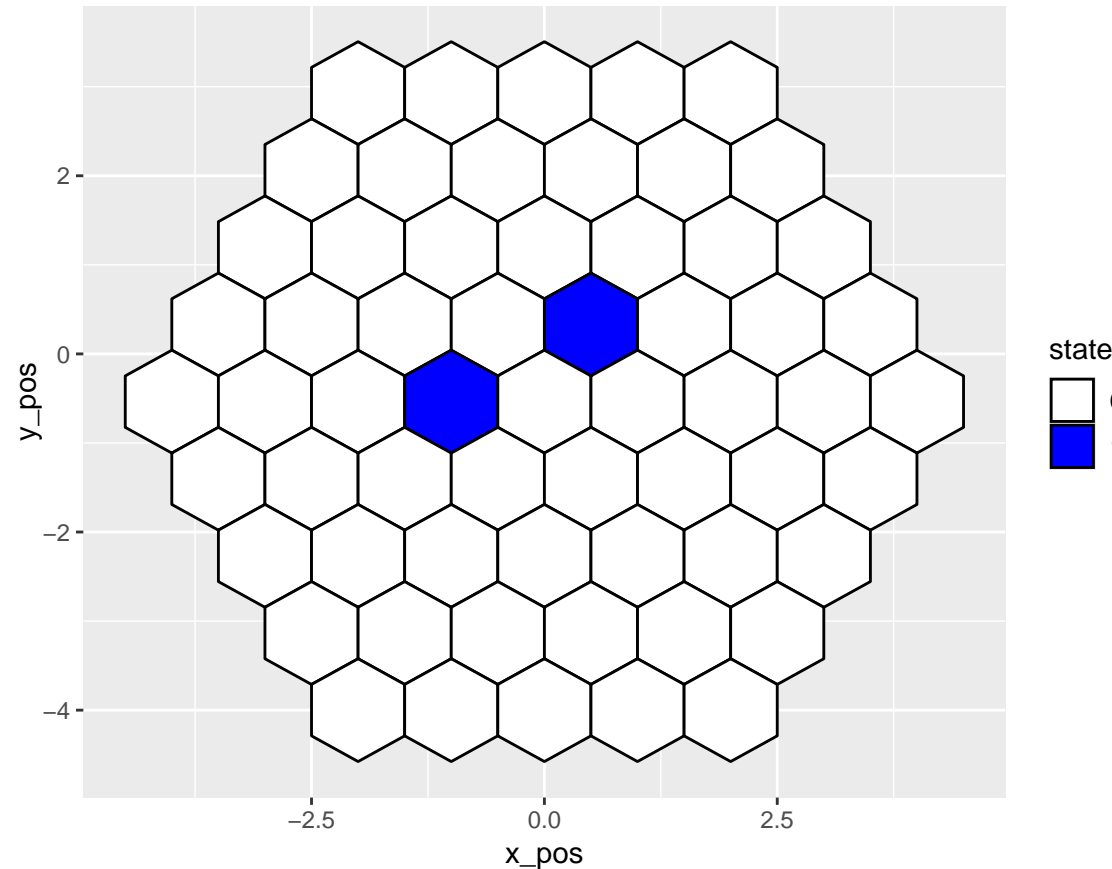
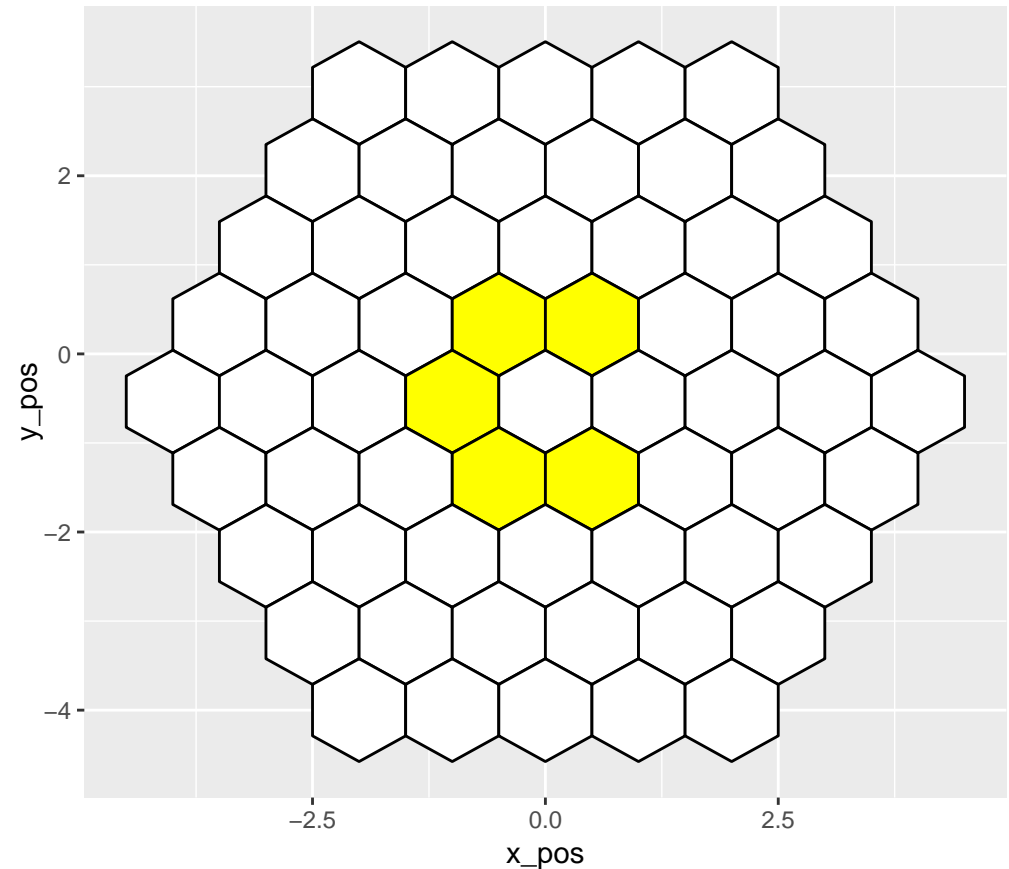


