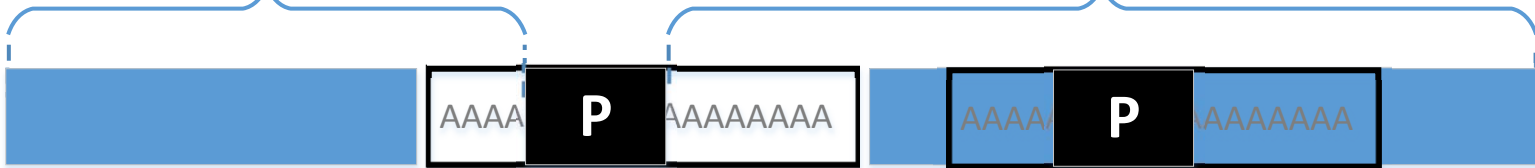


Prefix (multiple of 64 bytes)

Suffix (the rest of the program)



P and **Q** are generated to cause collision

Array X

Array Y