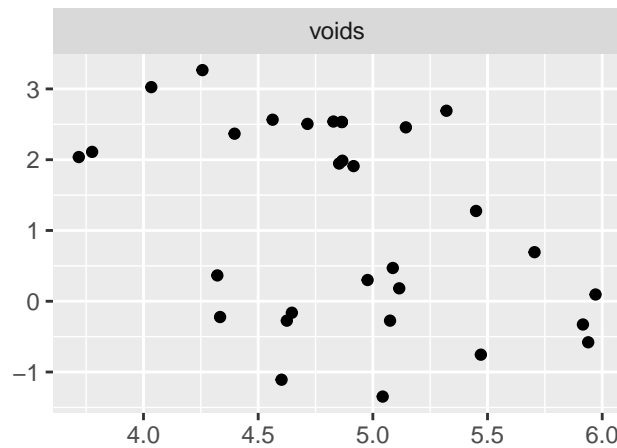
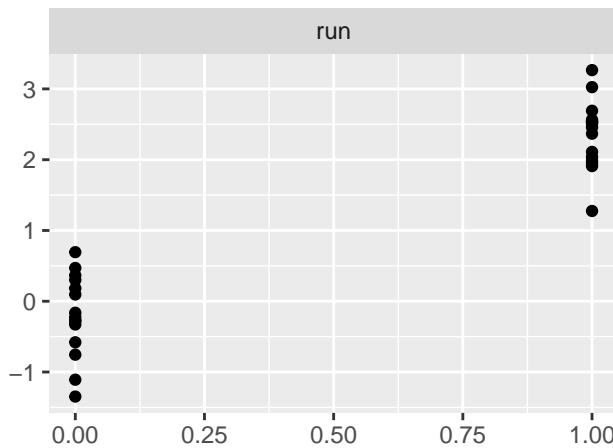
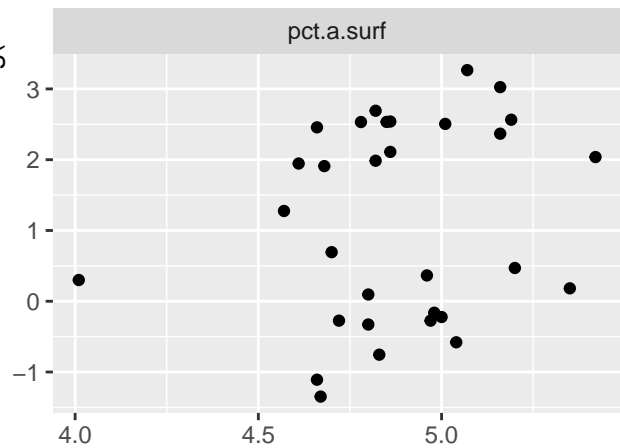
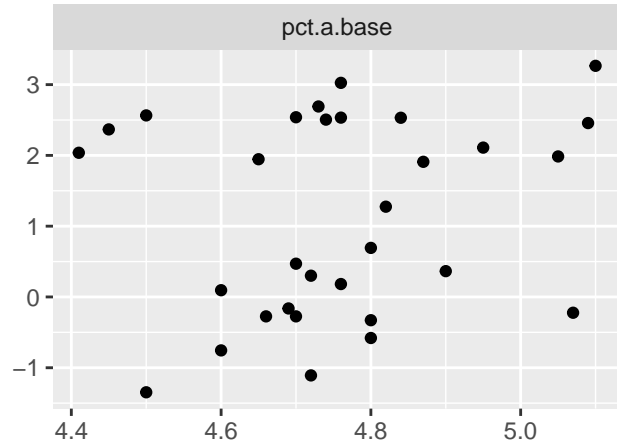
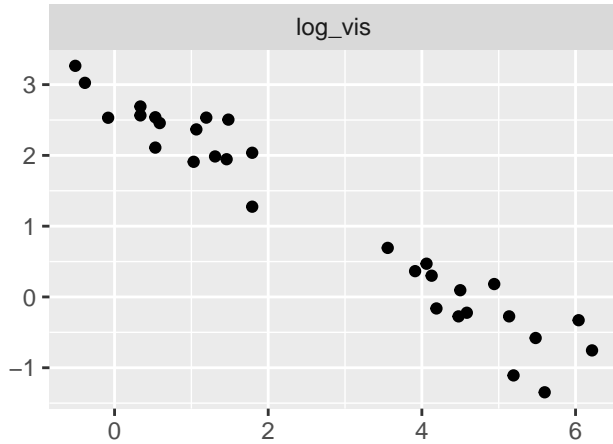
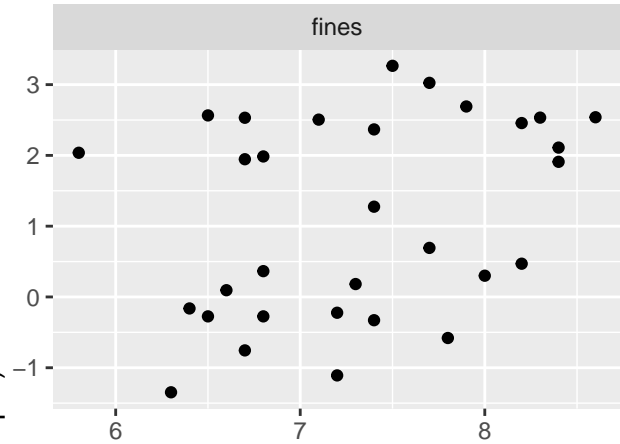


log(rut.depth)



x