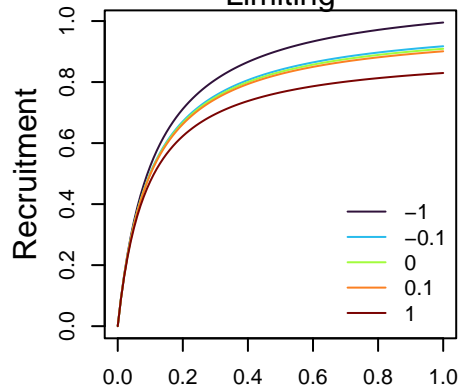
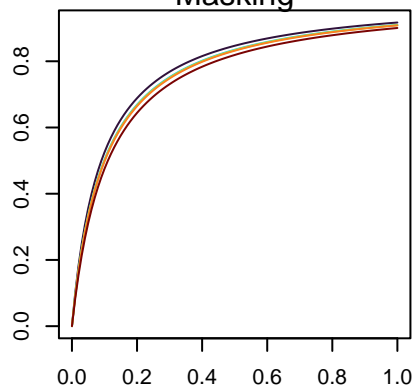


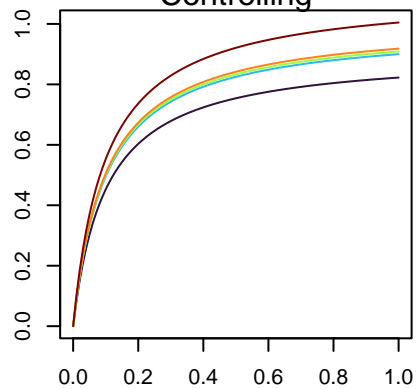
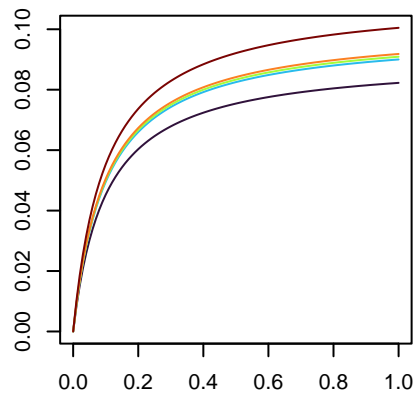
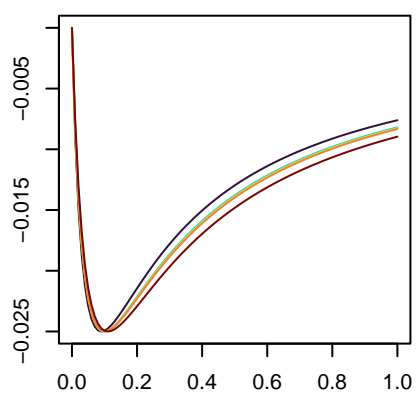
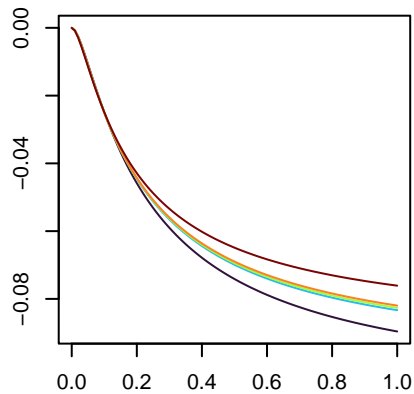
Limiting



Masking



Controlling

 dR/dX 

SSB