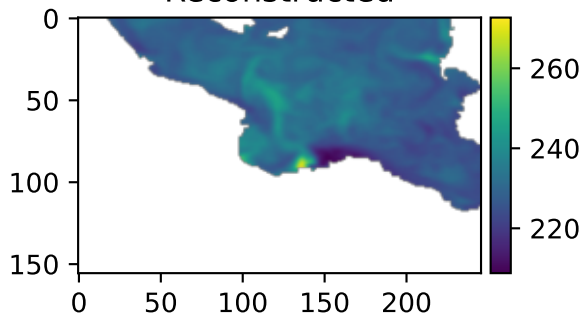
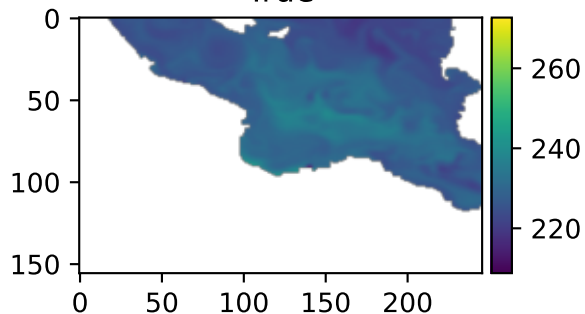


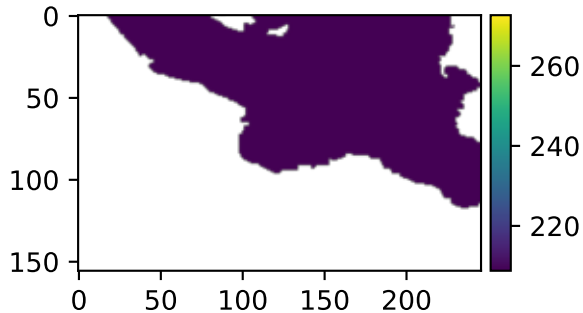
Reconstructed



True



Lower bound



Upper bound

