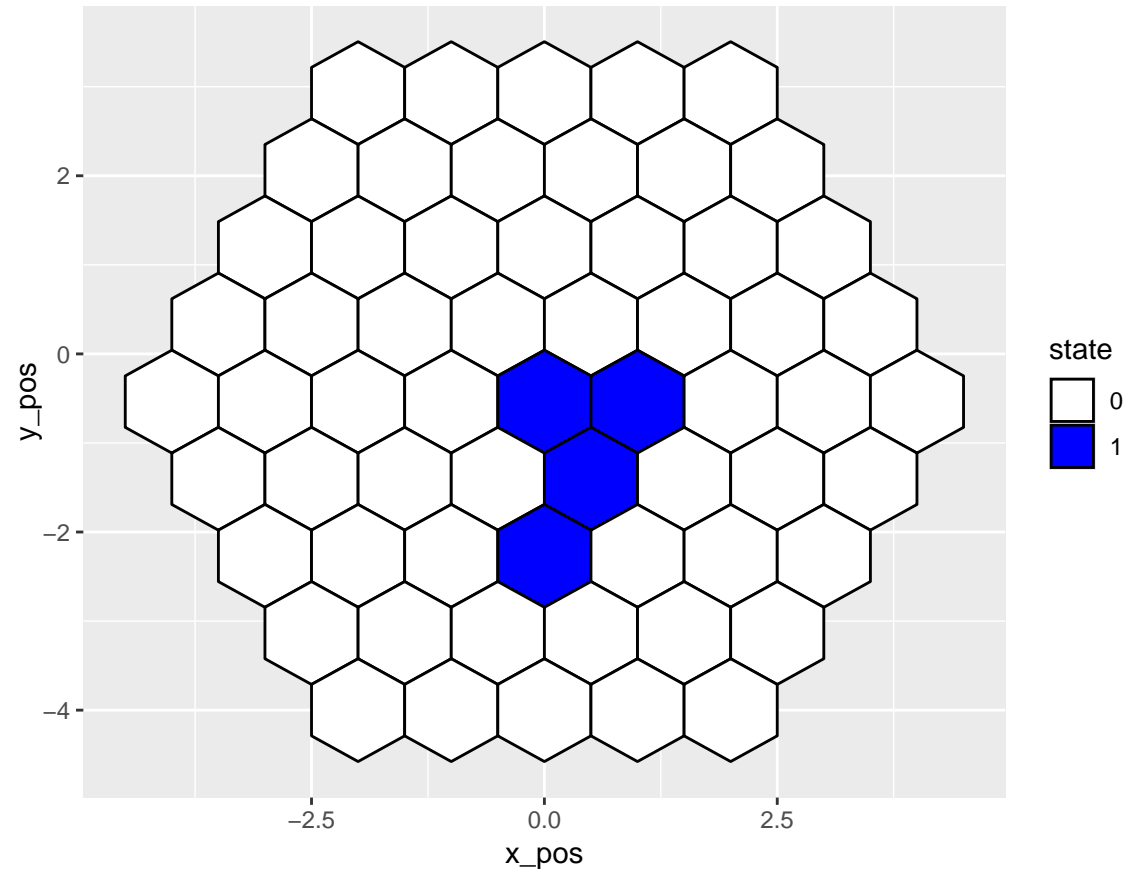
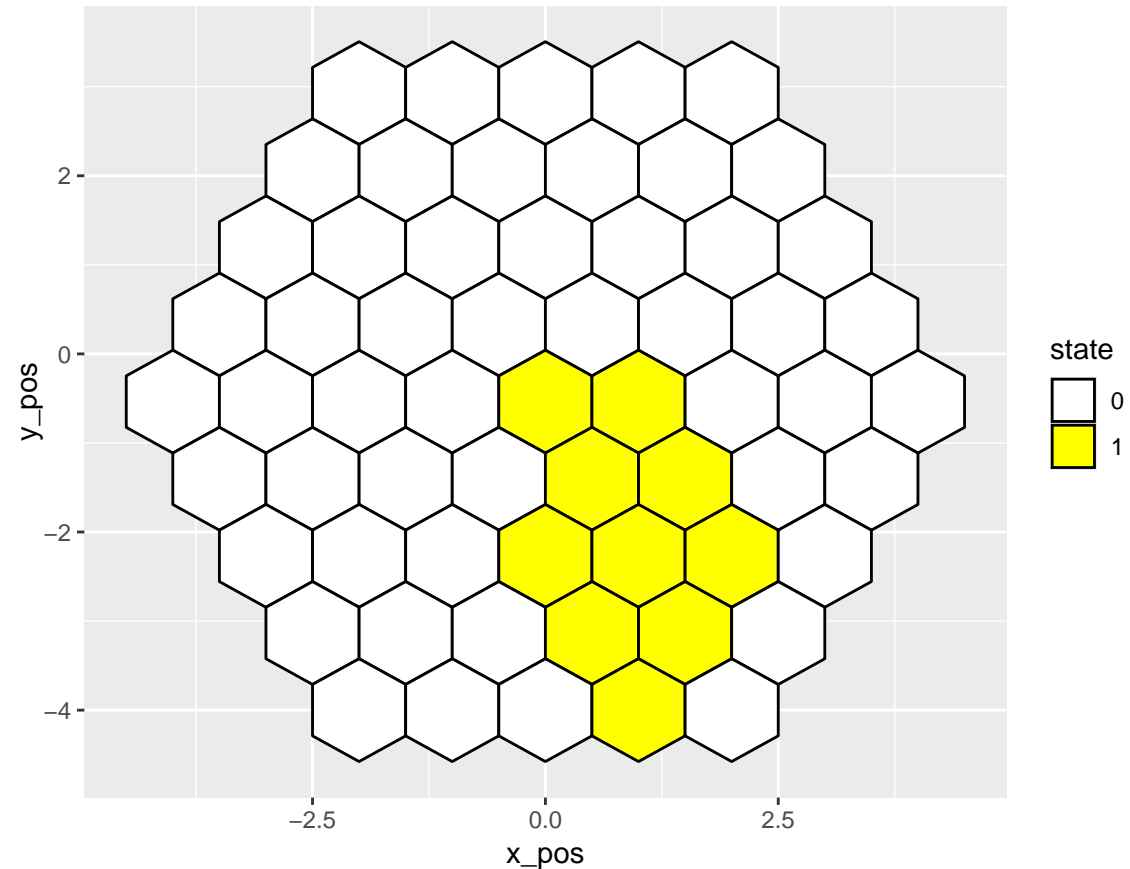


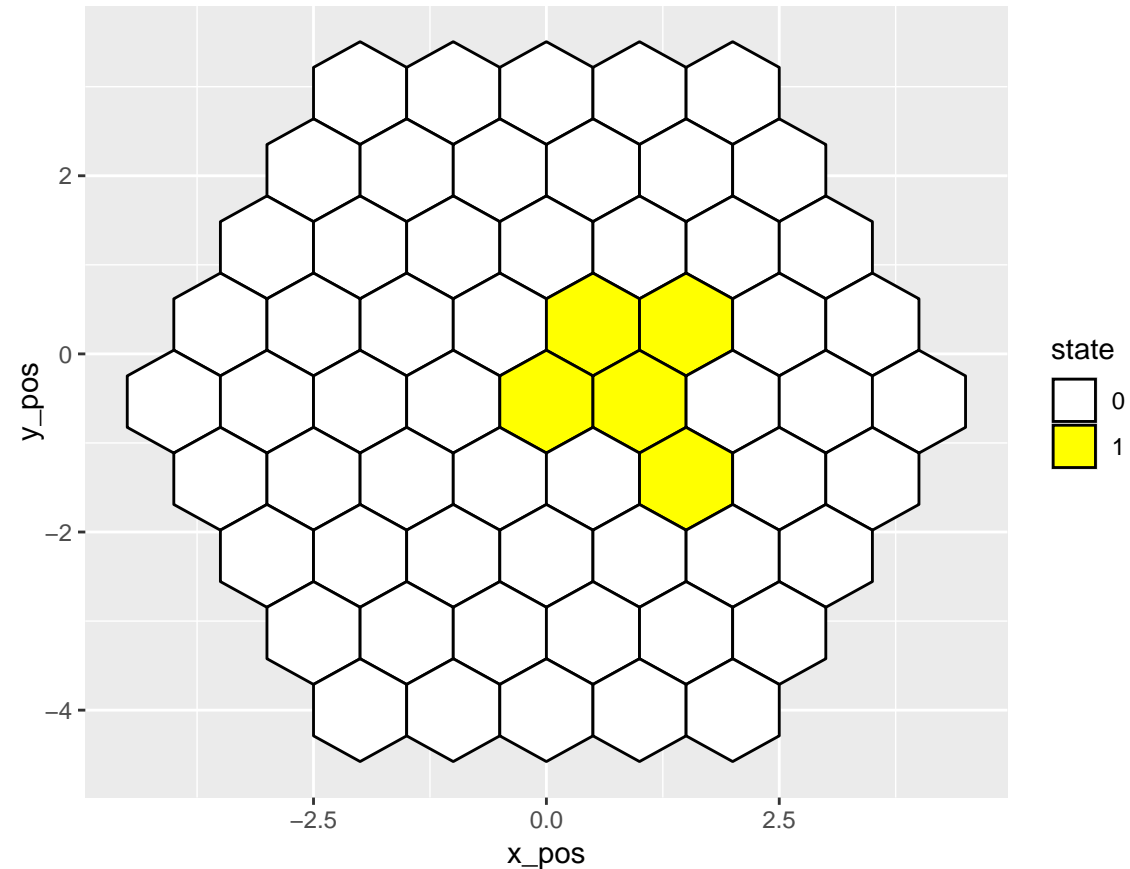
