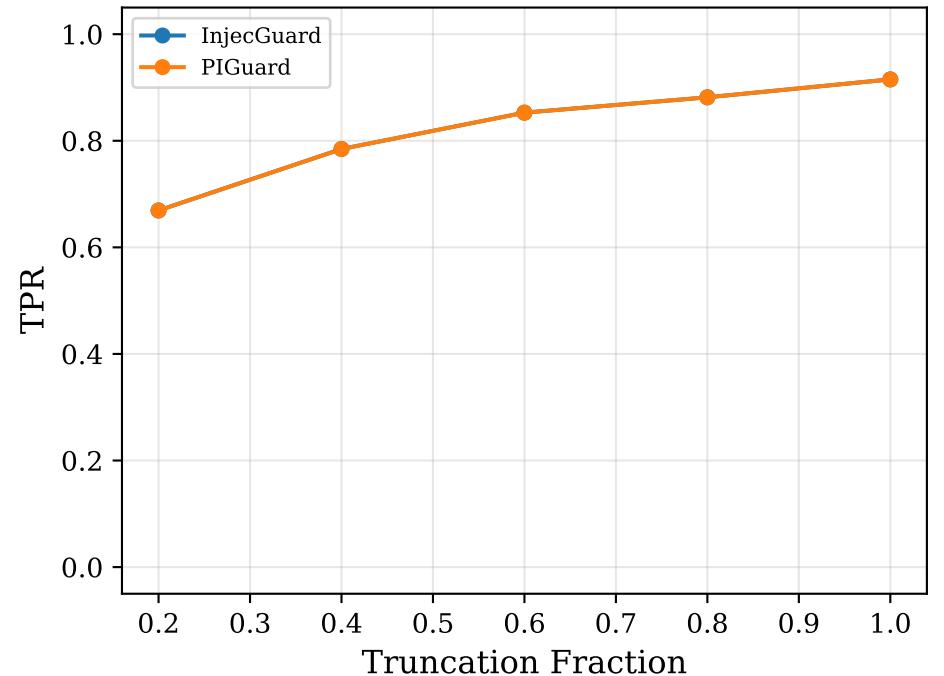
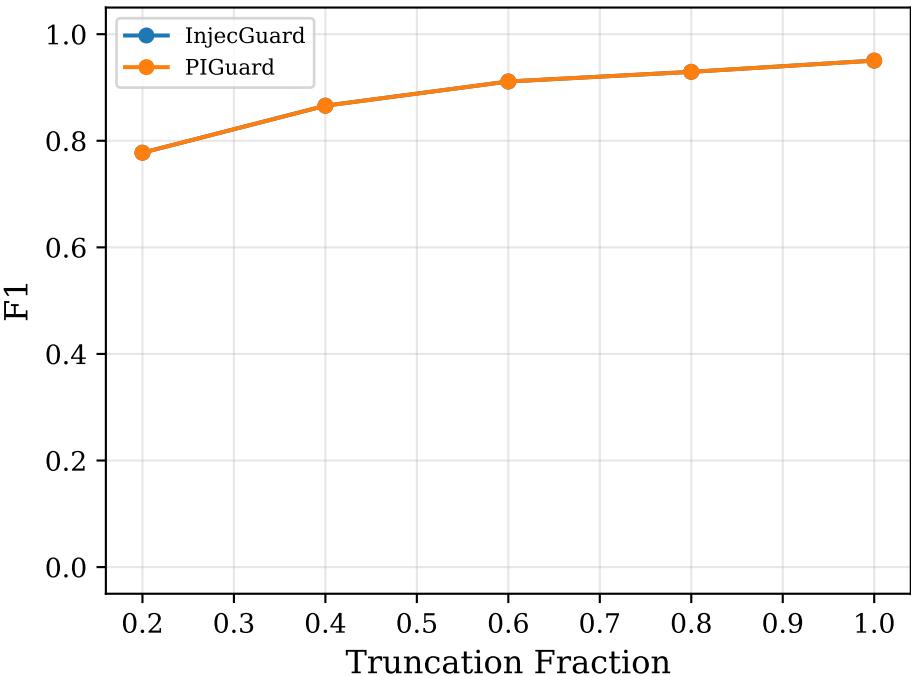


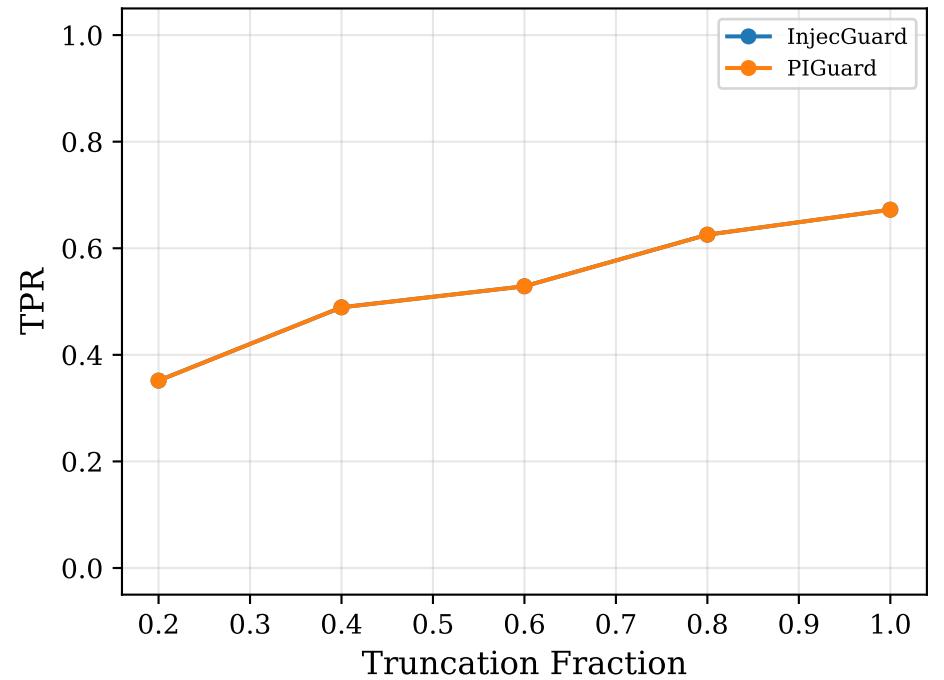
Input direction -- TPR



Input direction -- F1



Output direction -- TPR



Output direction -- F1