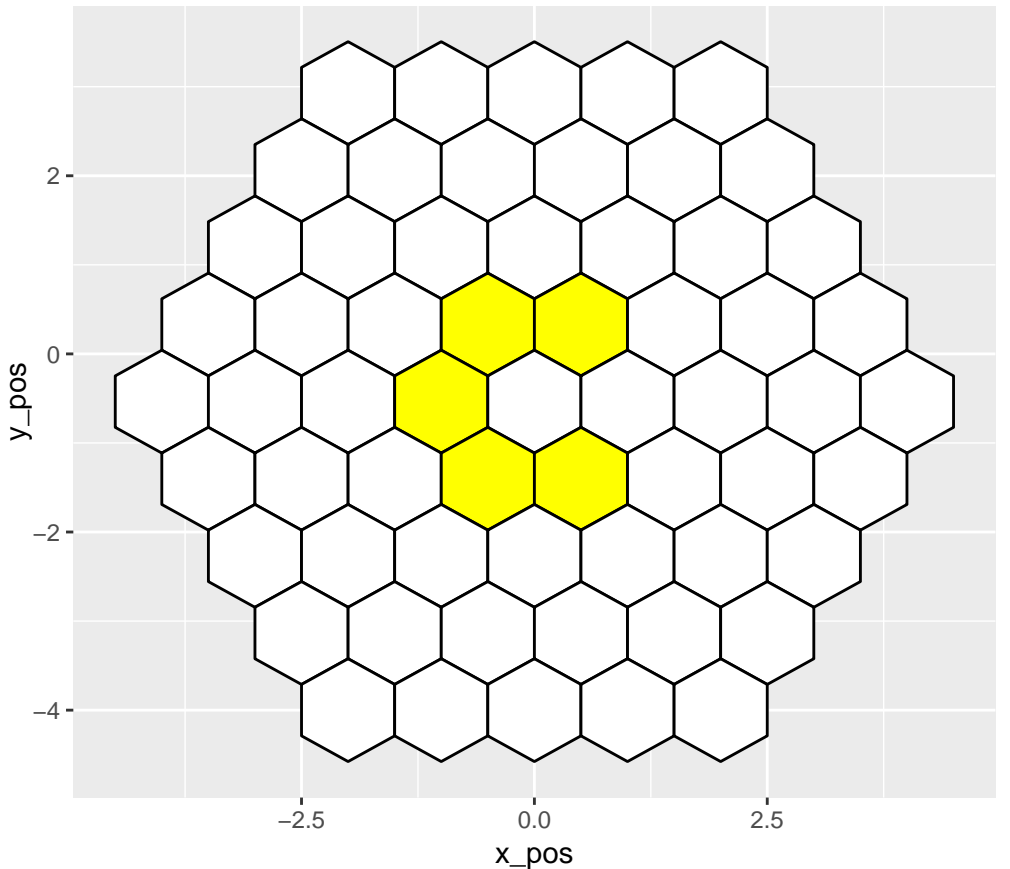
Cached primitive



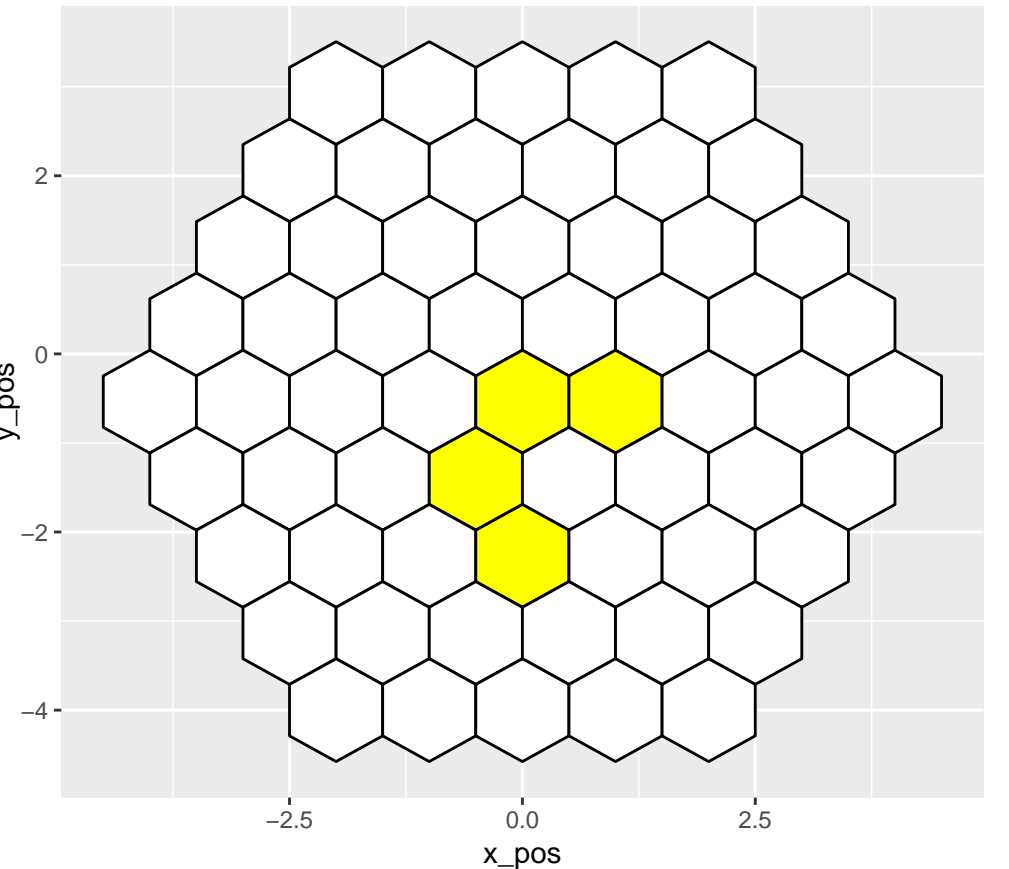
