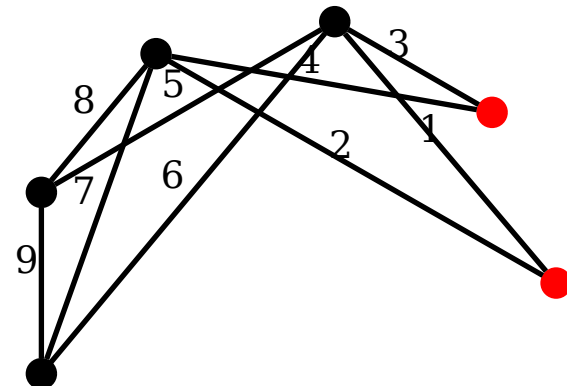
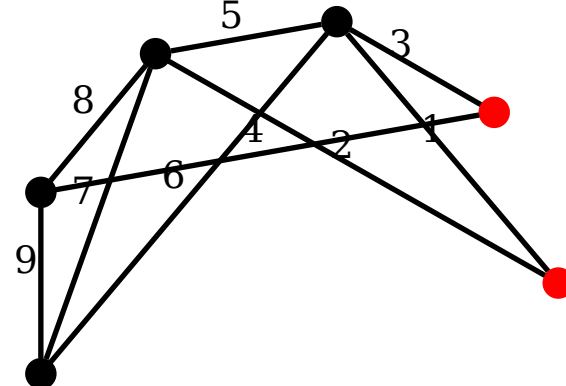


