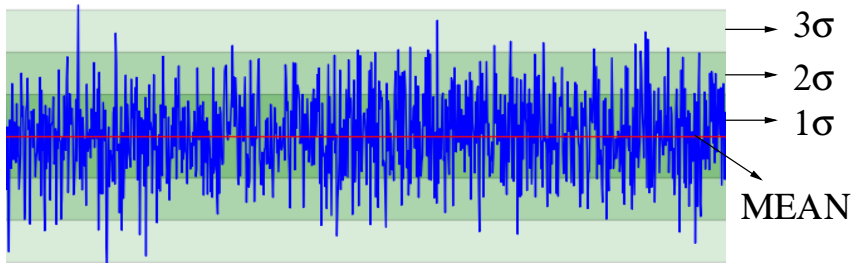


UPPER_BOUNDS

VAR



TRACES

LOWER_BOUNDS