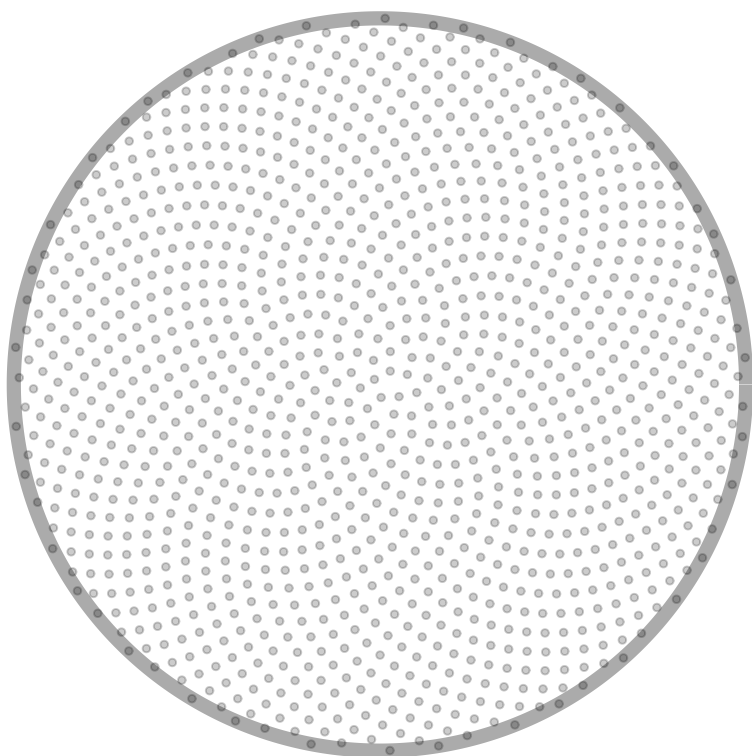
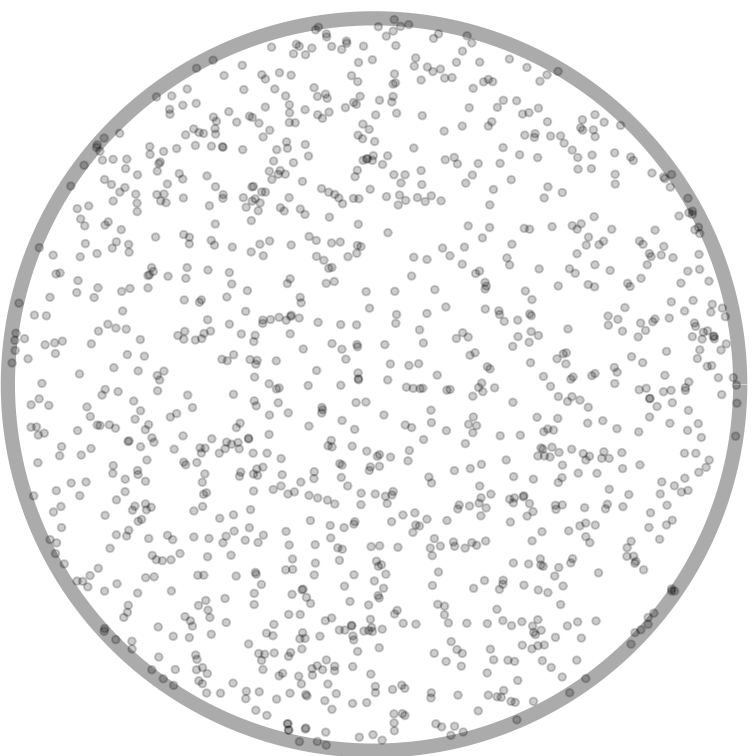


