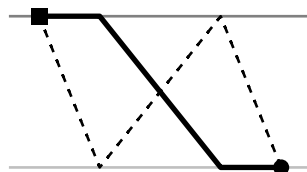


Descending

Level

Ascending

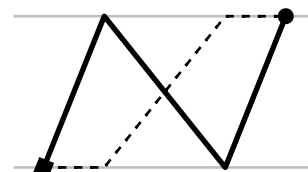
Both



2 2 1 1

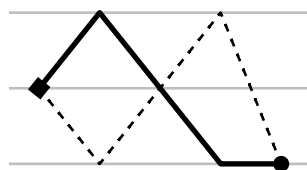


1 1 1 1

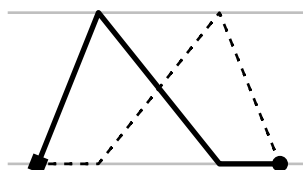


1 2 1 2

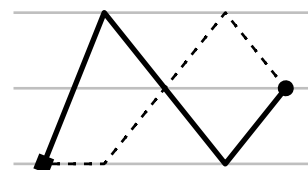
Lowest



2 3 1 1

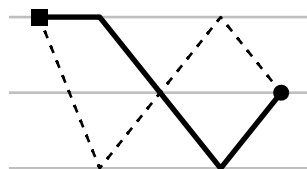


1 2 1 1

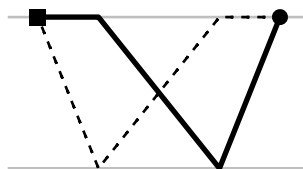


1 3 1 2

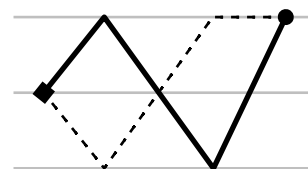
Highest



3 3 1 2

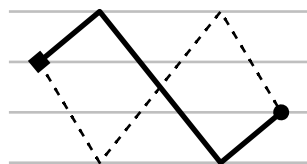


2 2 1 2

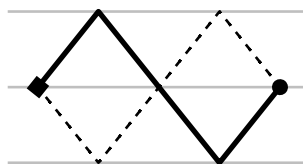


2 3 1 3

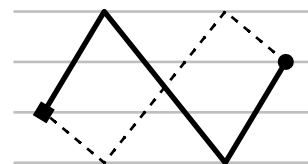
Neither



3 4 1 2



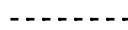
2 3 1 2



2 4 1 3



Rough contour
from initial to final



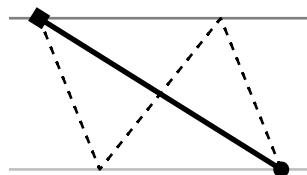
Alternative contour:
highest and lowest swapped

