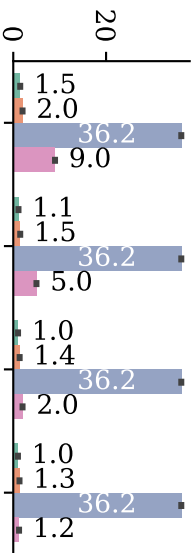
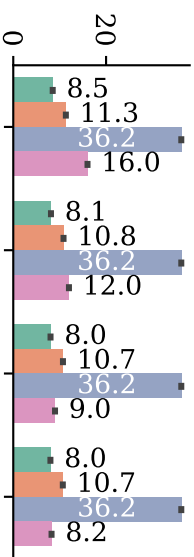
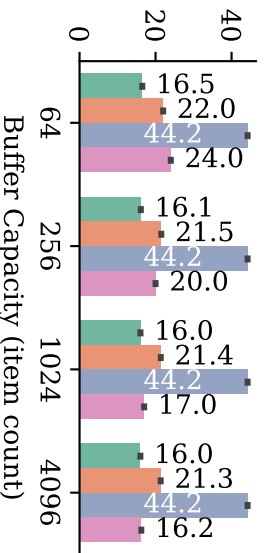




Memory per Item (bits)



Memory per Item (bits)



Memory per Item (bits)

