offset =	3	2	1	0	3	2	1	0	3	2	1	0	3	2	1	0
four =	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
mask =	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1
vect_i =				k				j				l				m
vect_i =	k	k	k	k	j	j	j	j	l	l	l	l	m	m	m	m

all_vect =	x_l^1	x_l^2	x_l^3	x_l^4	x_k^1	x_k^2	x_k^3	x_k^4	x_j^1	x_j^2	x_j^3	x_j^4	x_m^1	x_m^2	x_m^3	x_m^4
mat_ent =	A_e^1	A_e^2	A_e^3	A_e^4	A_f^1	A_f^2	A_f^3	A_f^4	A_g^1	A_g^2	A_g^3	A_g^4	A_h^1	A_h^2	A_h^3	A_h^4
correct_vect =	x_m^1	x_m^2	x_m^3	x_m^4	x_m^1	x_m^2	x_m^3	x_m^4	x_m^1	x_m^2	x_m^3	x_m^4	x_m^1	x_m^2	x_m^3	x_m^4
correct_mat =	A_e^4	A_e^4	A_e^4	A_e^4	A_f^4	A_f^4	A_f^4	A_f^4	A_g^4	A_g^4	A_g^4	A_g^4	A_h^4	A_h^4	A_h^4	A_h^4