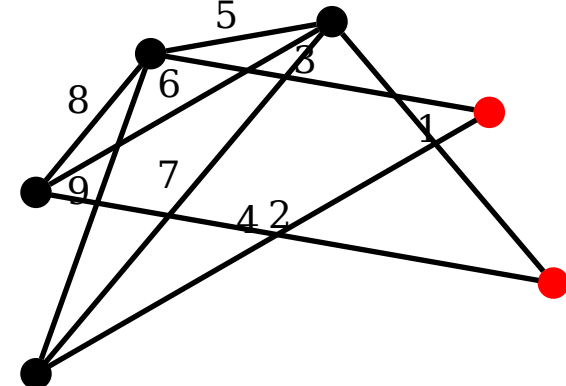
x0



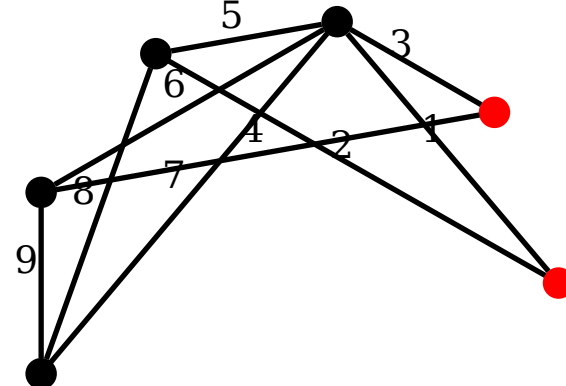
x1



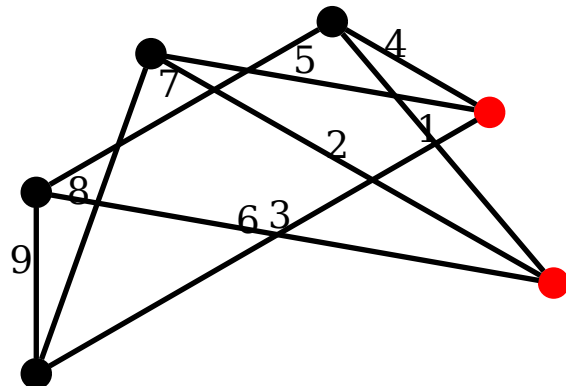
x2



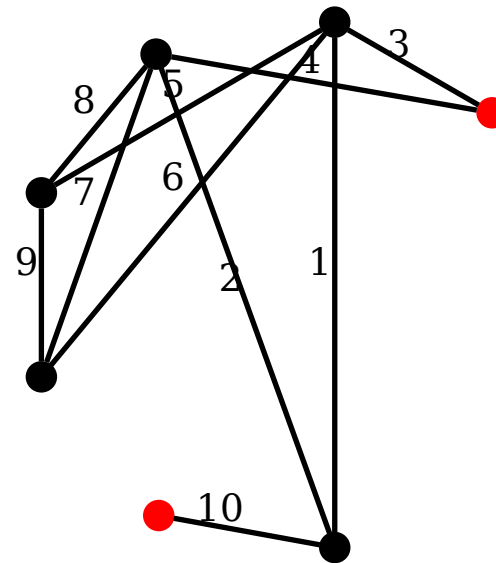
x3



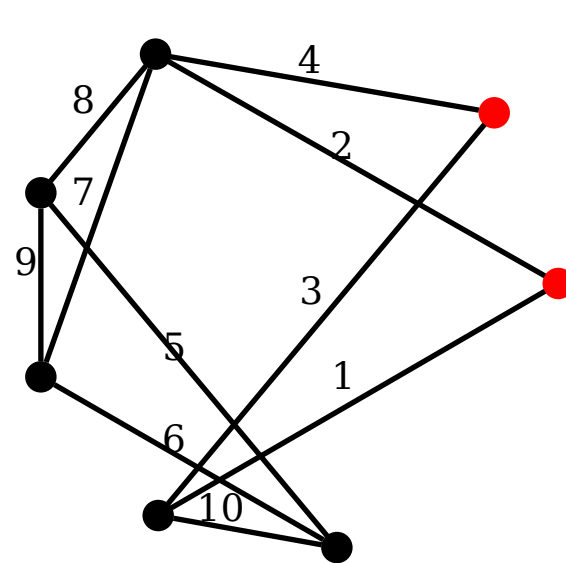
