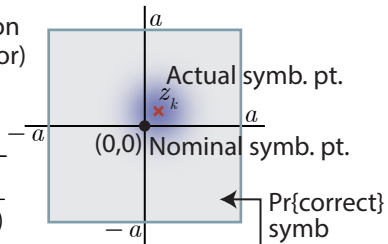
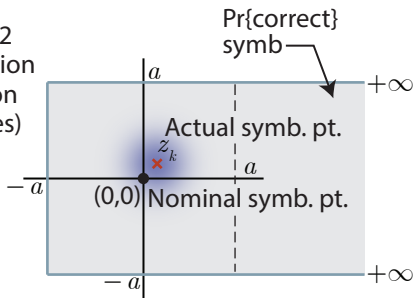


Type 1 Decision Region (interior)

$$a = \sqrt{\frac{3E_s}{2(M-1)}}$$



Type 2 Decision Region (edges)



Type 3 Decision Region (corners)

