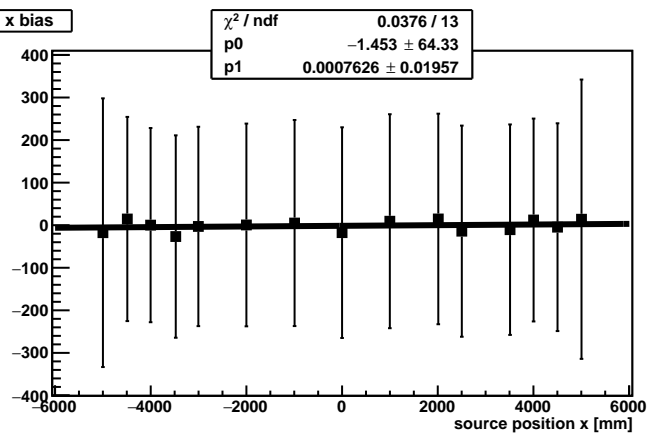
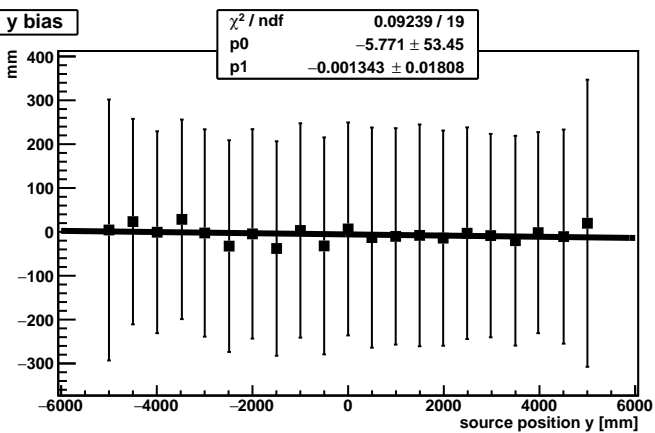


x bias



y bias



z bias