x4



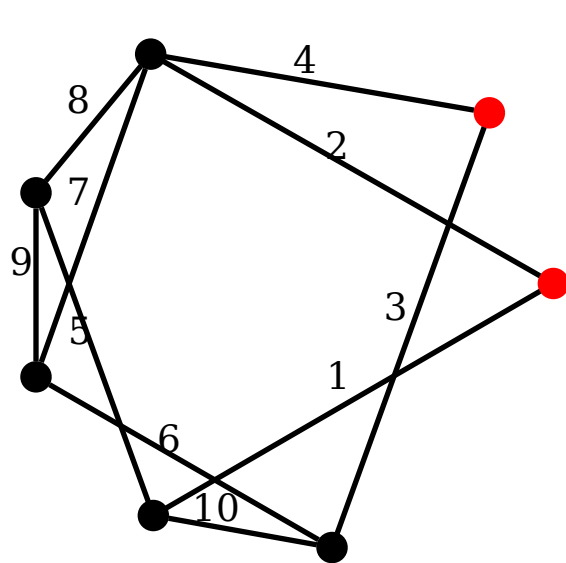
2*x0



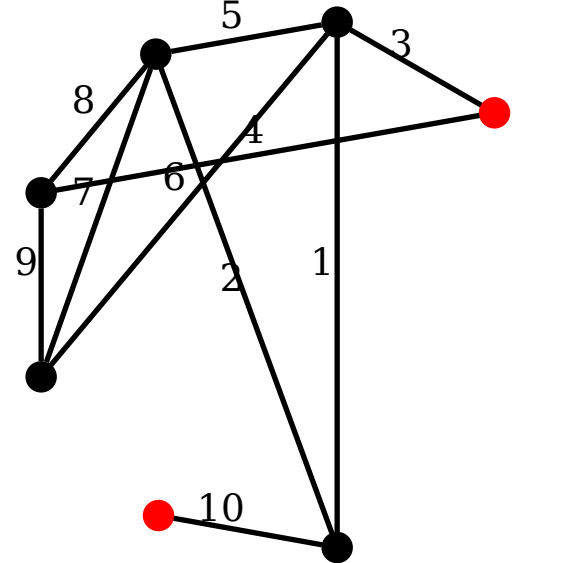
4*x0



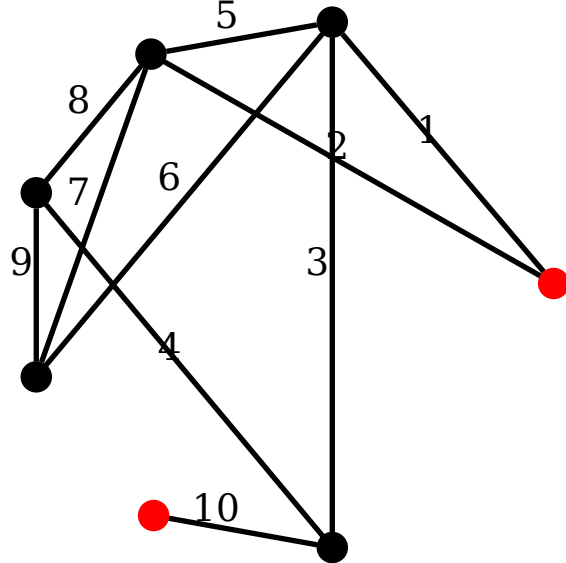
8*x0 + 2*x1



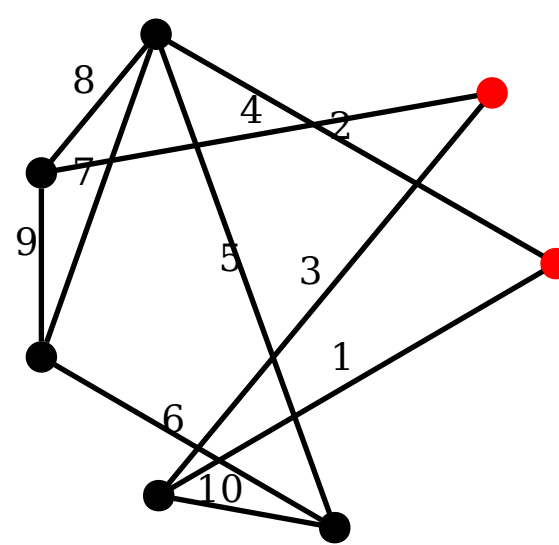
