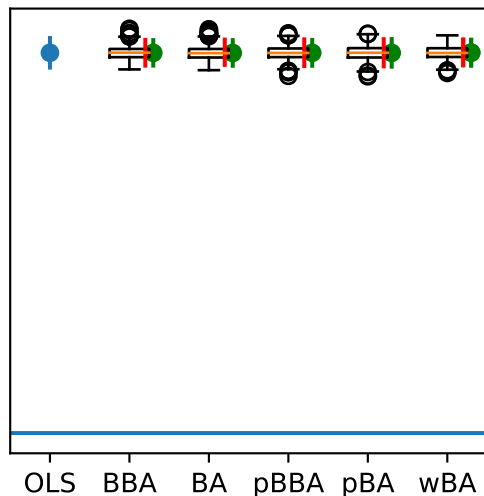
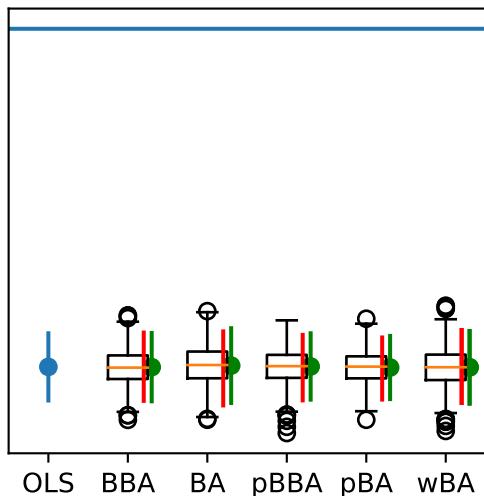


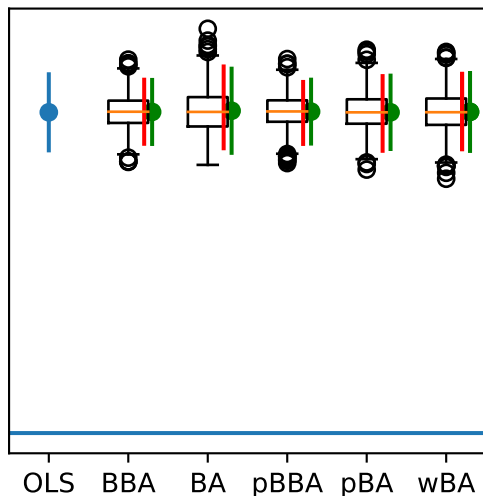
Intercept



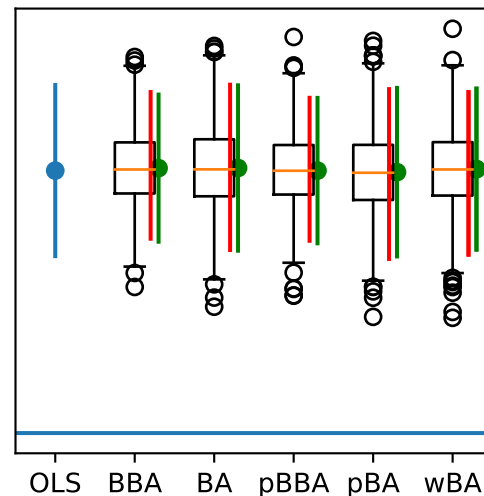
x1



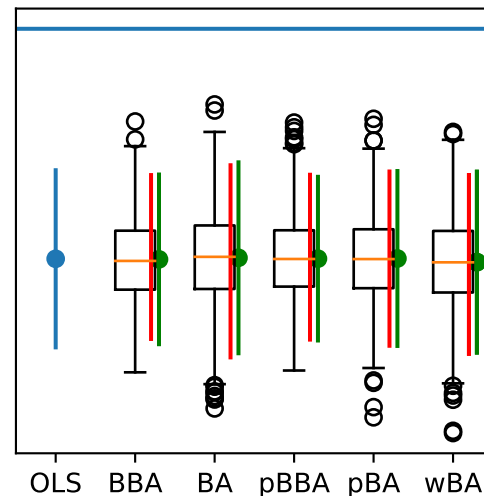
x2



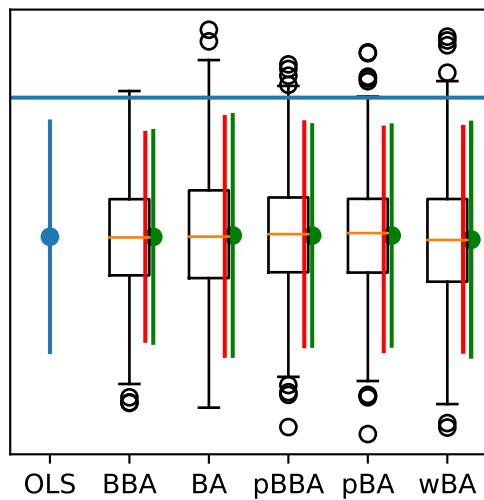
x3



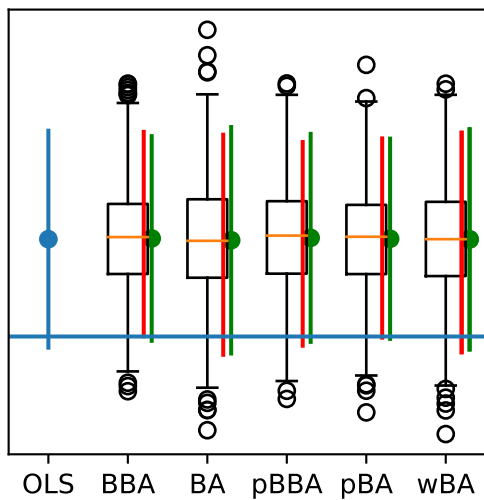
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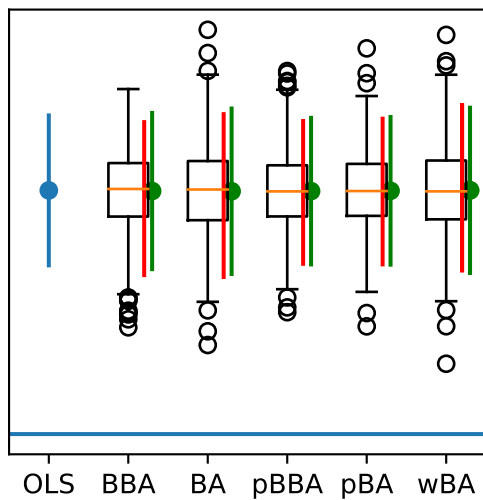
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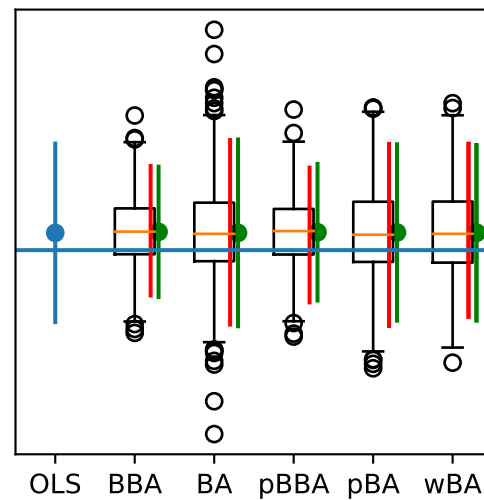
x2:x3



I(x1 ** 2)



I(x2 ** 2)



I(x3 ** 2)

