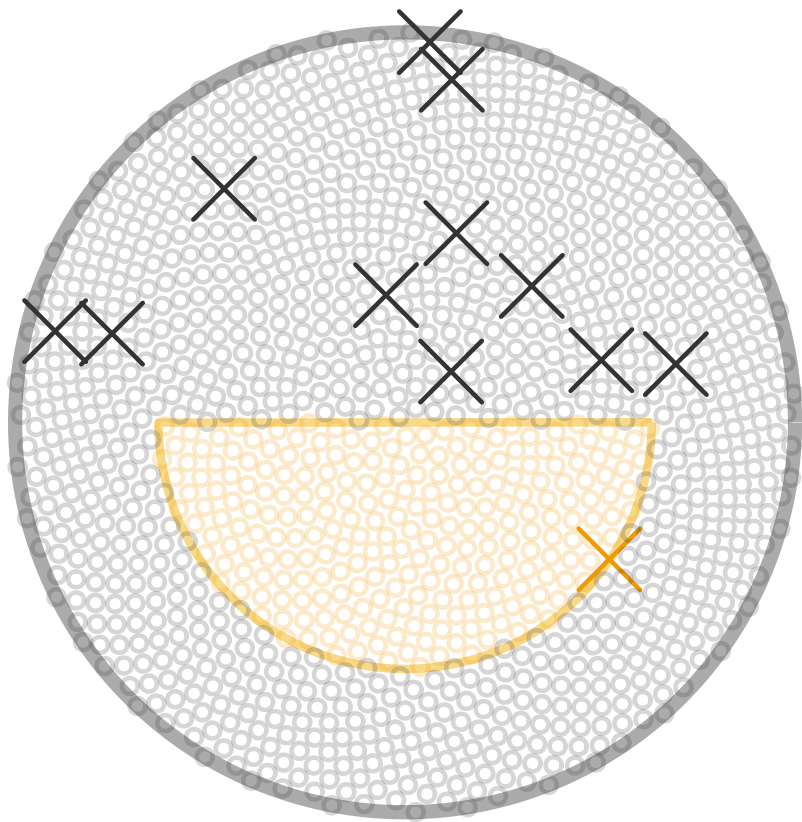
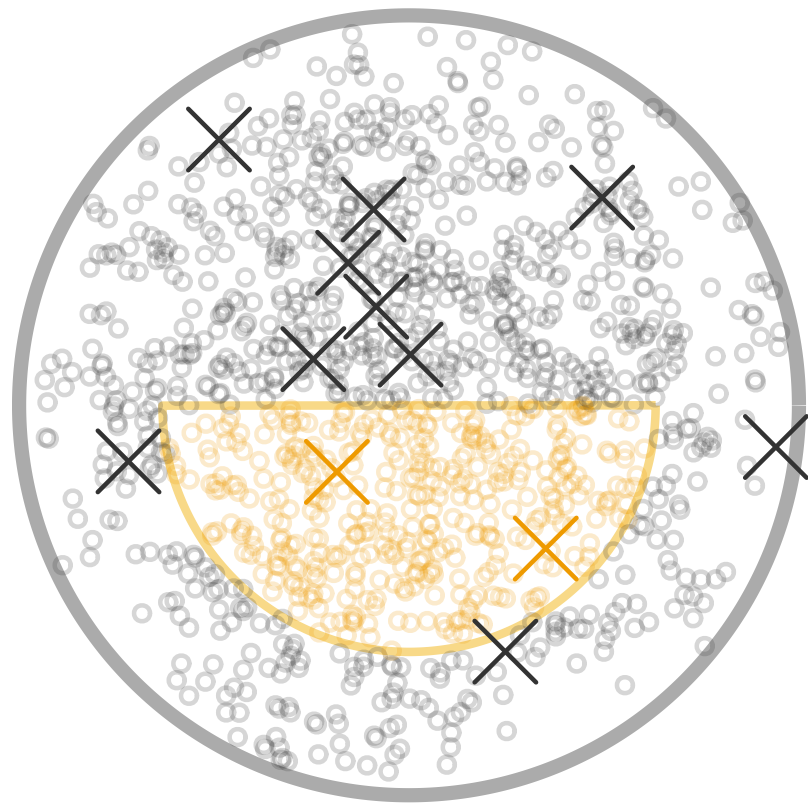