x1 - 4



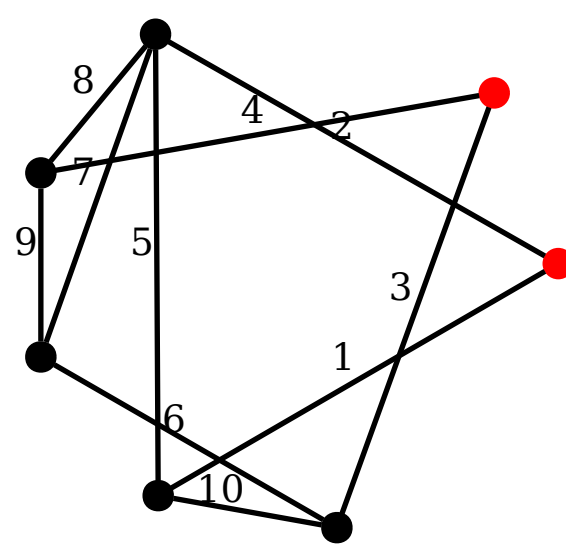
x1 - 4



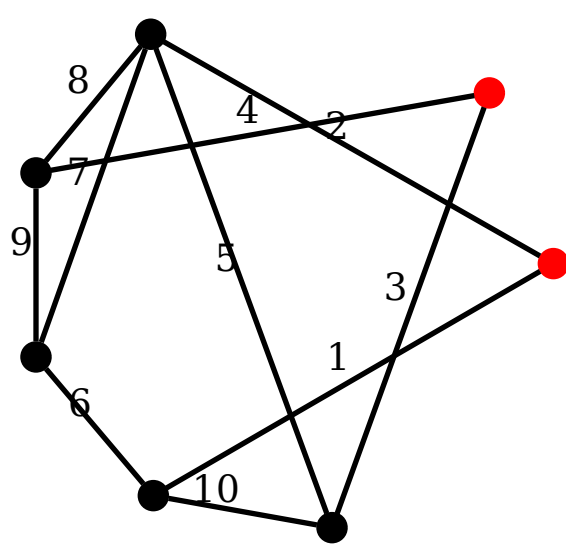
2*x1



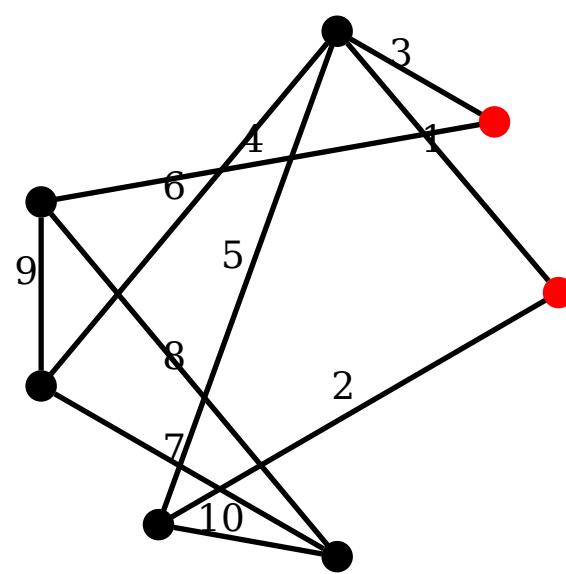
2*x1 - 4*x2 + 4



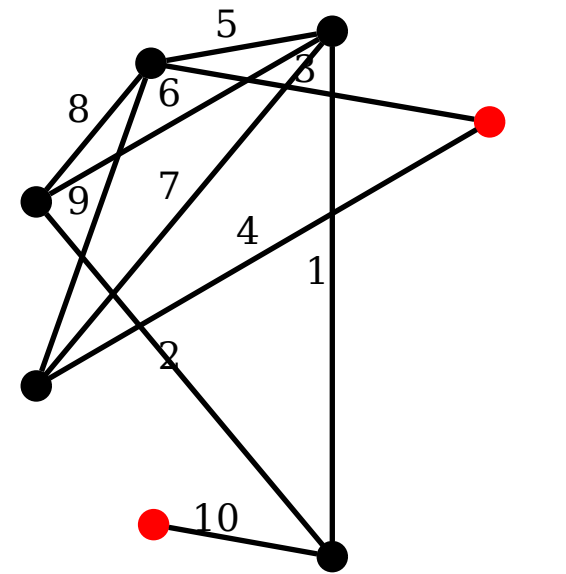