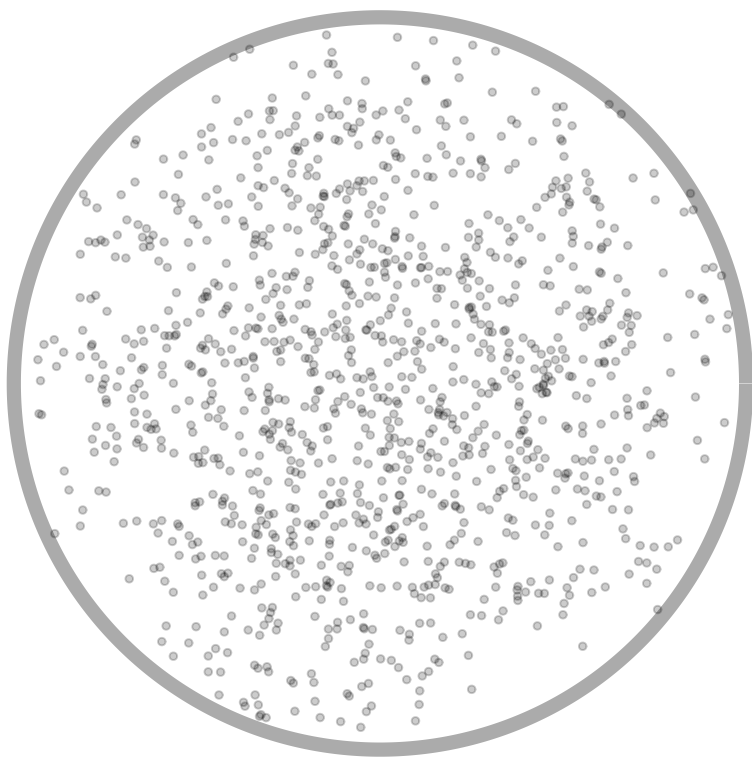
a) uniform



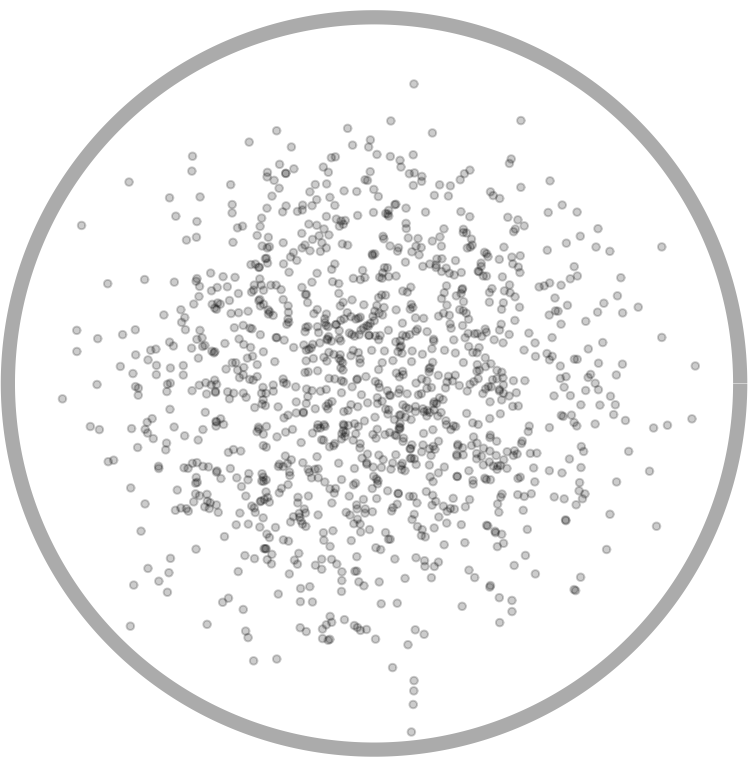
b) random



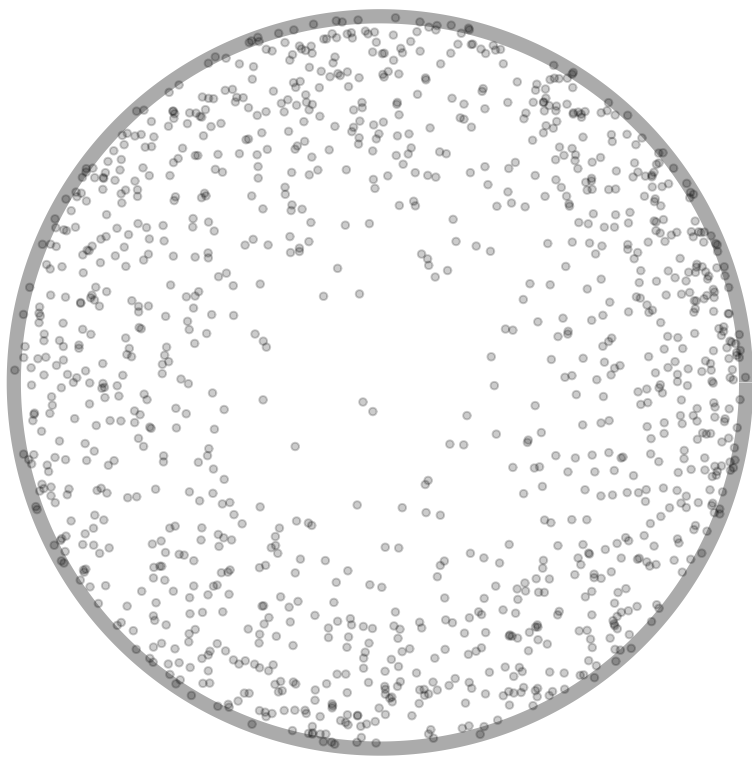