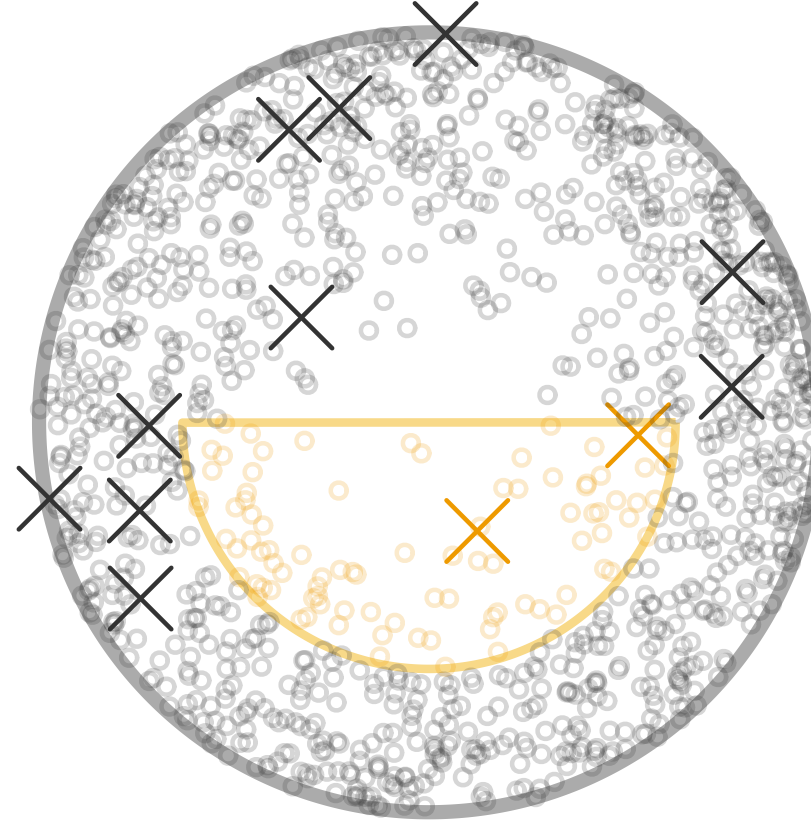
**a) uniform**



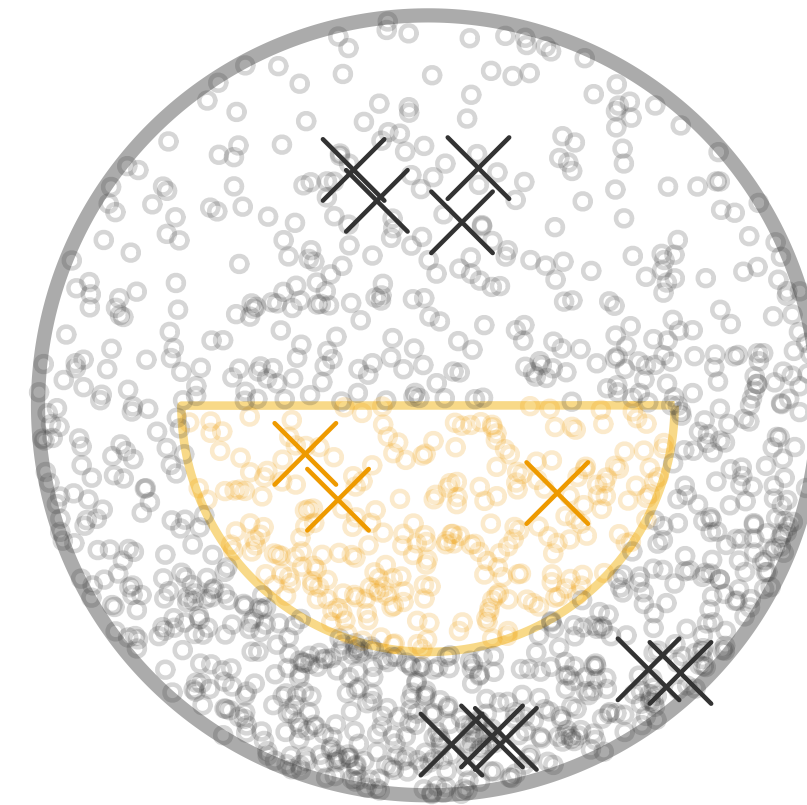
**c) inner — weak**



