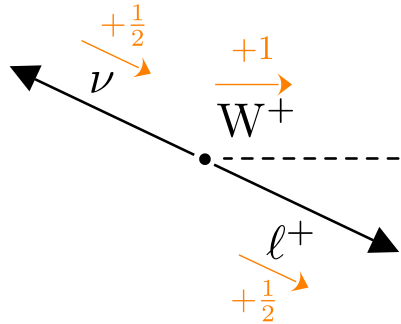
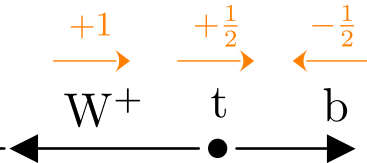


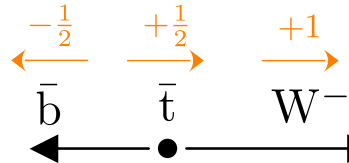
W^+ rest frame



top rest frame



antitop rest frame



W^- rest frame

