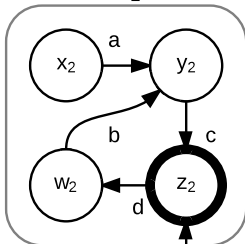


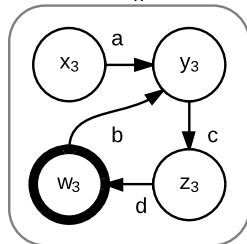
# Key



$G_Z$

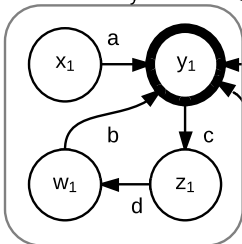


$G_X$



Start State

$G_Y$



$G_W$

