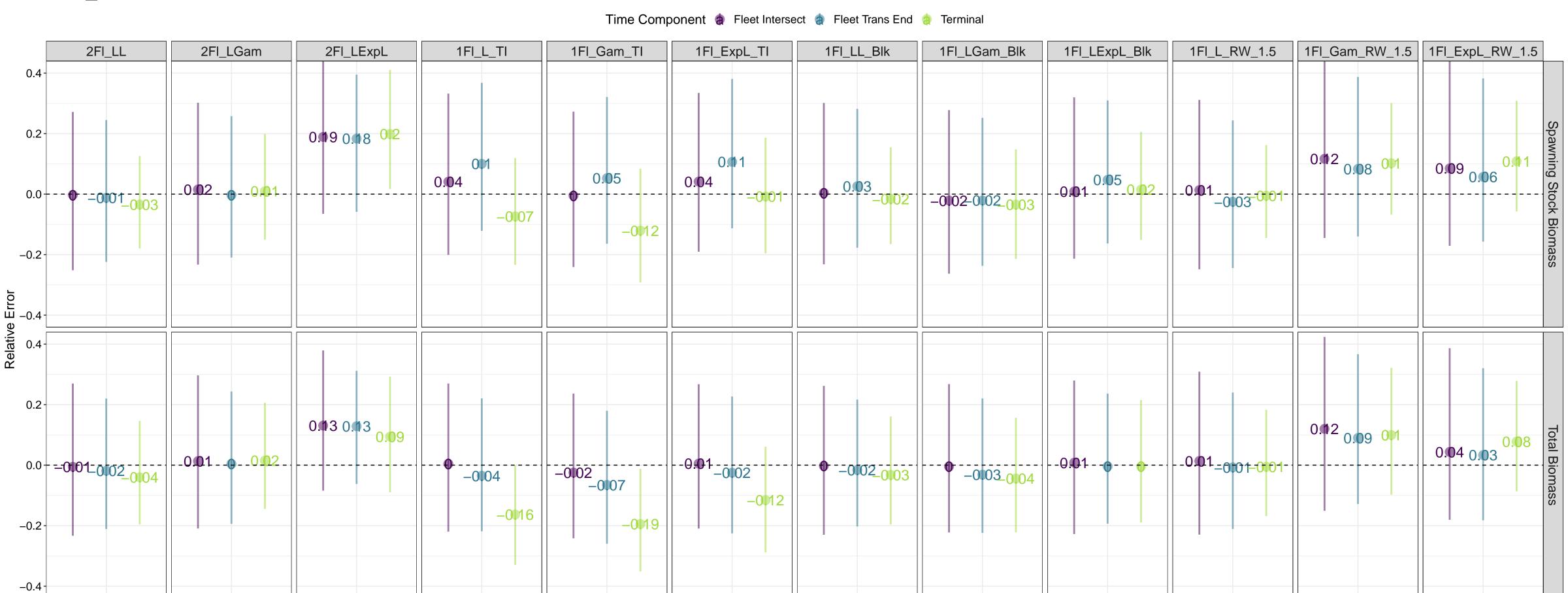
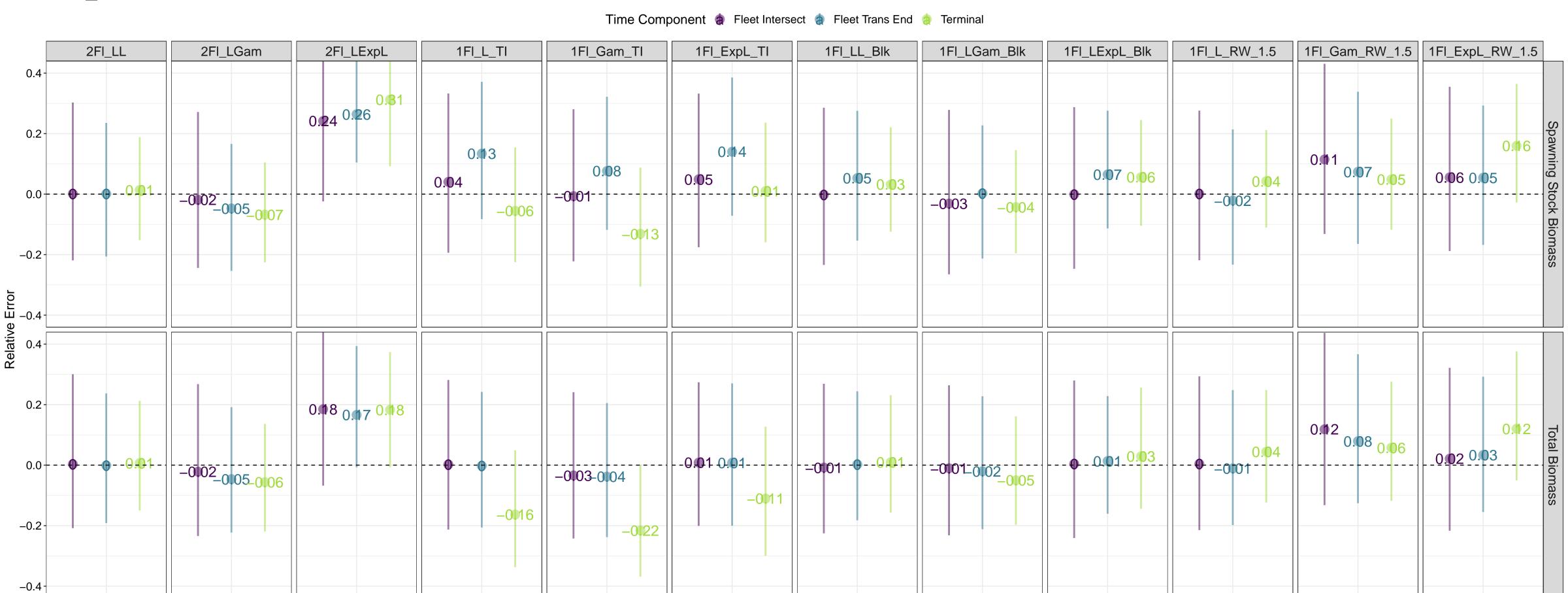
Fast_LG



Fast_LL



Slow_LG