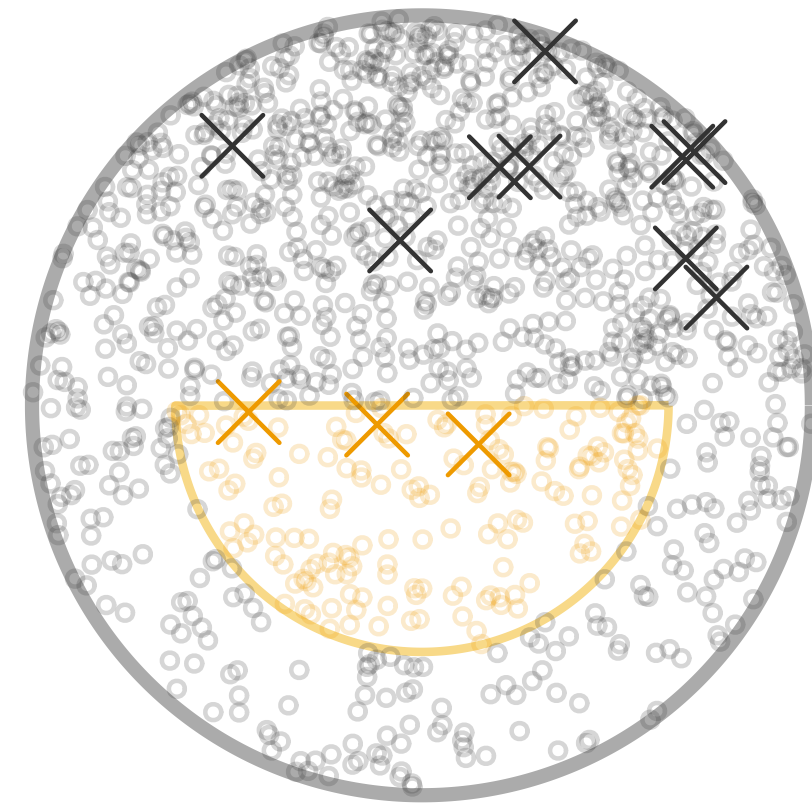
**e) outer — weak**



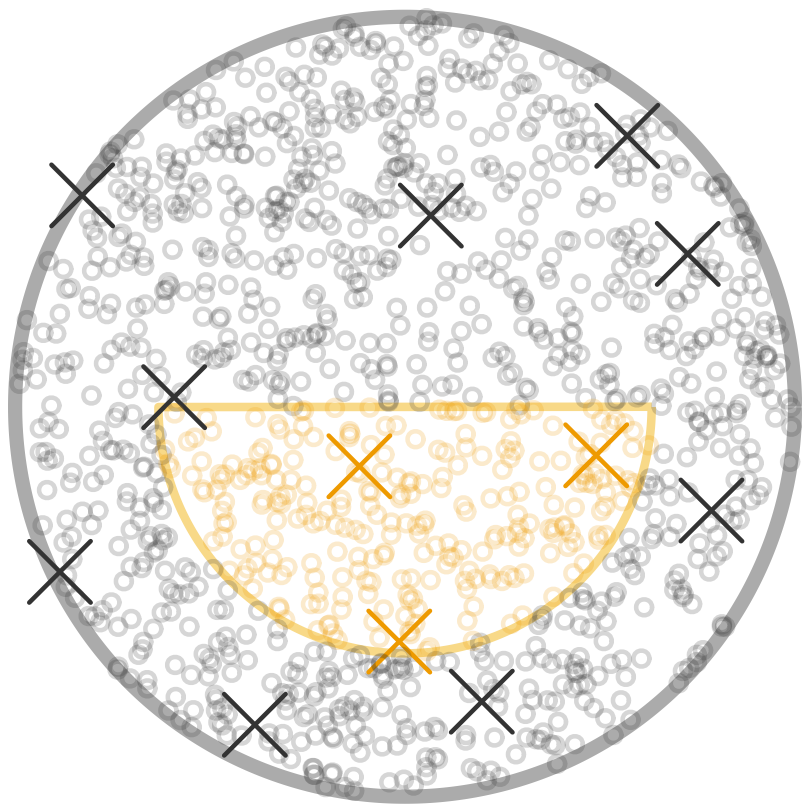
**g) bottom — weak**



