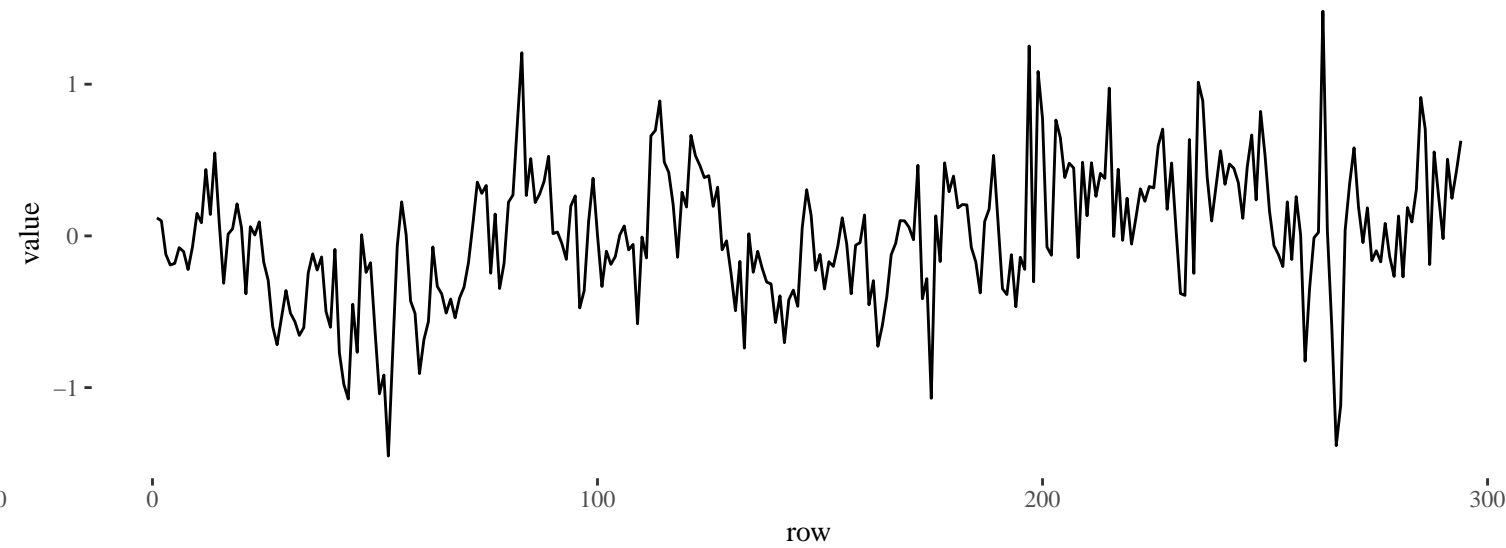
Residuals after arma.innovate: (1, 0, 0)



Residuals after arma.innovate: (0, 0, 2)



Residuals after arma.innovate: (2, 0, 0)



Residuals after arma.innovate: (2, 0, 2)

