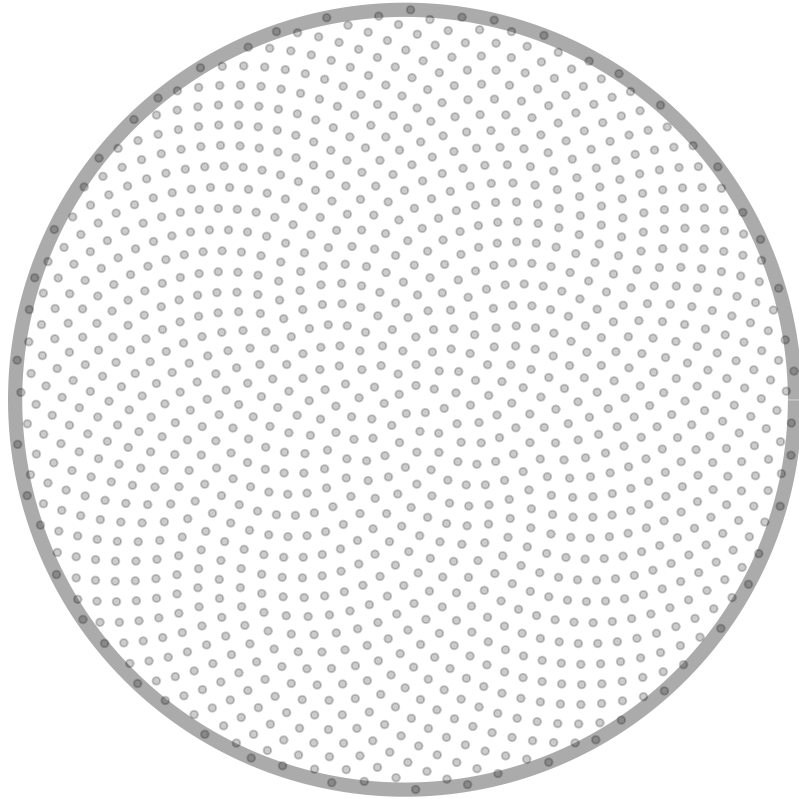
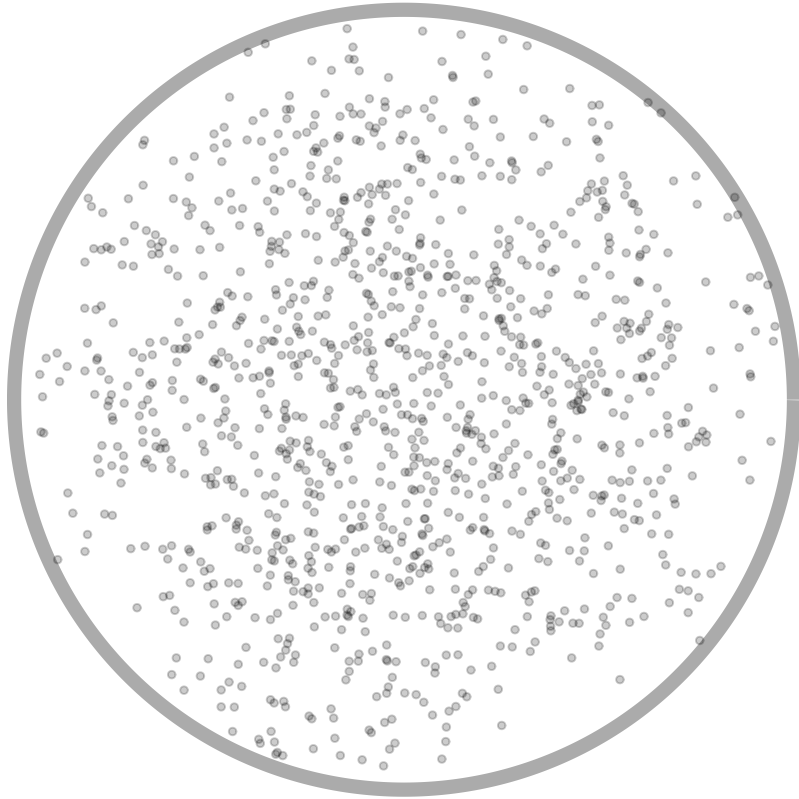