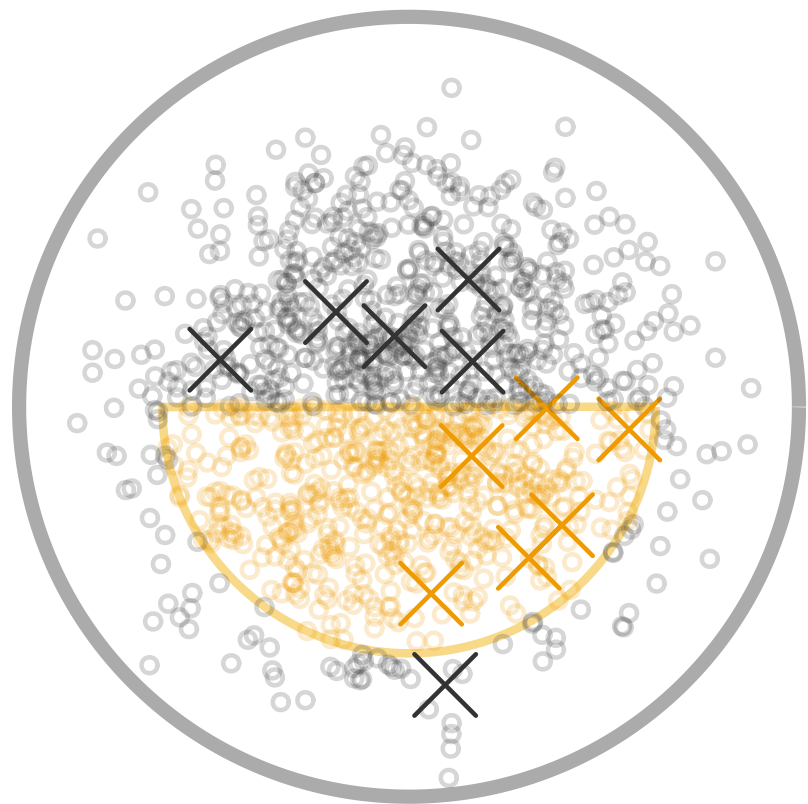
**i) top — weak**



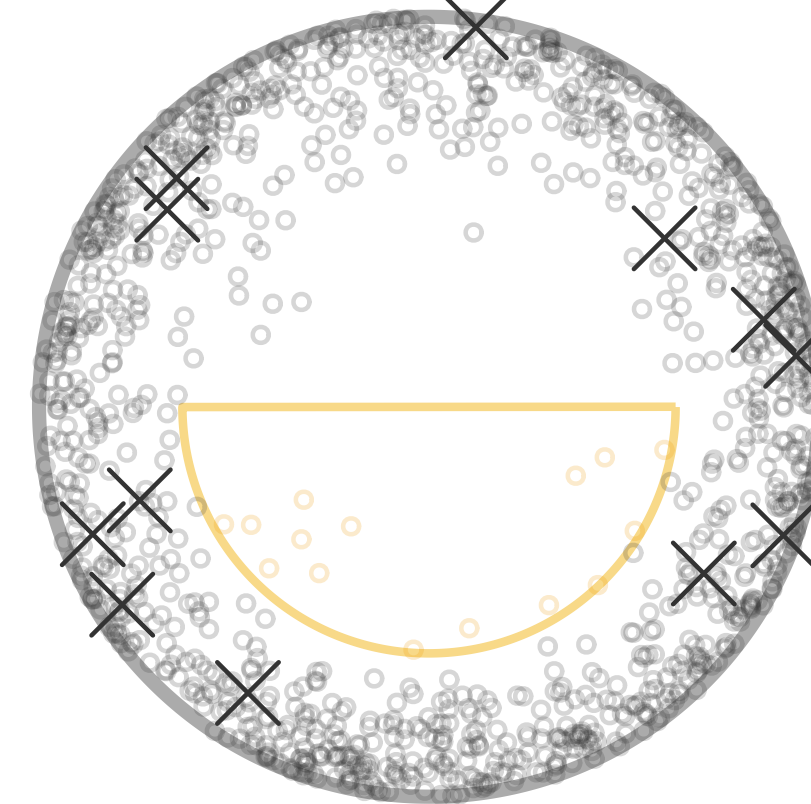
**b) random**



