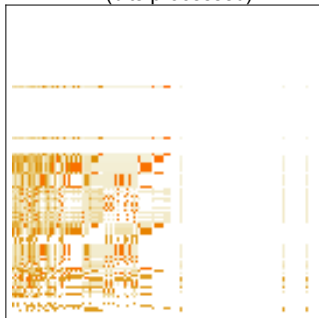


AI(x) (bits stored)

TE (bits processed)



AI(y) (bits stored)

