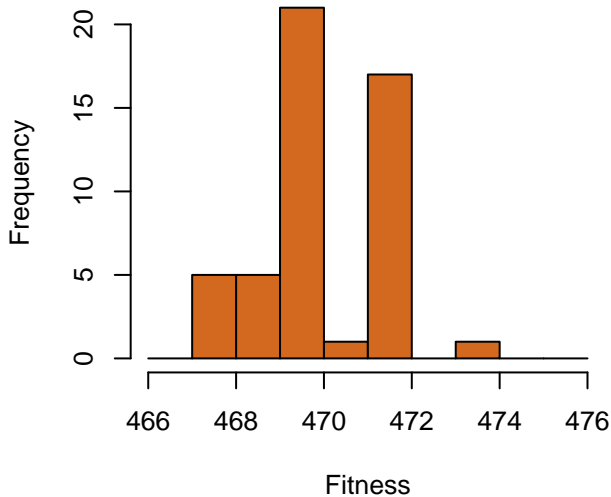
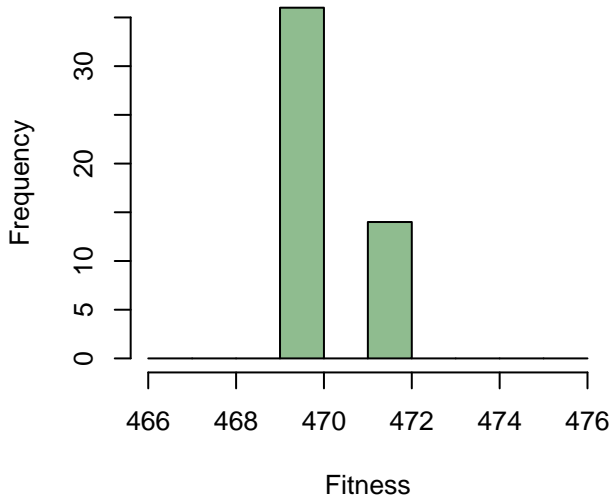


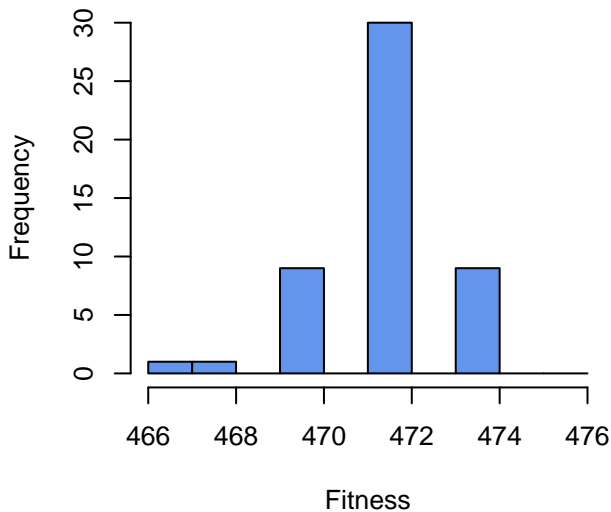
**One Point**



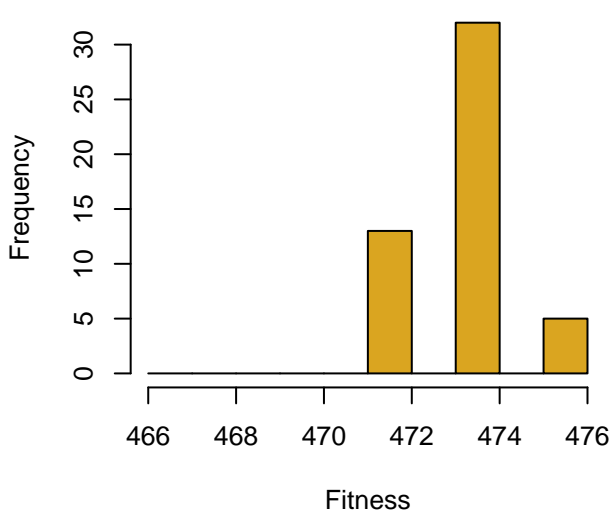
**Zero-lengths**



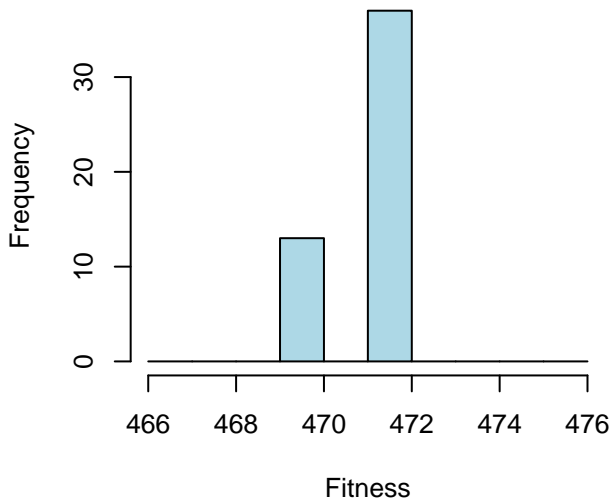
**Counter-based**



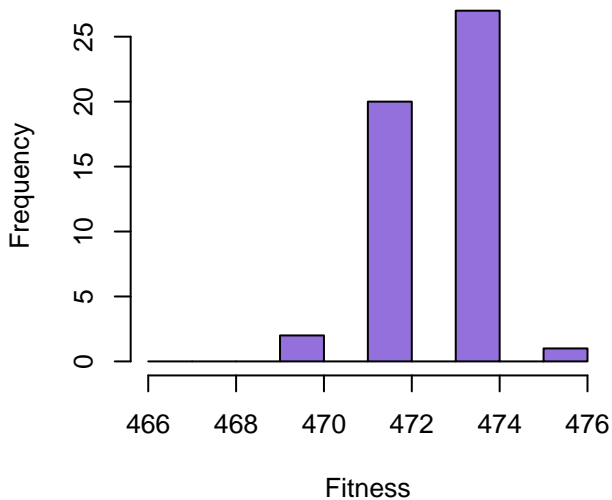
**Map of ones**



**Counter-based w/ shuffle**



**Map of ones w/shuffle**



**Zero-lengths w/ shuffle**

