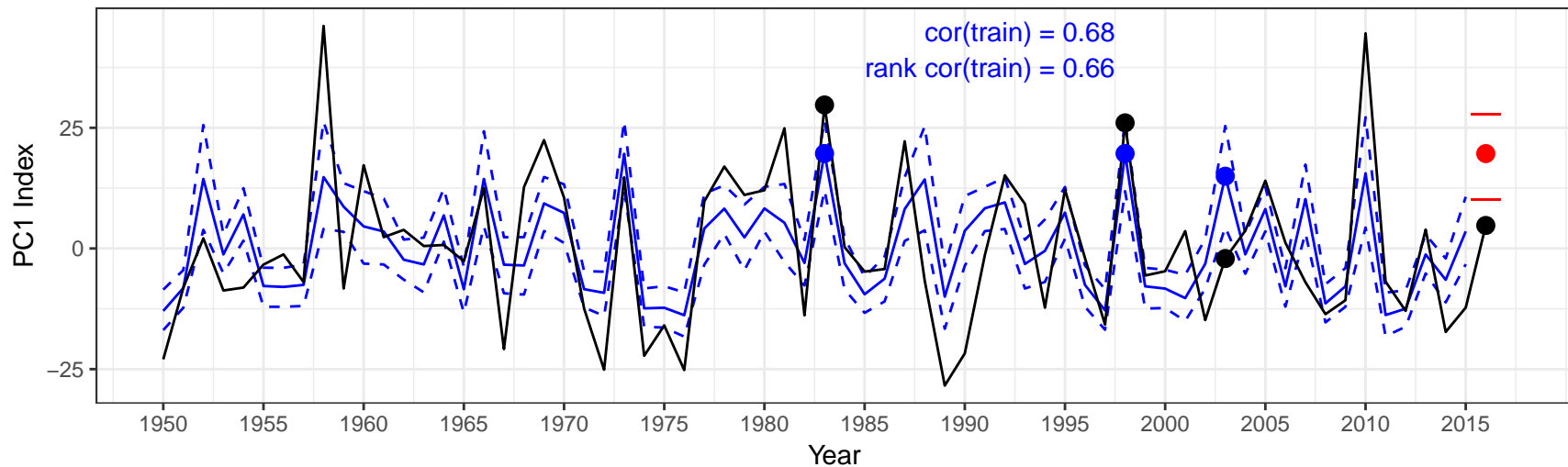


Mod 1 (SST PC1); k = 8



Mod 2 (SST PC1 + SST PC2 + SST PC3 + SST PC4); k = 8

