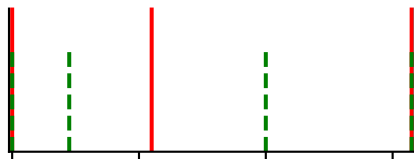


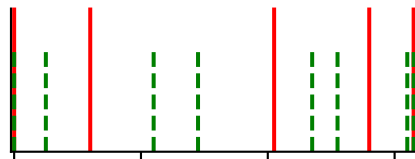
— Read Boundary

- - - Write Boundary

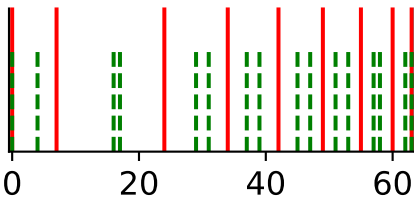
1bpc Level Allocation



2bpc Level Allocation



3bpc Level Allocation



4bpc Level Allocation