c) inner — weak



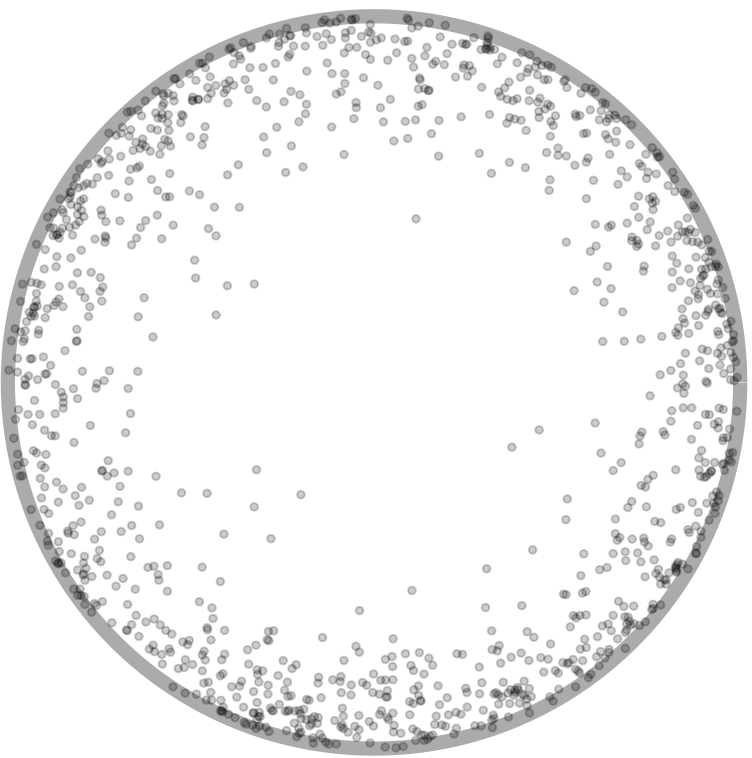
d) inner — strong



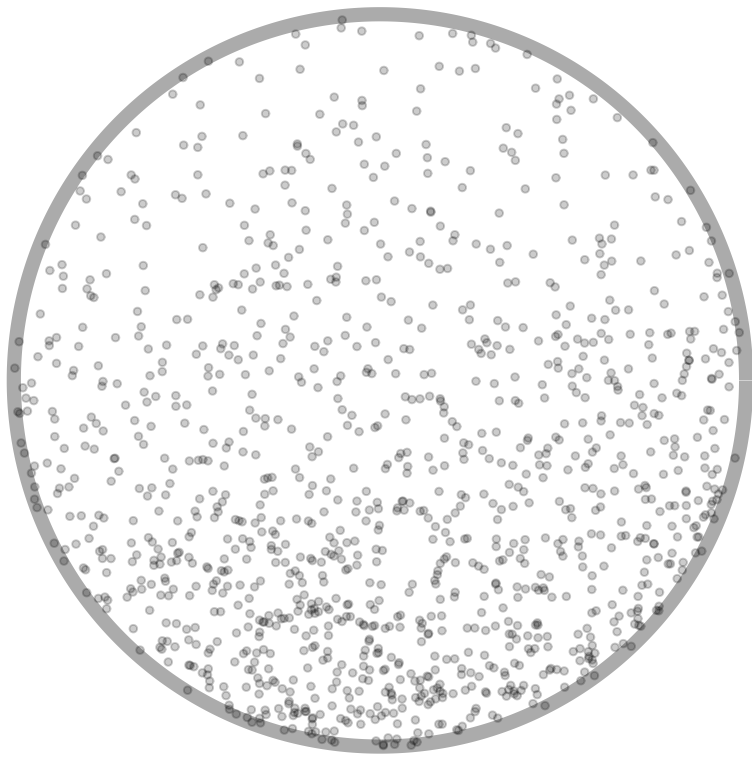
e) outer — weak



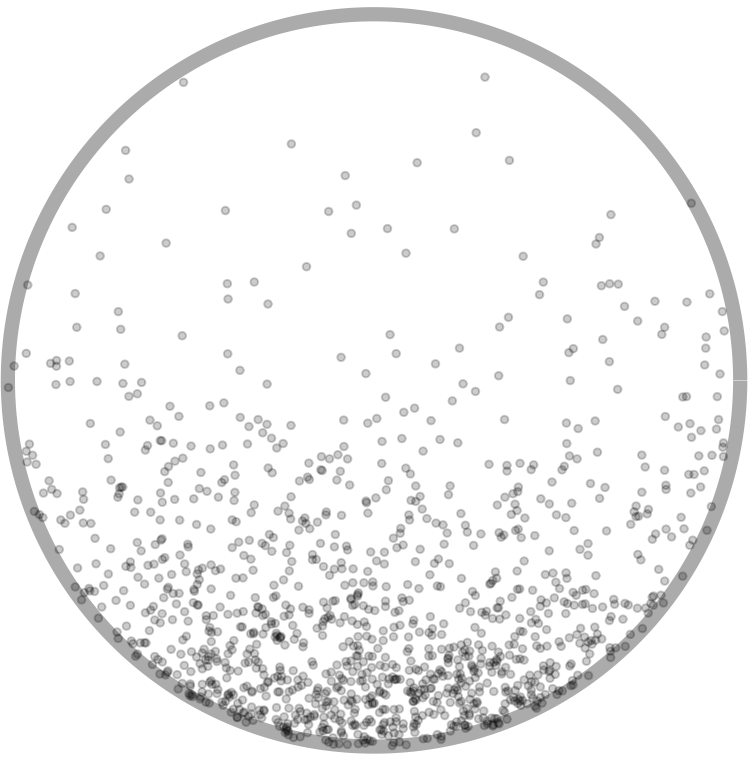