ShiftSE ShiftSE ShiftSE



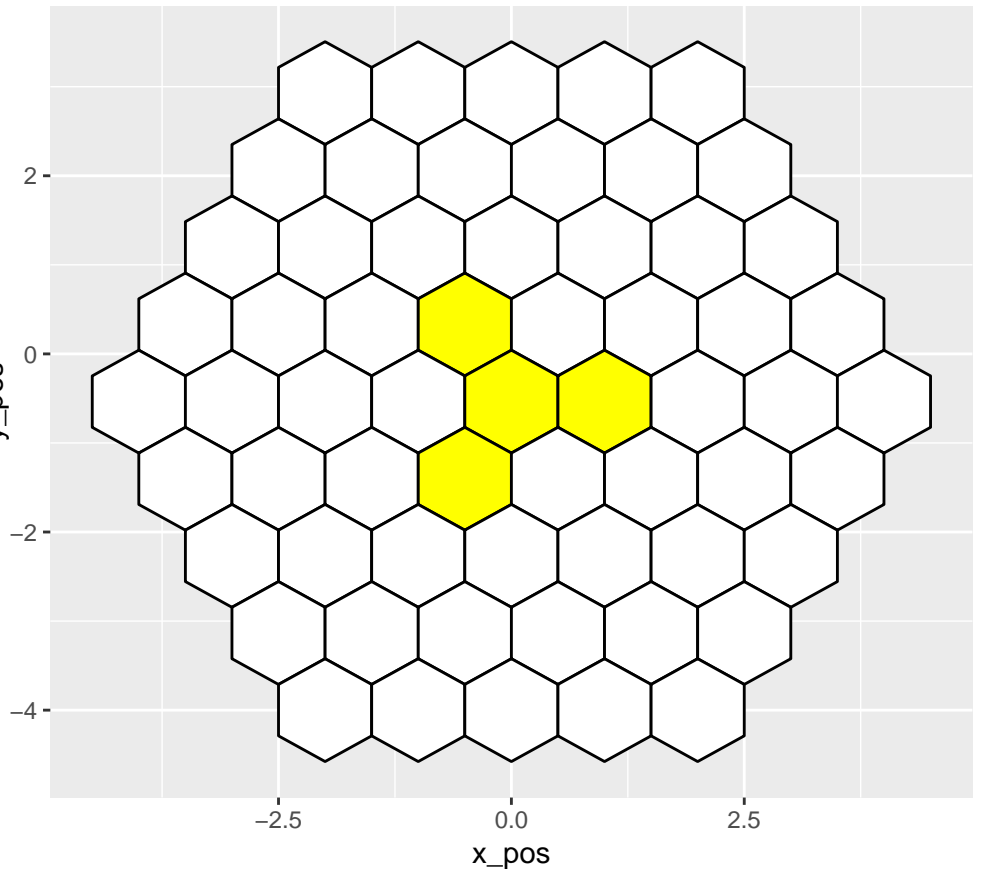
Cache sequence: AddCorner RemoveUnit RotateClockwise  