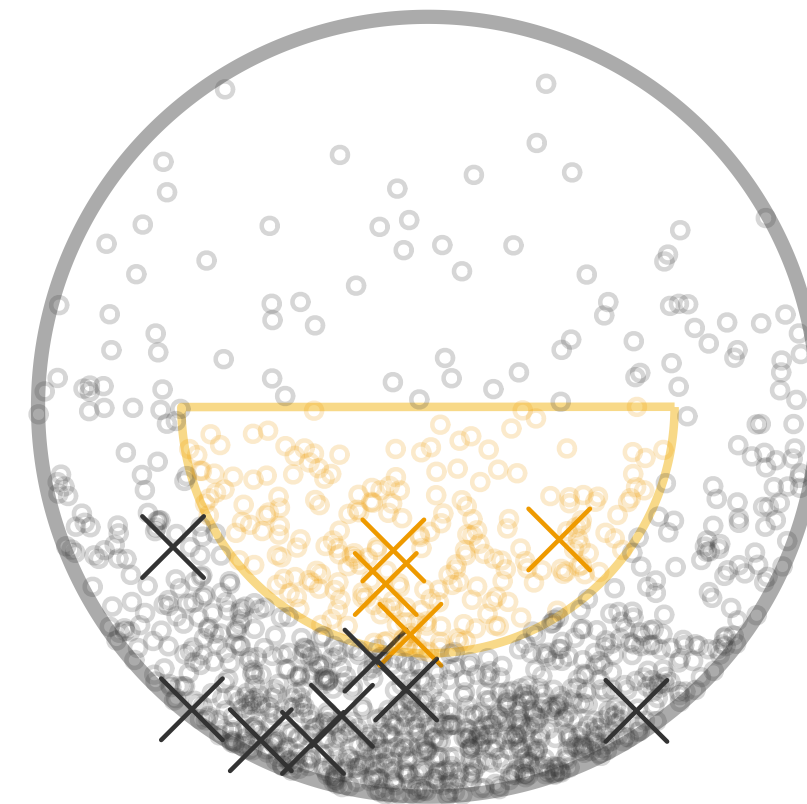
**d) inner — strong**



**f) outer — strong**



**h) bottom — strong**



**j) top — strong**