2*x1 - 4*x3 - 4



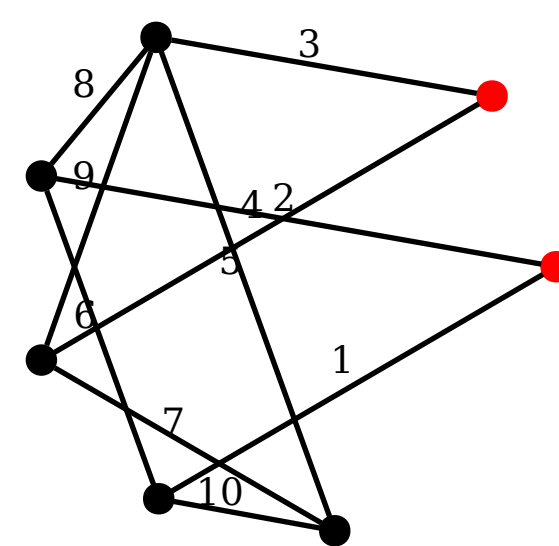
2*x1 - 4*x3



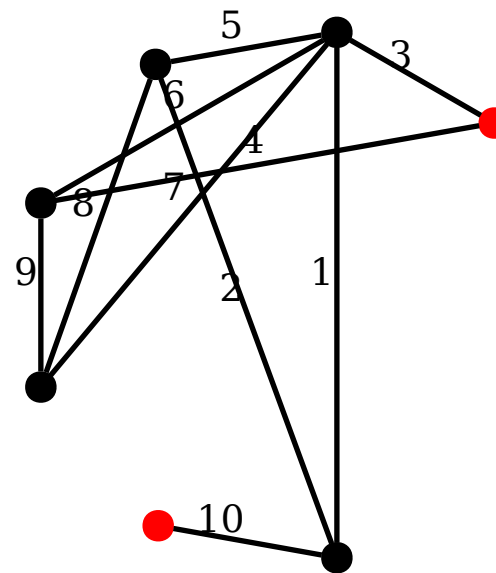
2*x2 - 4



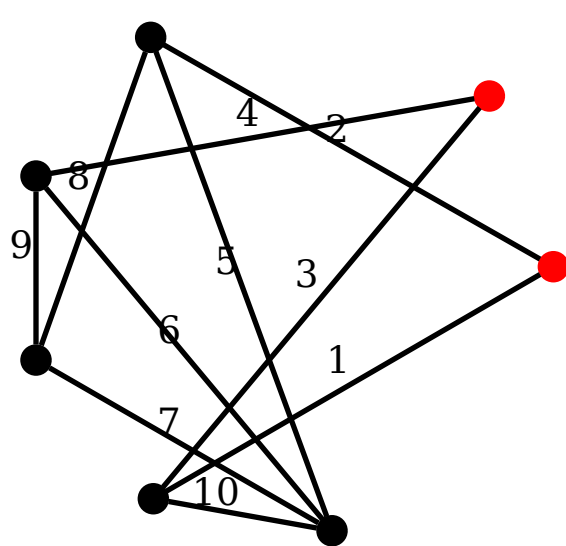
4*x2 - 4*x3 + 4



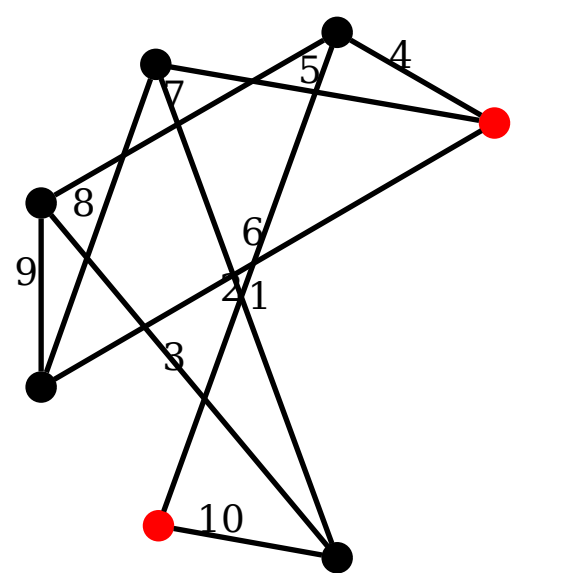