ShiftSE ShiftSE ShiftSE



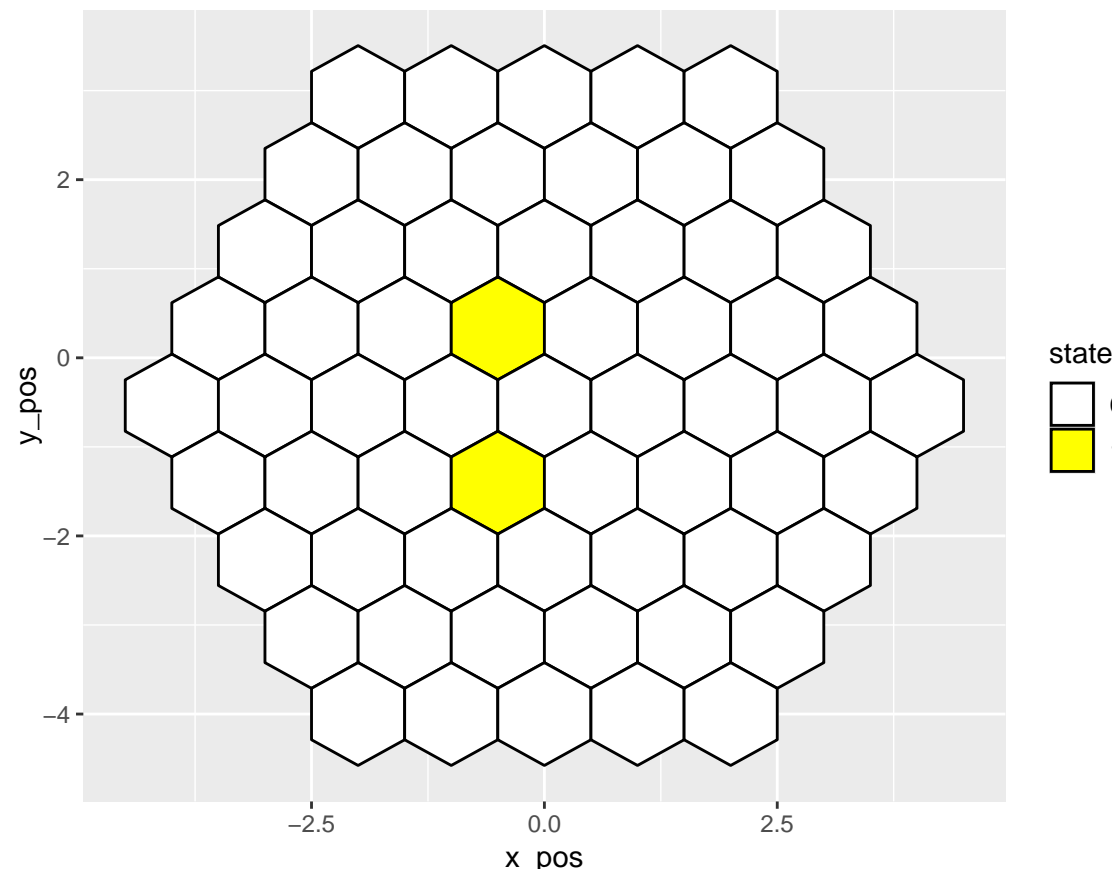
ShiftSE Reflect ShiftNE



