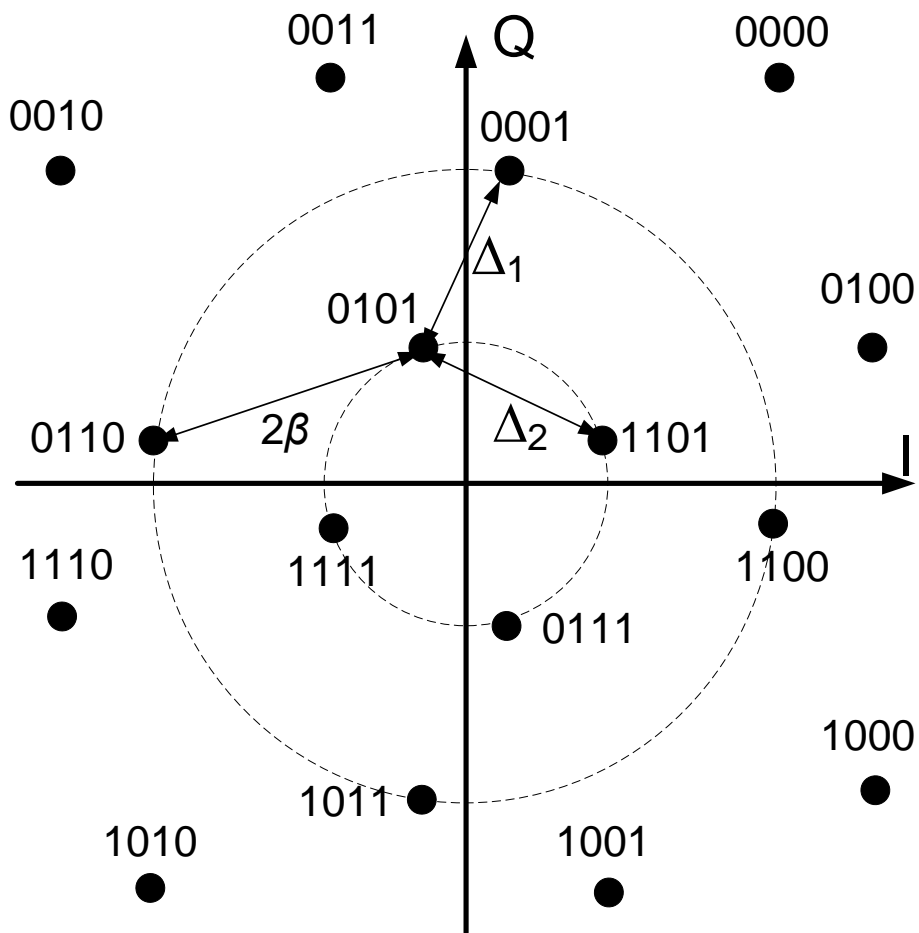


(a) Option 1: rotating Gray codes along the big circle



(b) Option 2: rotating Gray codes along the small circle