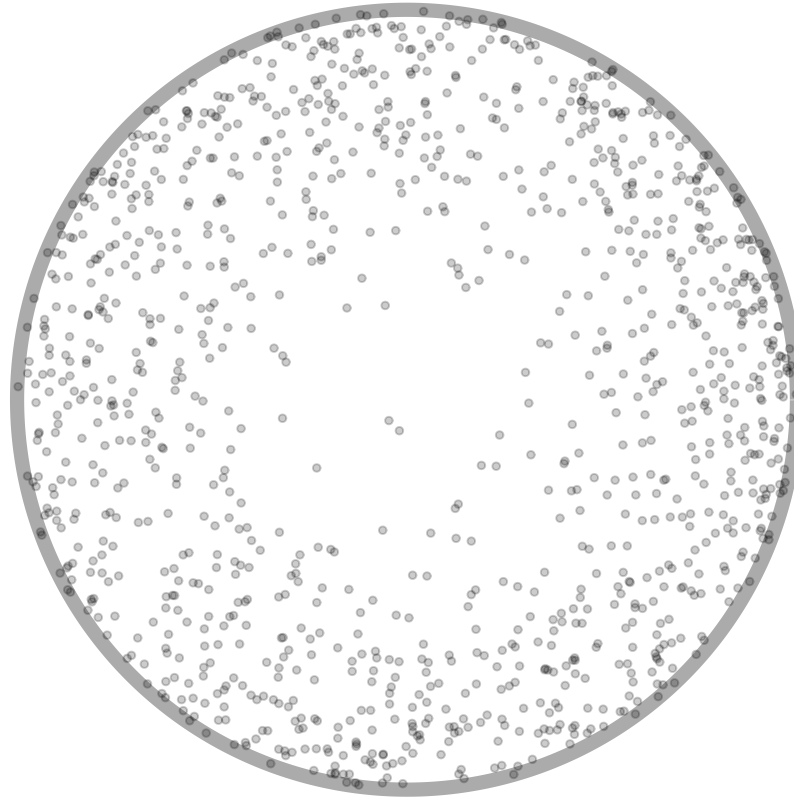
a) uniform



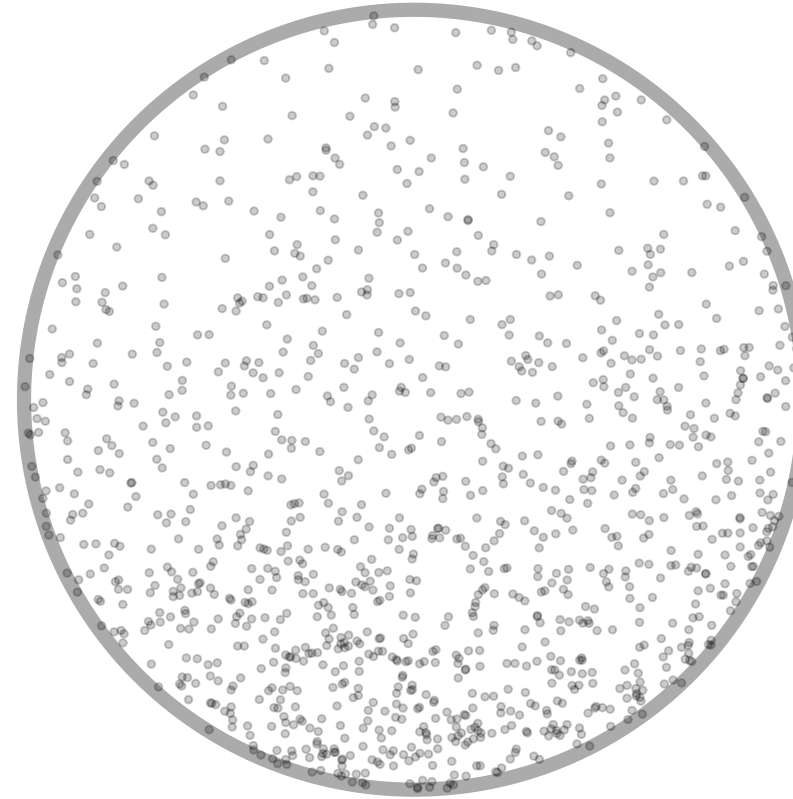
c) inner — weak



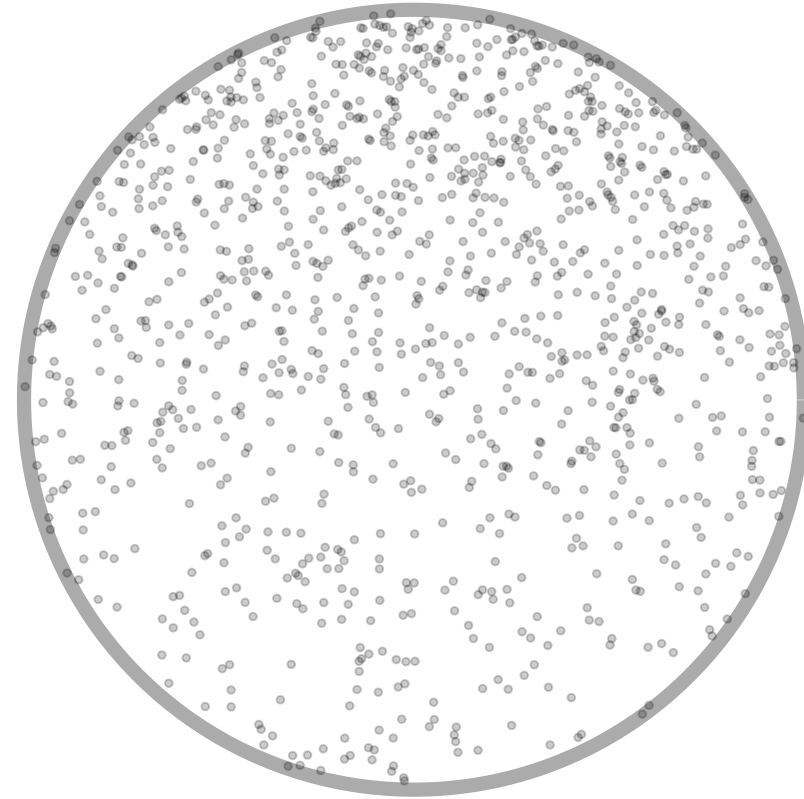