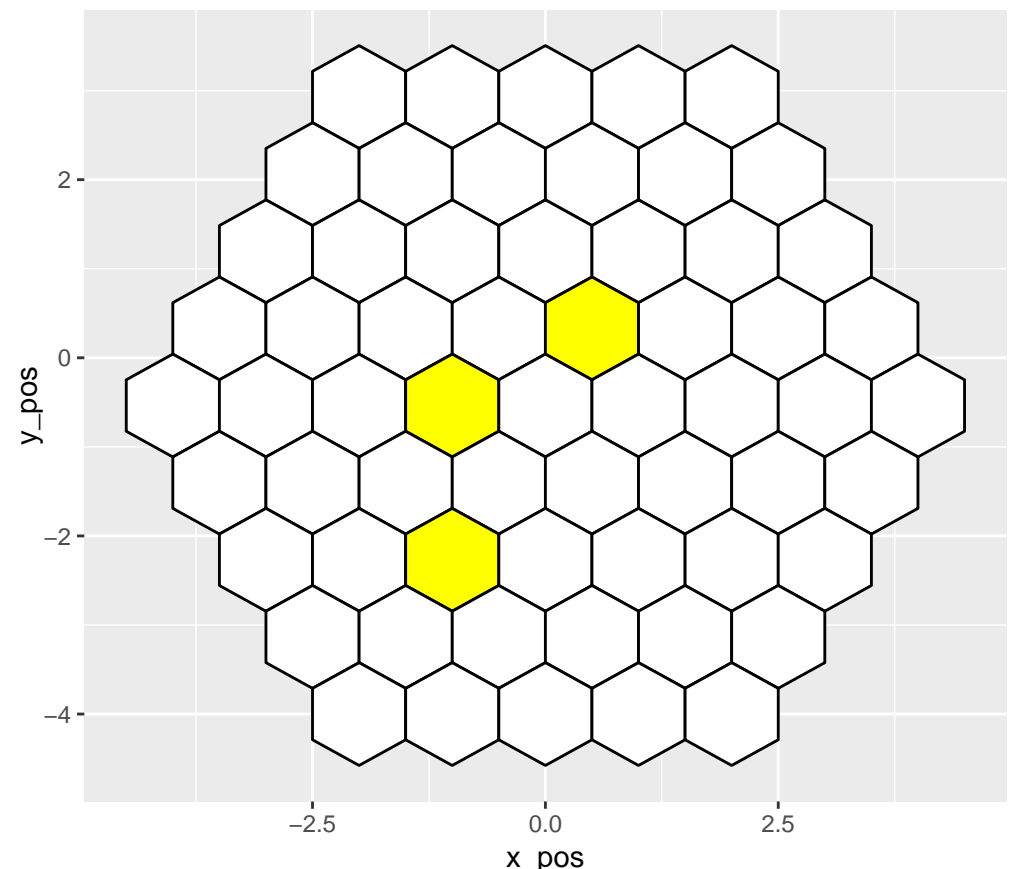
ShiftNE Flip AddCorner



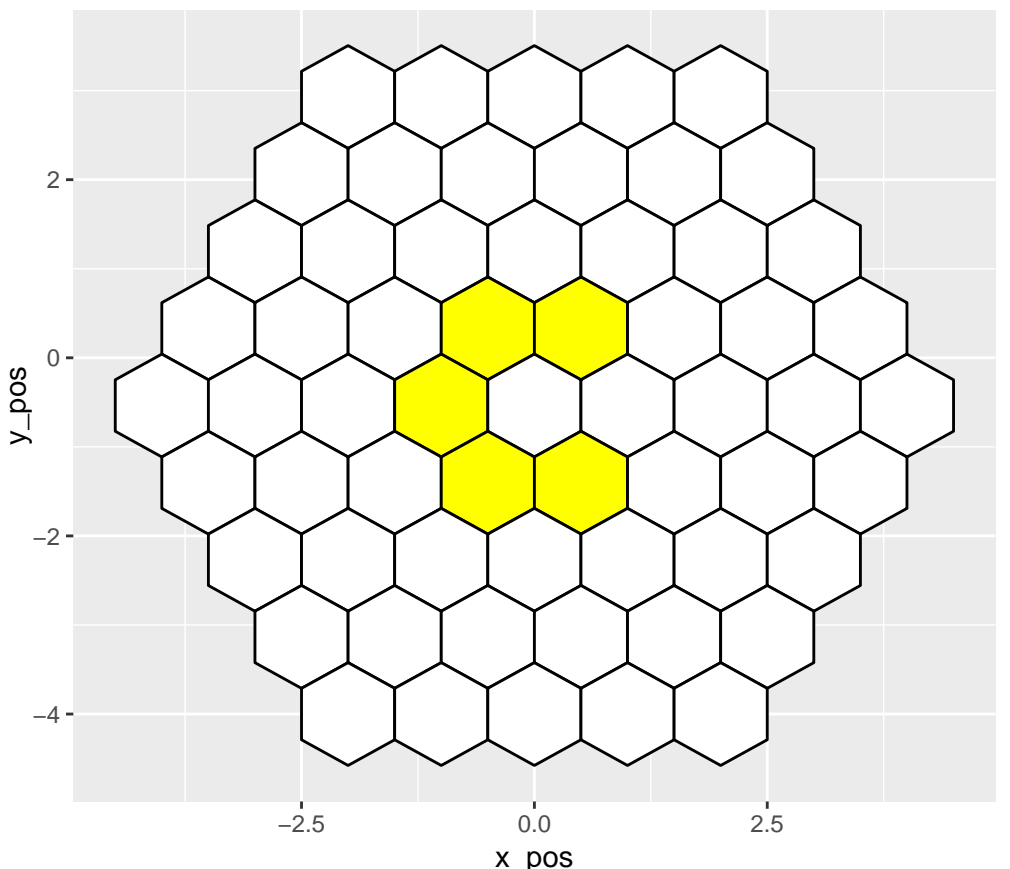