Cached primitive



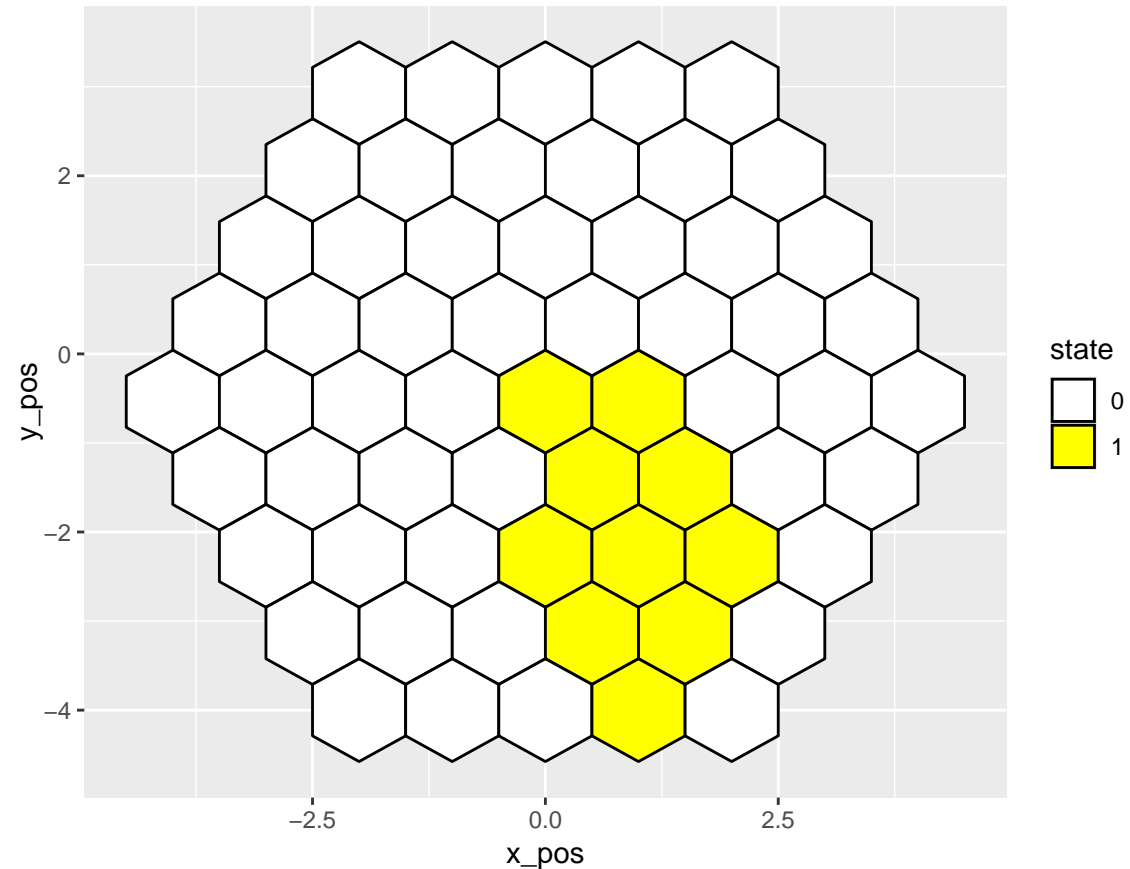
ShiftNE ShiftNE ShiftNE