e) outer — weak



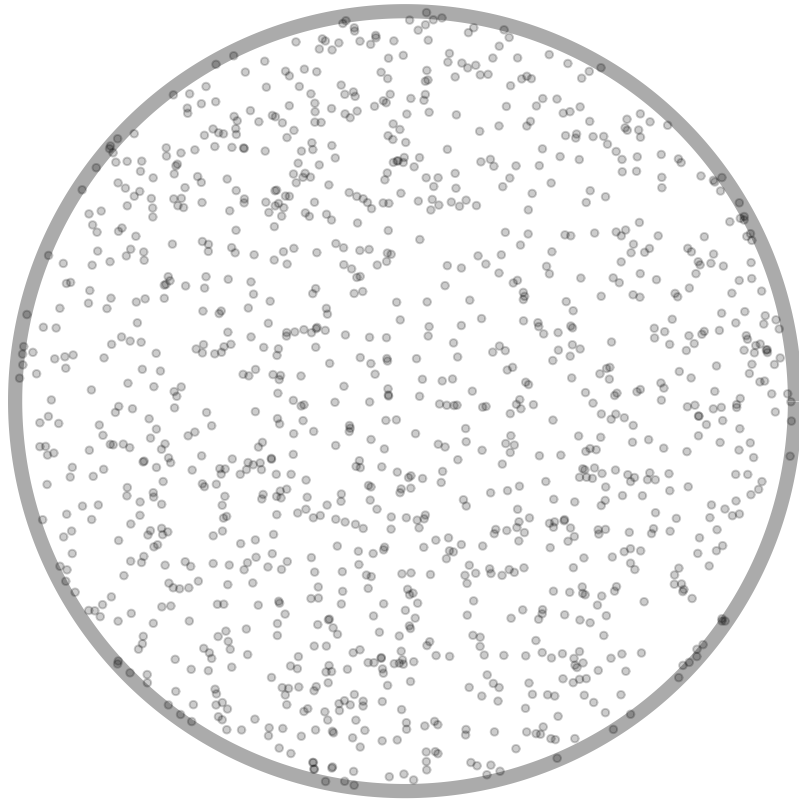
g) bottom — weak



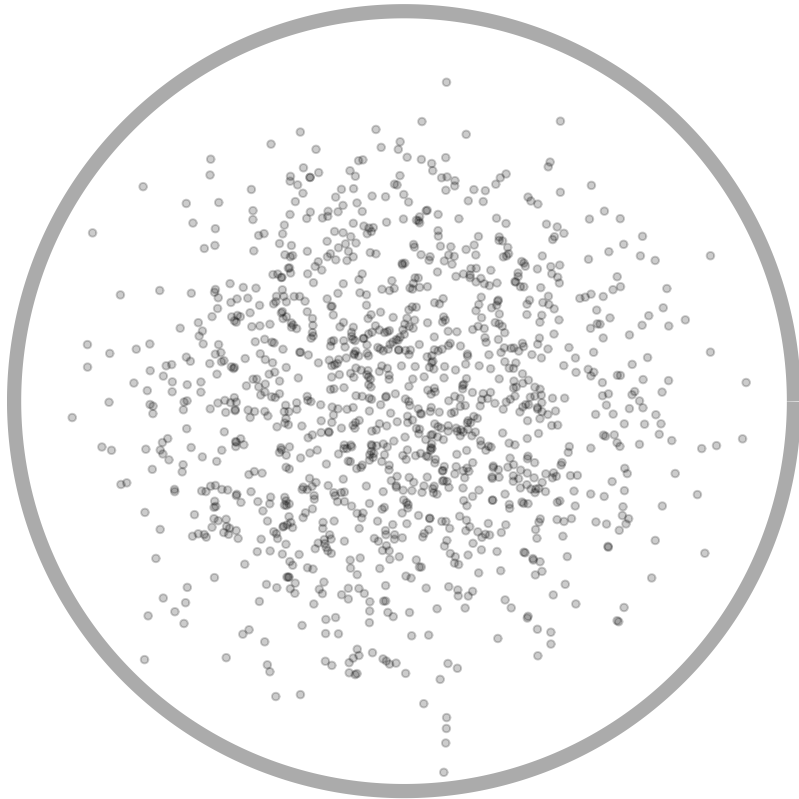
i) top — weak