f) outer — strong



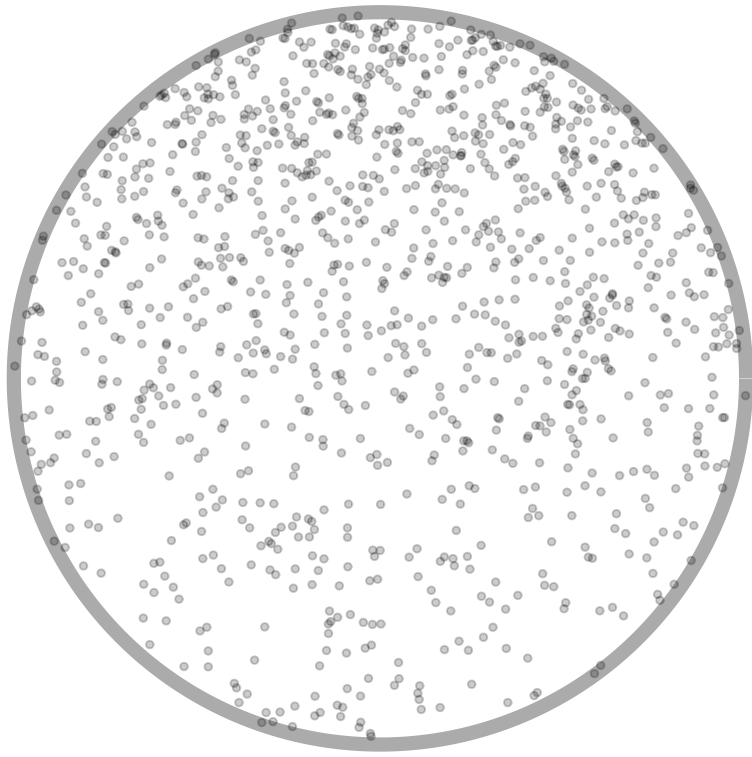
g) bottom — weak



h) bottom — strong



i) top — weak



j) top — strong

