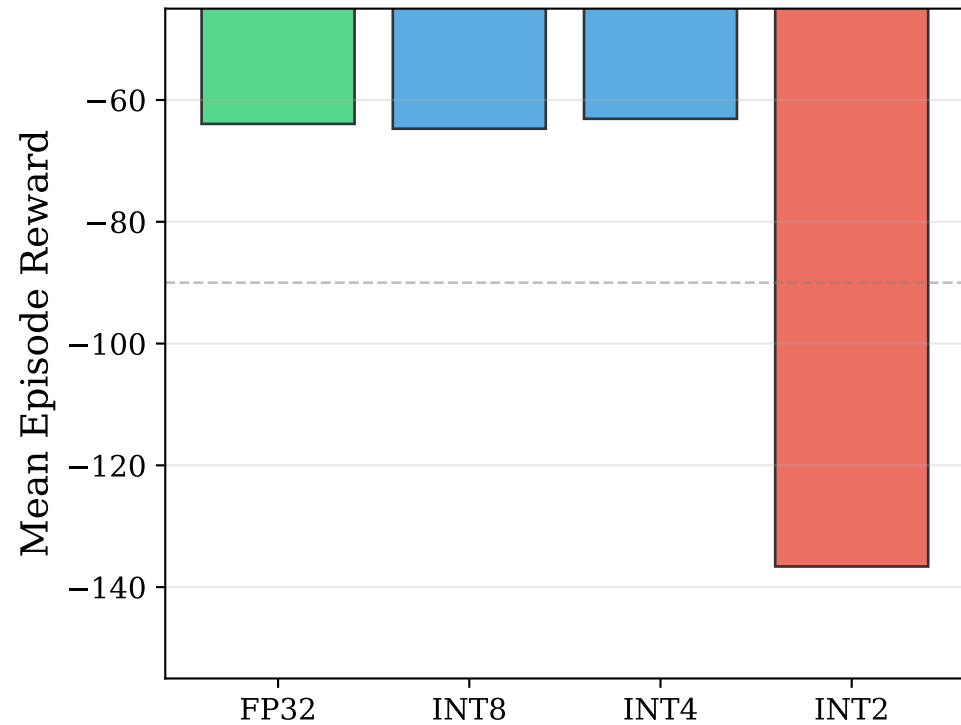
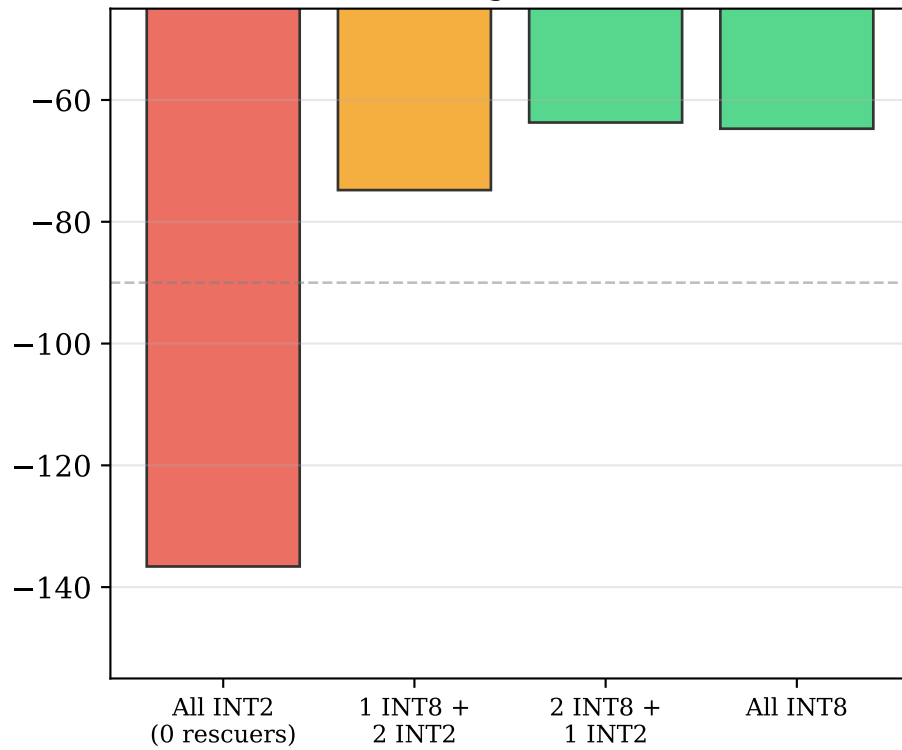


(a) Uniform Quantization



(b) Rescuing INT2 Teams



(c) Position Sensitivity

