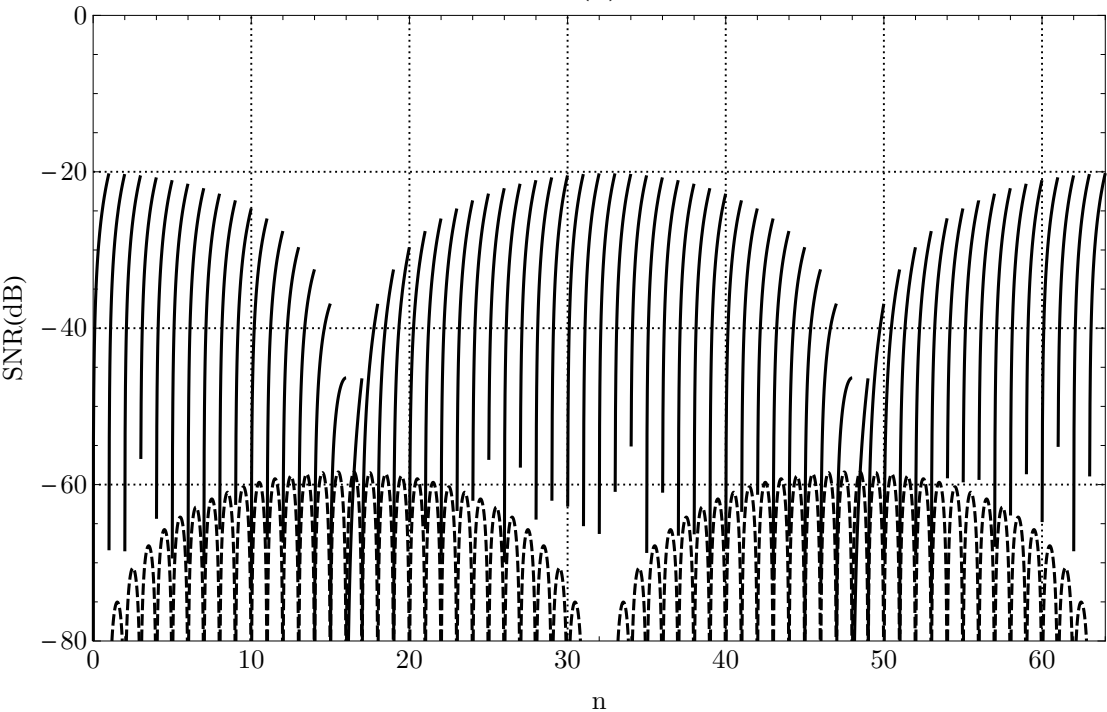


(a)



— zero-degree interpolation (rounding)
----- linear interpolation