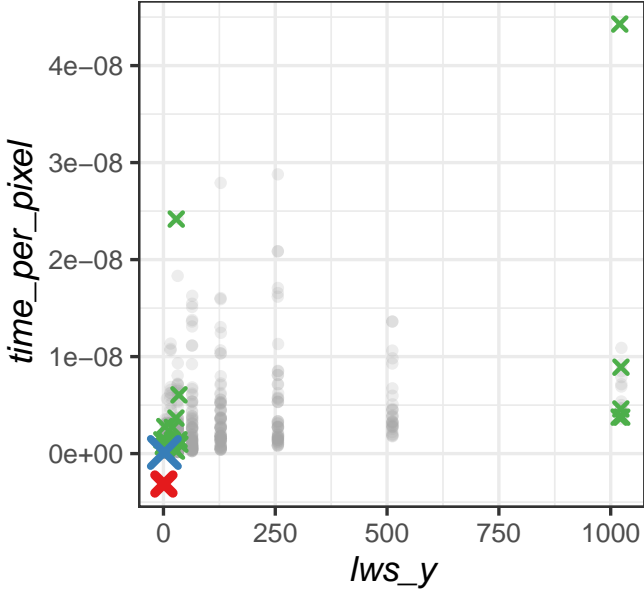
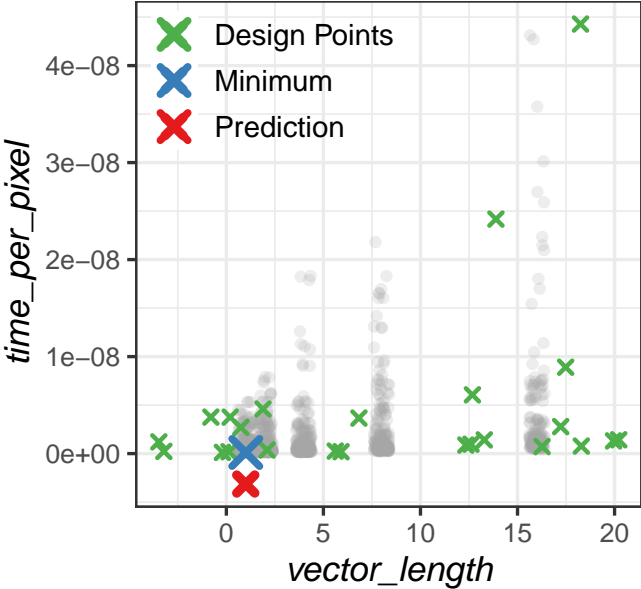
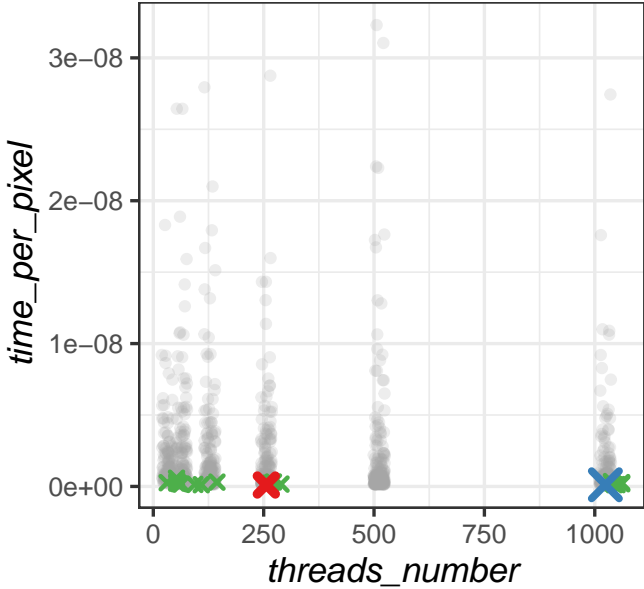
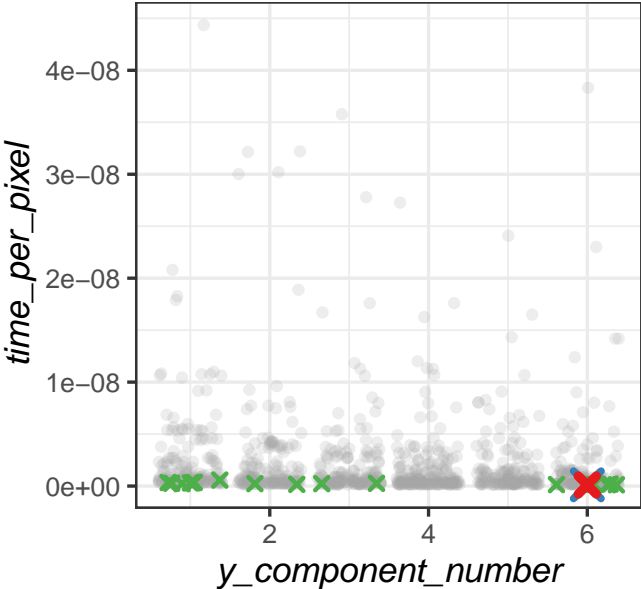


**Step 1: Fix vector and lws\_y**



**Step 2: Fix y\_cmp. and threads**



**Step 3: Fix elements**