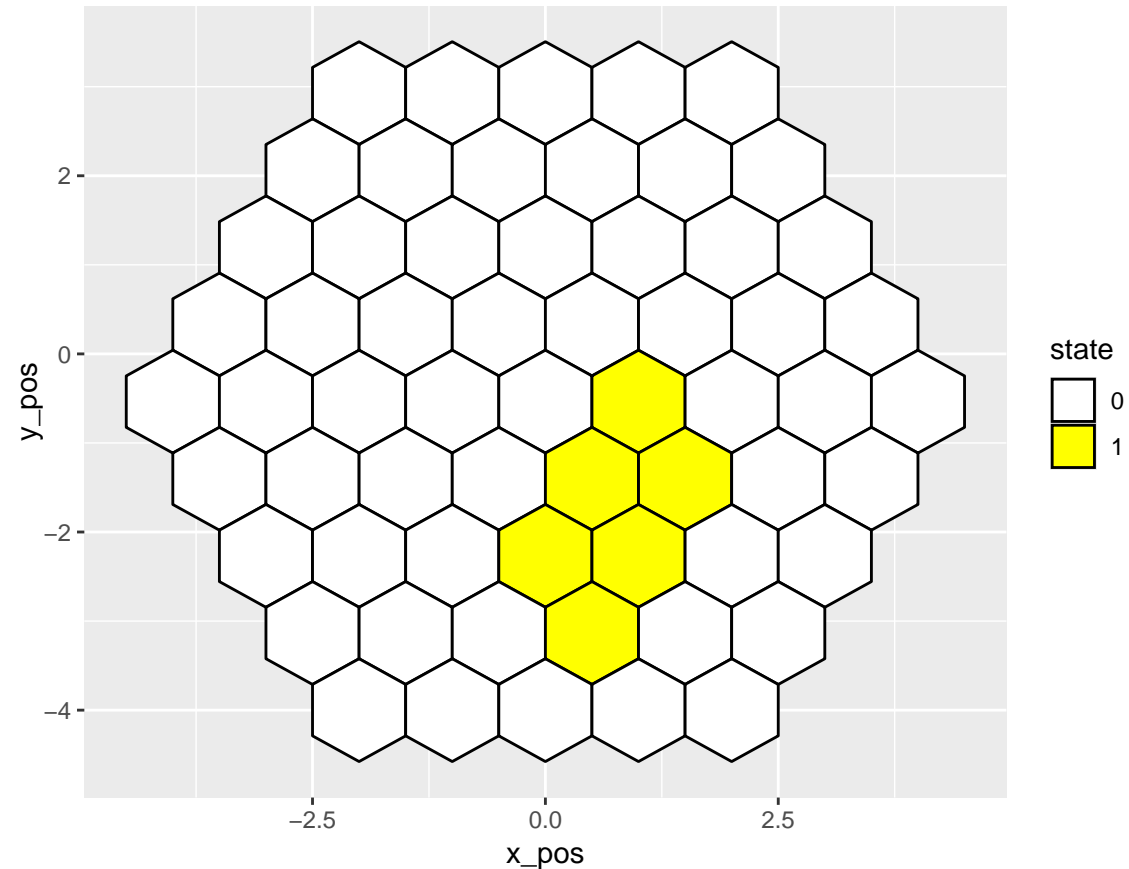
Cache sequence: AddBar ShiftNE AddUnit
AddCorner AddCorner RotateClockwise