2*x3



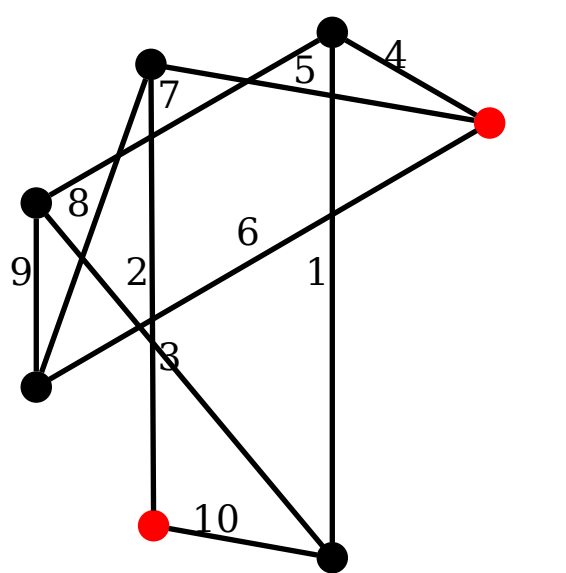
2*x3



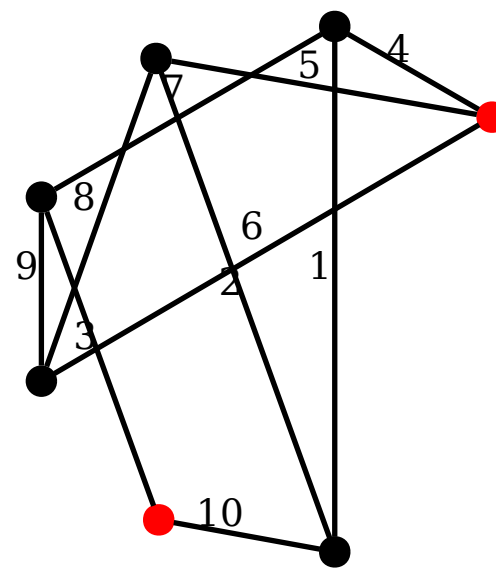
2*x4



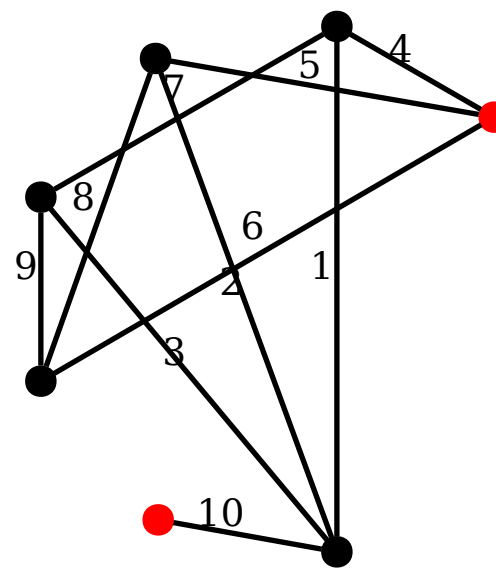
2*x4



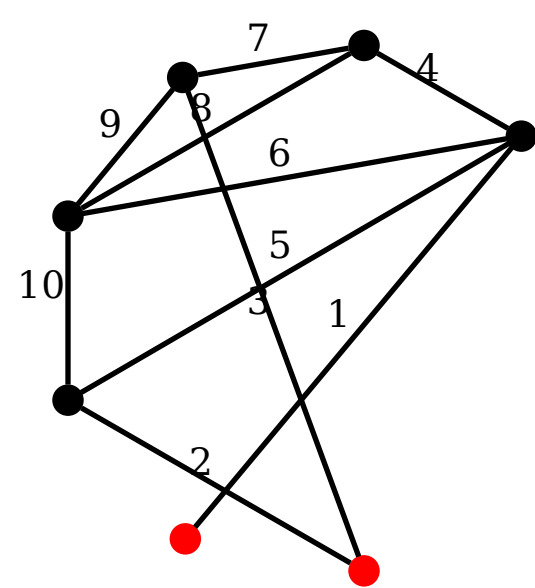
