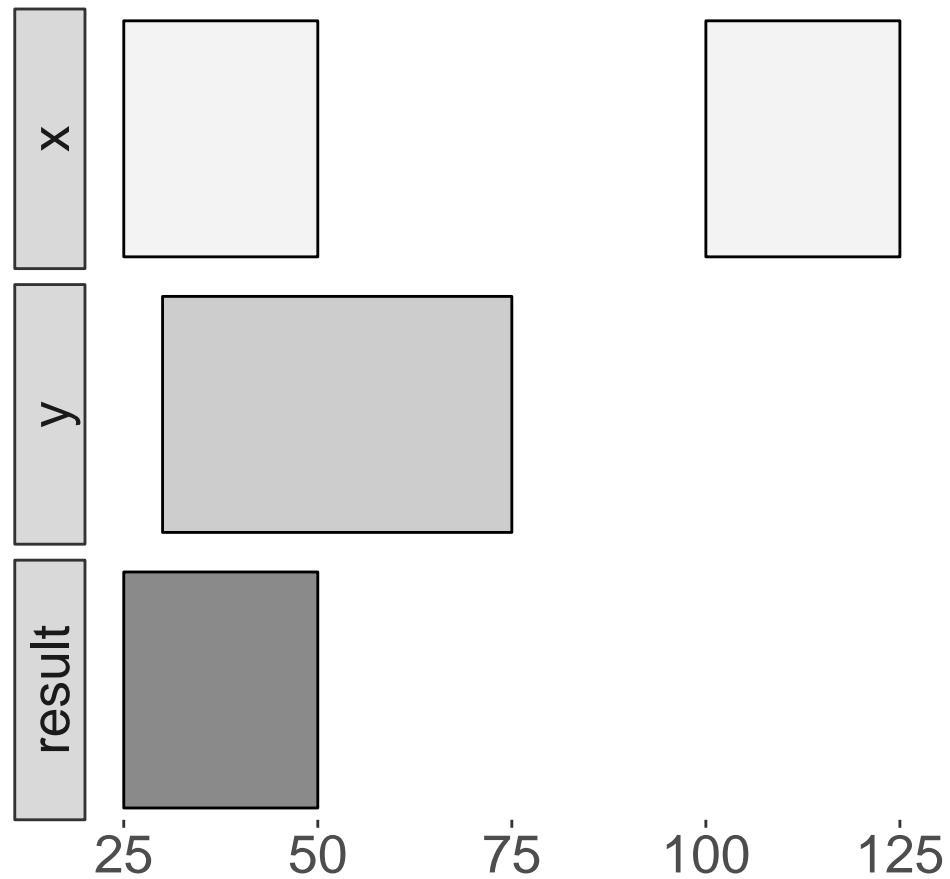


A bed_intersect(x, y)



B bed_merge(x)