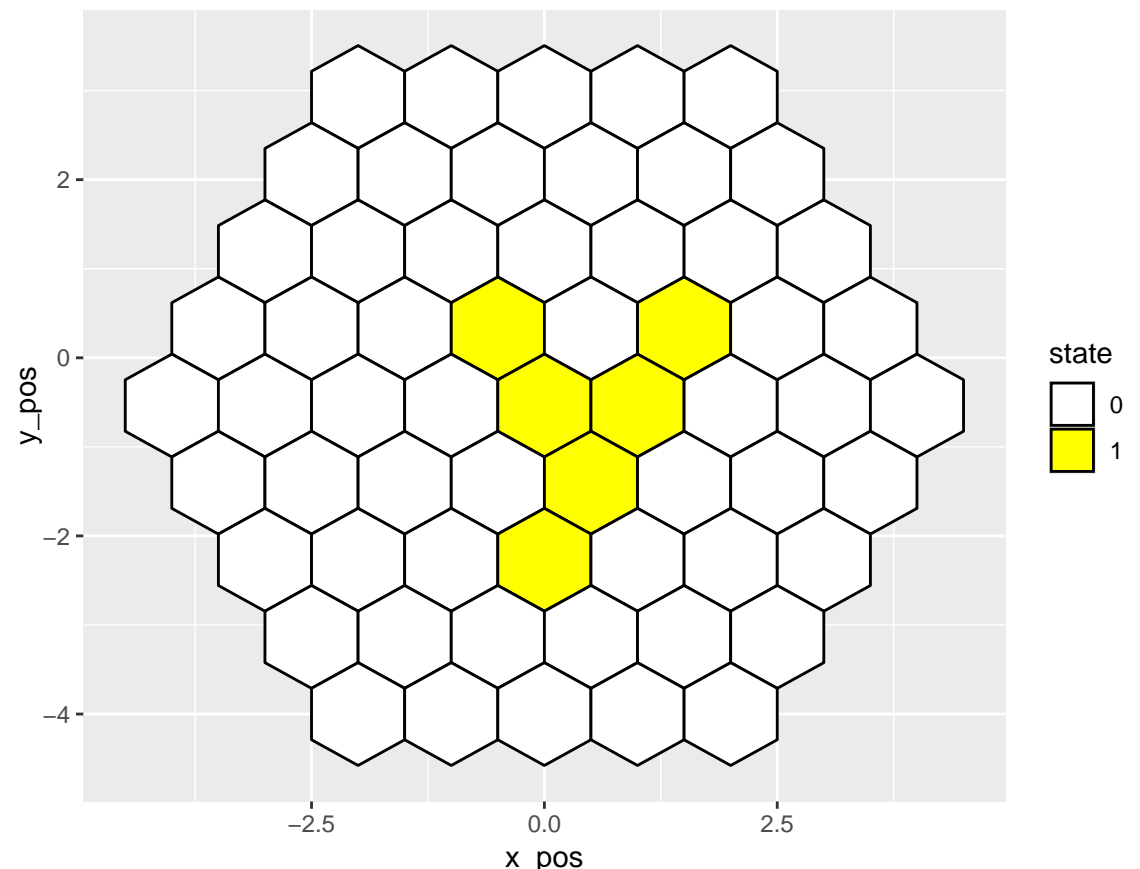
RotateClockwise RotateClockwise RotateClockwise



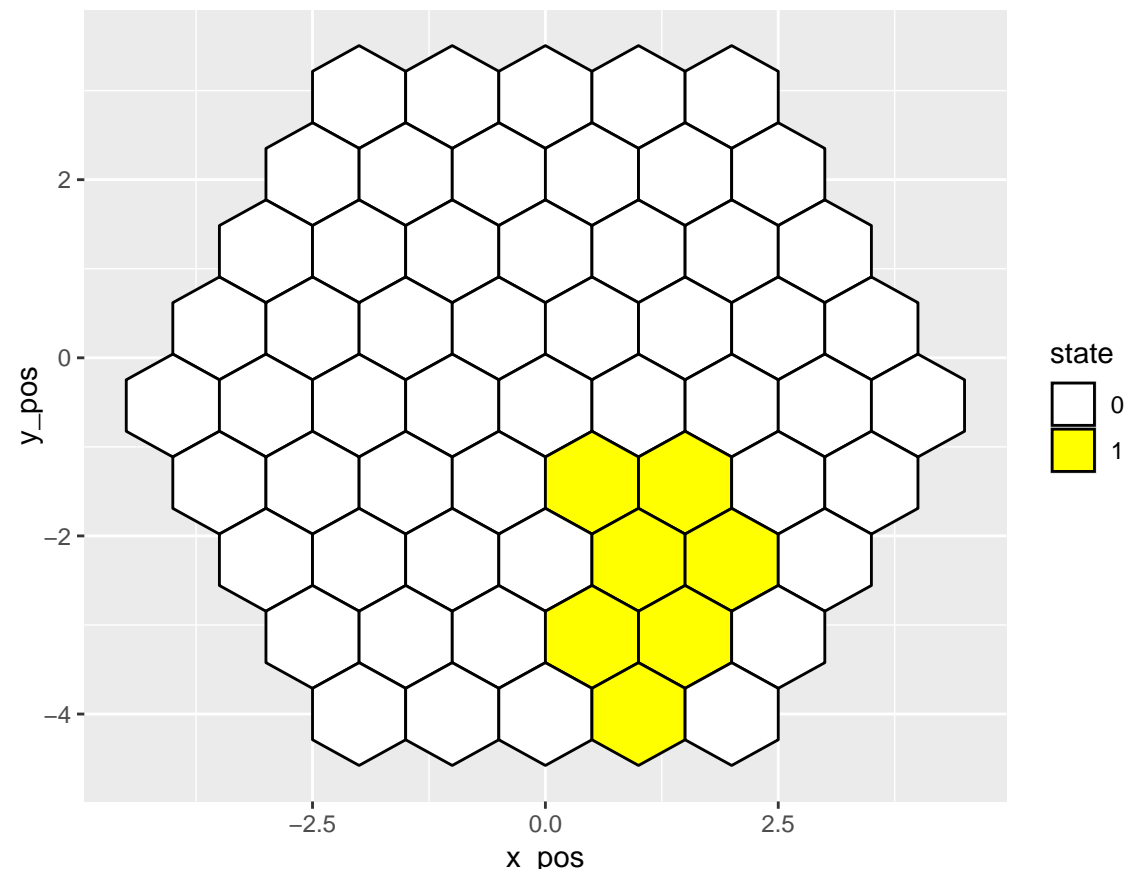