2*x4



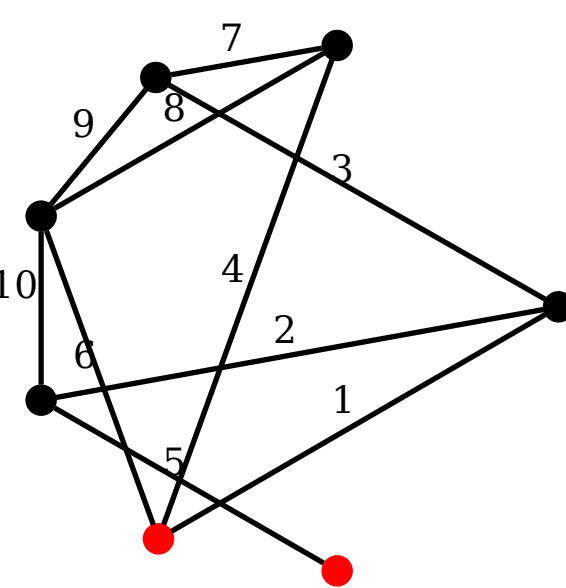
2*x4 - 4



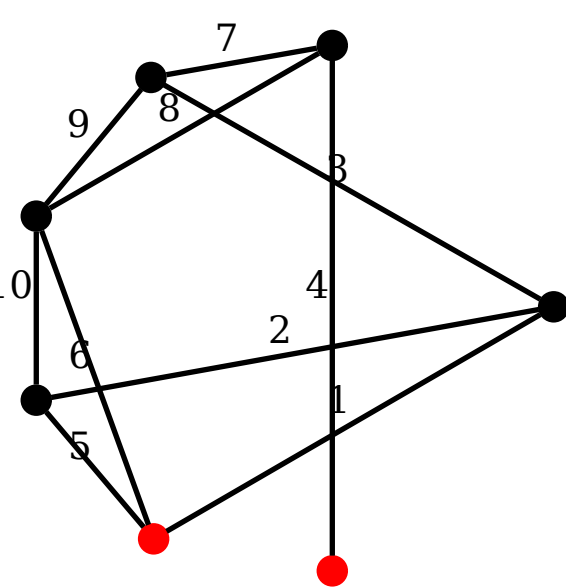
4



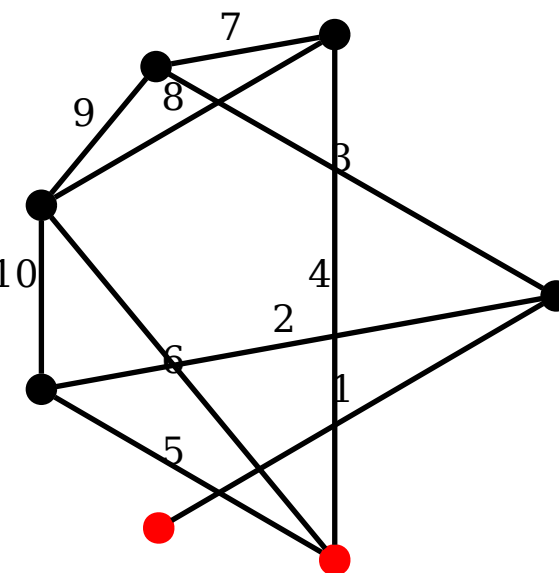
4



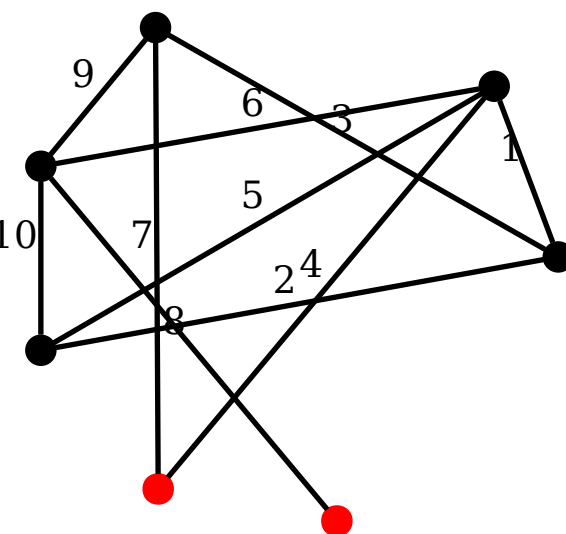
4



4



4



4

