



<b>plan</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>
$a_0$	(0,0)	(1,0)	(2,0)	(3,0)
$a_1$	(0,0)	(1,0)	(2,0)	(3,0)

Table 2: Deliberately esoteric communication noise redundancy and ac