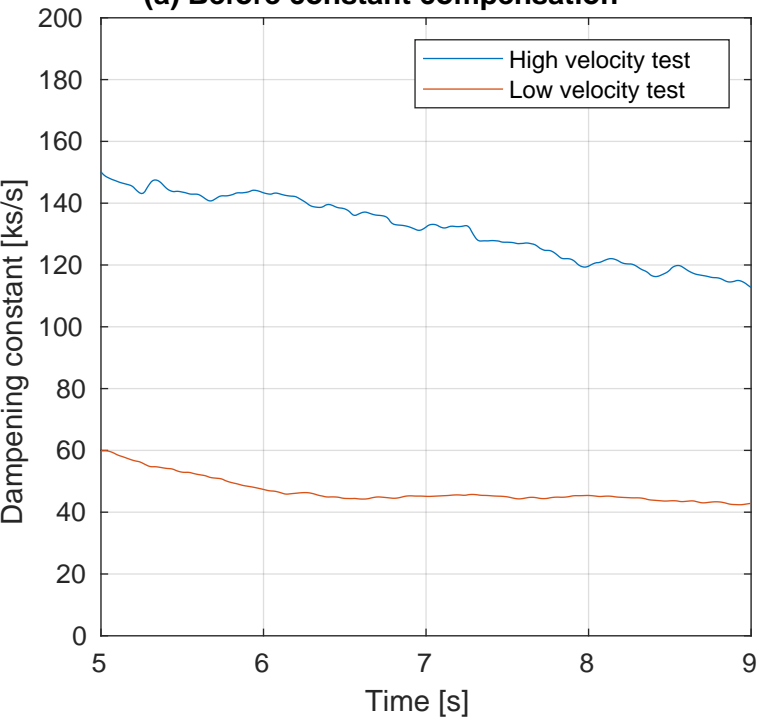


(a) Before constant compensation



(b) After constant compensation

