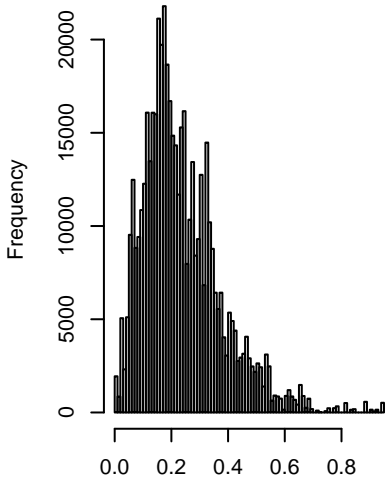
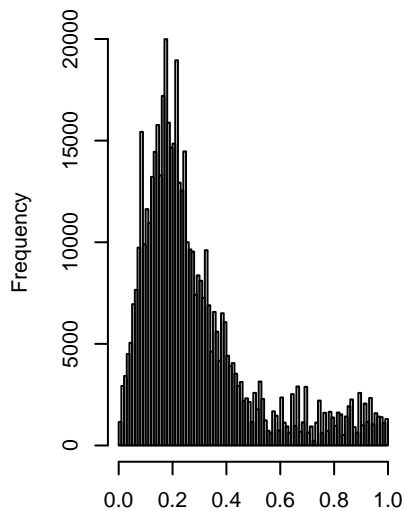
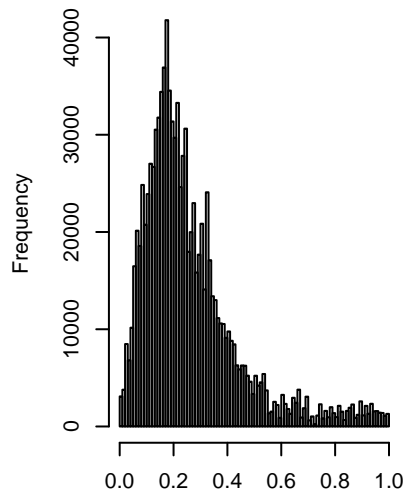


x₁

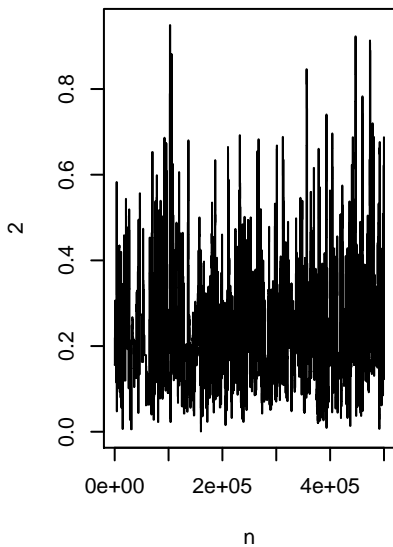
2

x₀

2

x₀ + x₁

2

Trace x₁**Trace x₀**