AddCorner AddCorner RotateClockwise



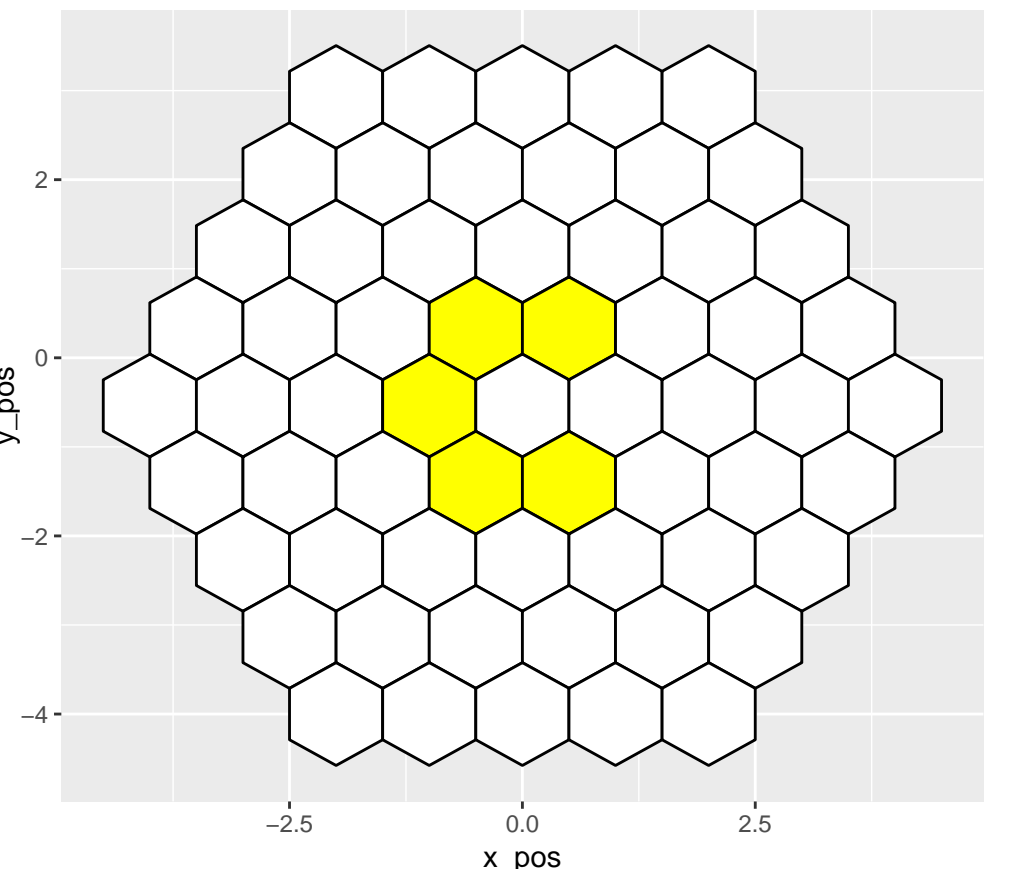
RotateClockwise ShiftW ShiftW



ShiftW ShiftW ShiftW



ShiftSE ShiftSE ShiftSE



Flip Flip Flip

