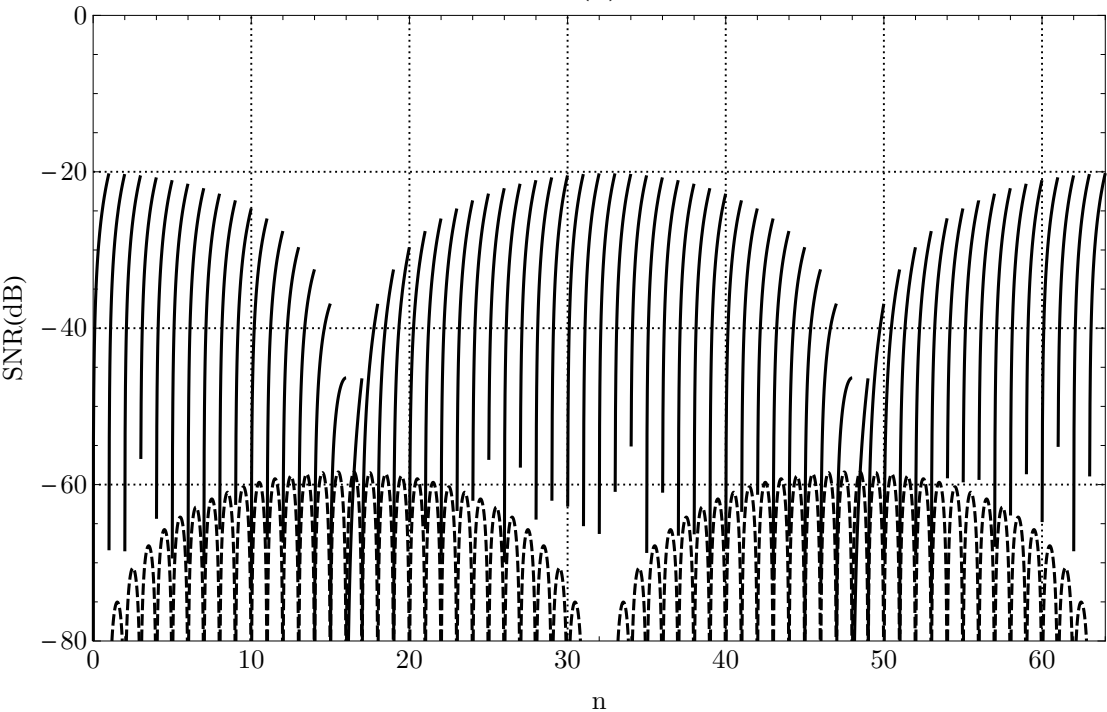


(a)



— zero-degree interpolation (rounding)

----- linear interpolation