RotateClockwise RotateClockwise RemoveUnit



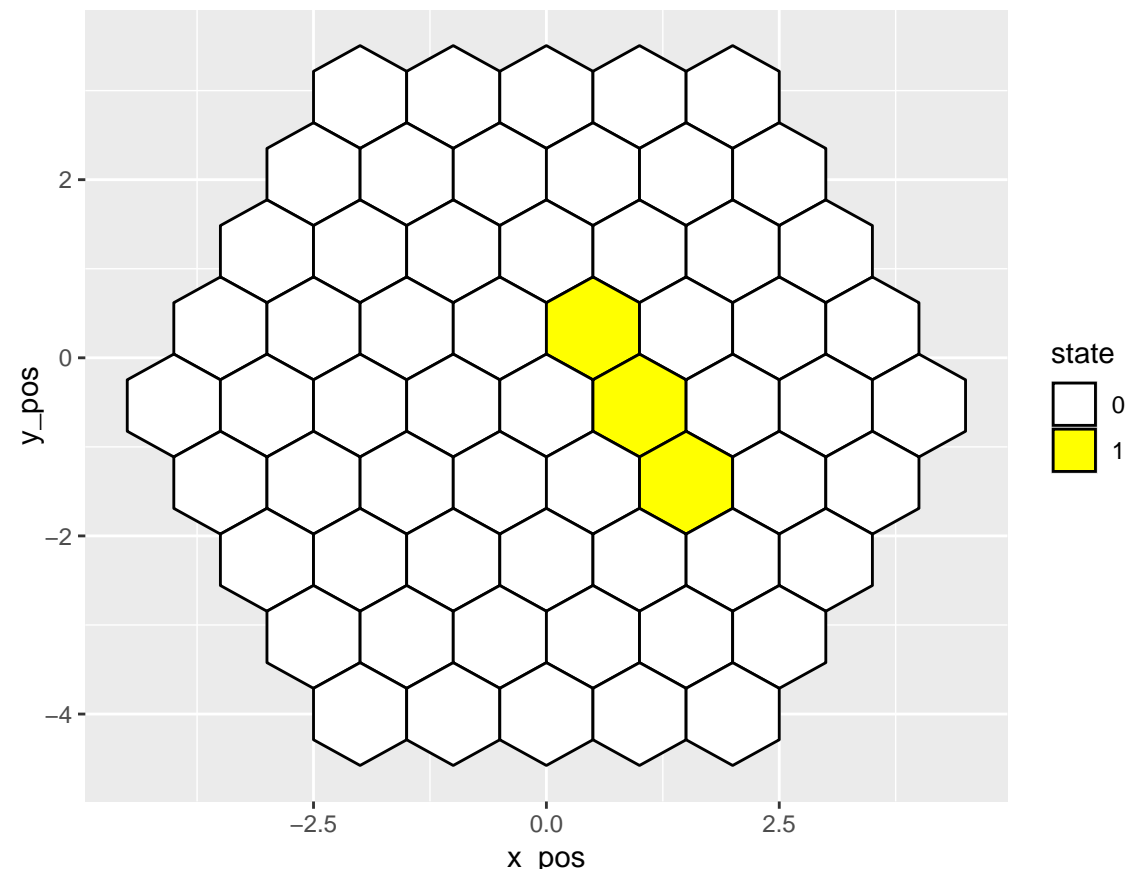