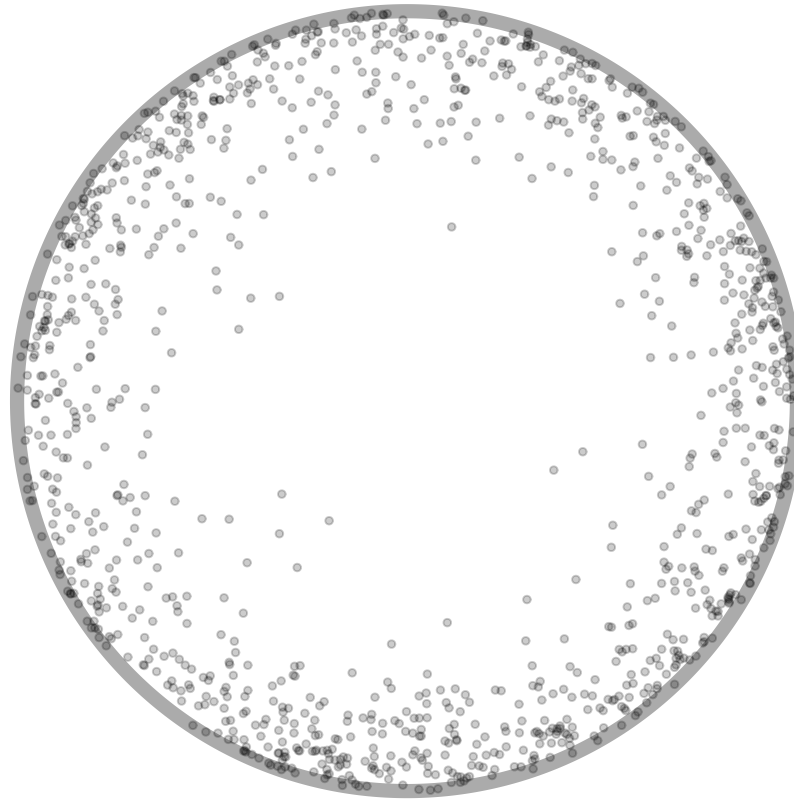
b) random



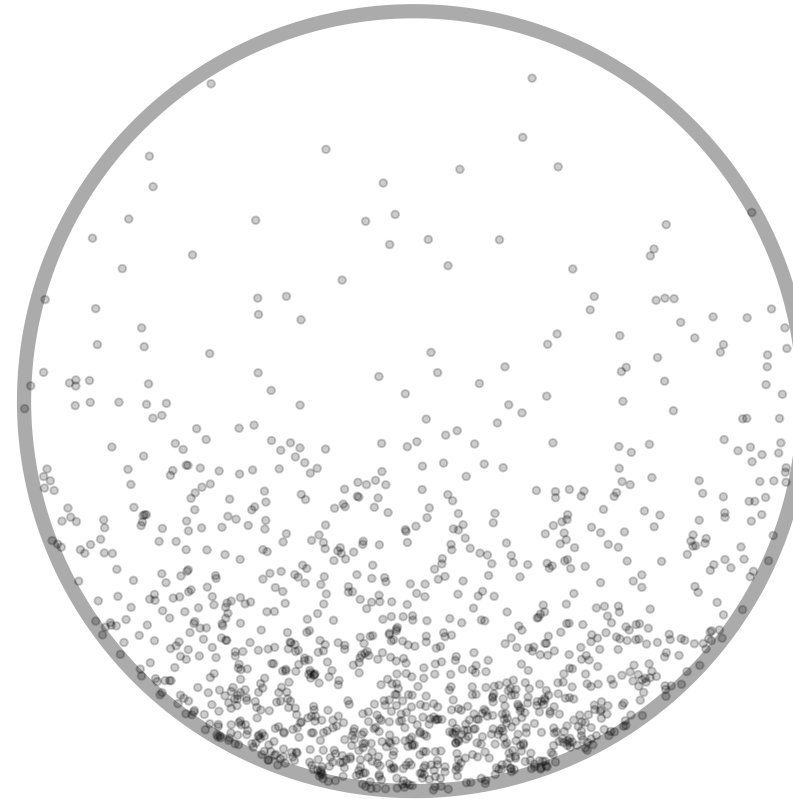
d) inner — strong



f) outer — strong



h) bottom — strong



j) top — strong

