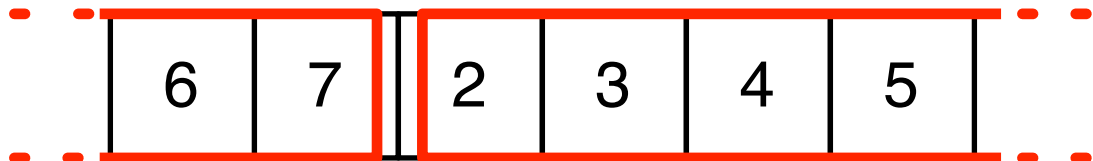
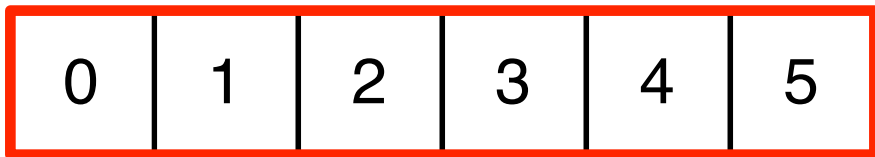


## Implemented Buffer



## Equivalent sliding window