RemoveUnit Reflect AddCorner



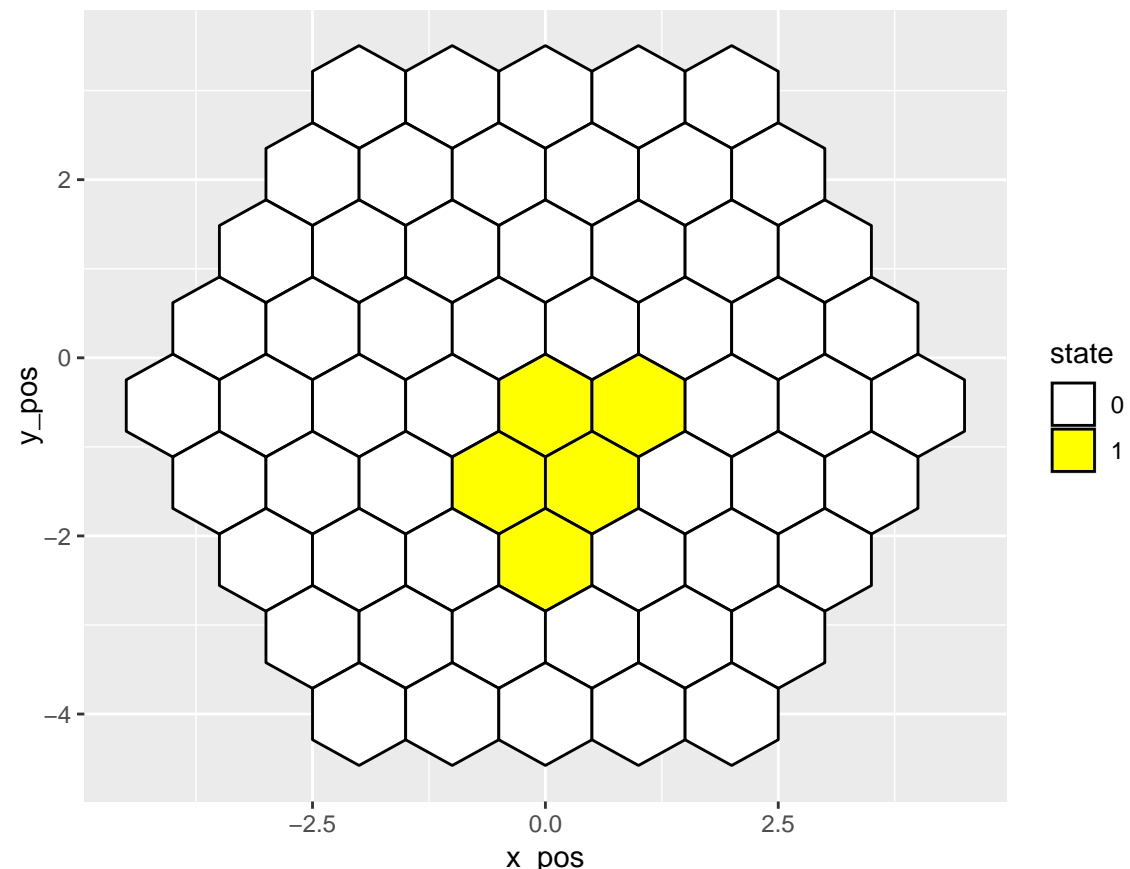
AddCorner AddCorner ShiftNE



ShiftNE RemoveUnit RotateClockwise



AddCorner RotateClockwise RotateClockwise



RotateClockwise RotateClockwise ShiftW