Descending

Level

Ascending

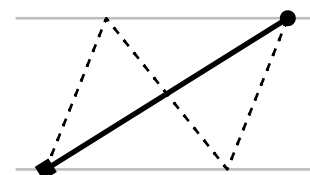
Both



2 2 1 1

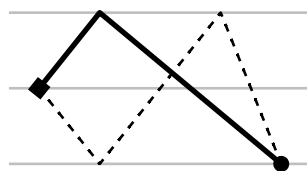


1 1 1 1

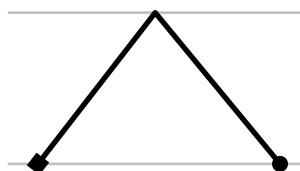


1 2 1 2

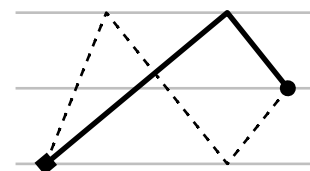
Lowest



2 3 1 1

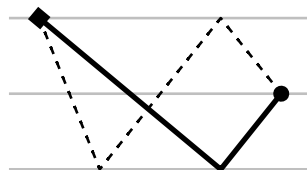


1 2 1 1

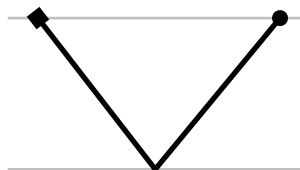


1 3 1 2

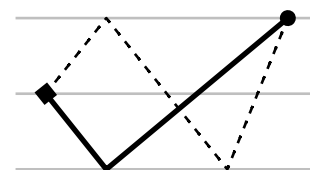
Highest



3 3 1 2

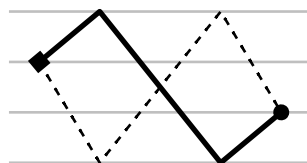


2 2 1 2

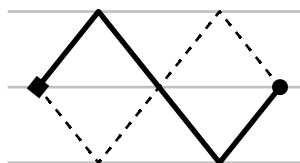


2 3 1 3

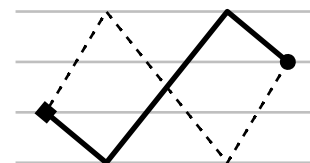
Neither



3 4 1 2



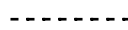
2 3 1 3



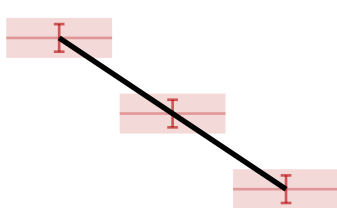
2 4 1 3



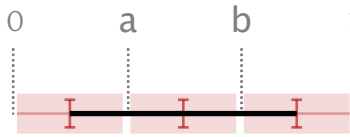
Rough contour
from initial to final



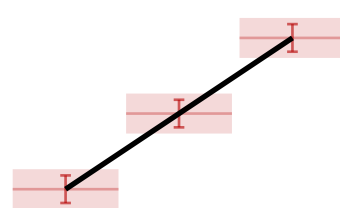
Alternative contour:
highest and lowest swapped



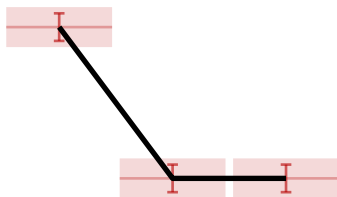
descending



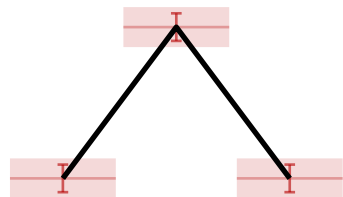
horizontal



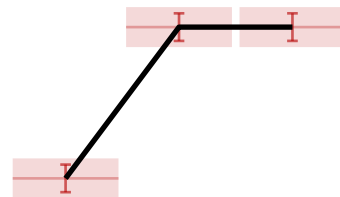
ascending



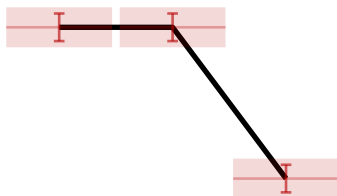
descending-horizontal



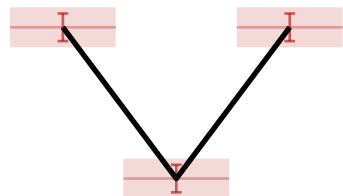
convex



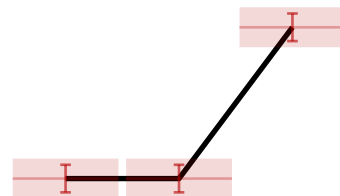
ascending-horizontal



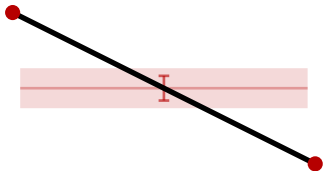
horizontal-descending



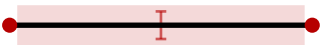
concave



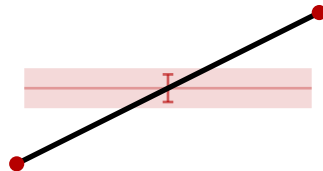
horizontal-ascending



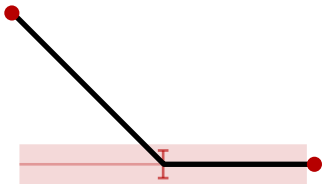
descending



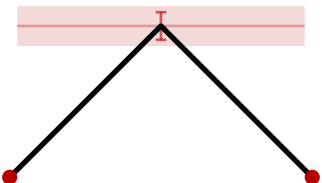
horizontal



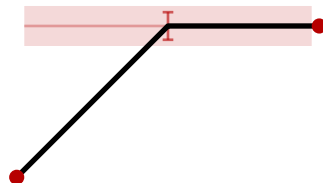
ascending



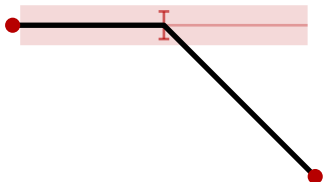
descending–horizontal



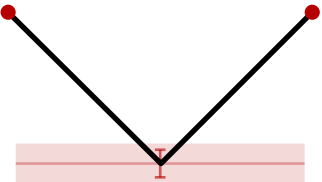
convex



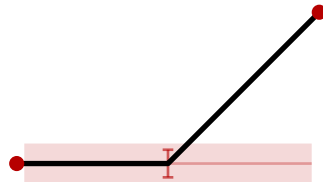
ascending–horizontal



horizontal–descending



concave



horizontal–ascending

