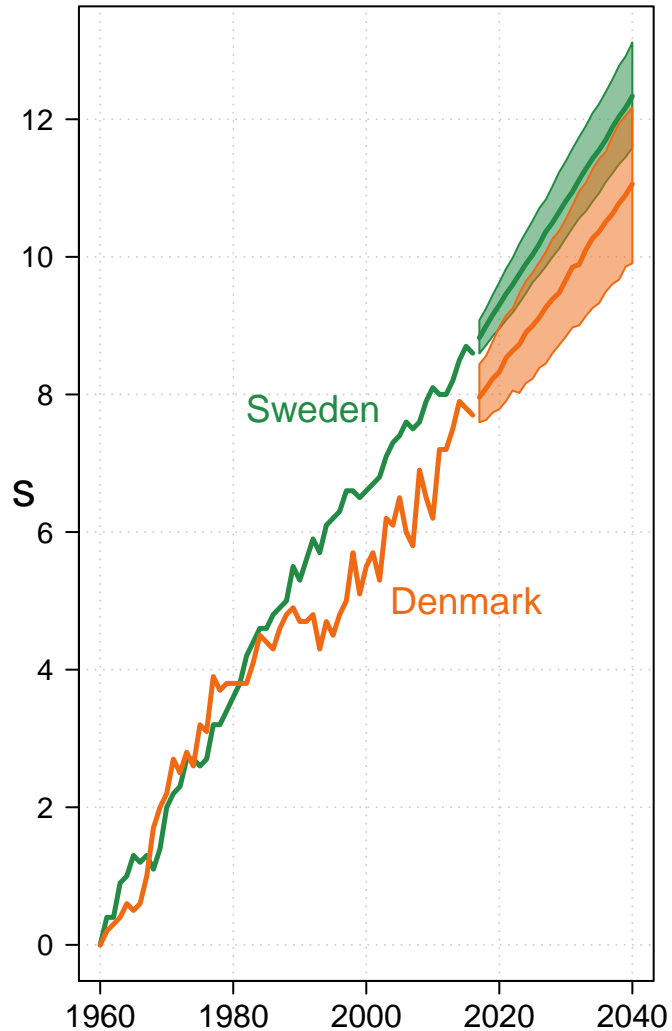
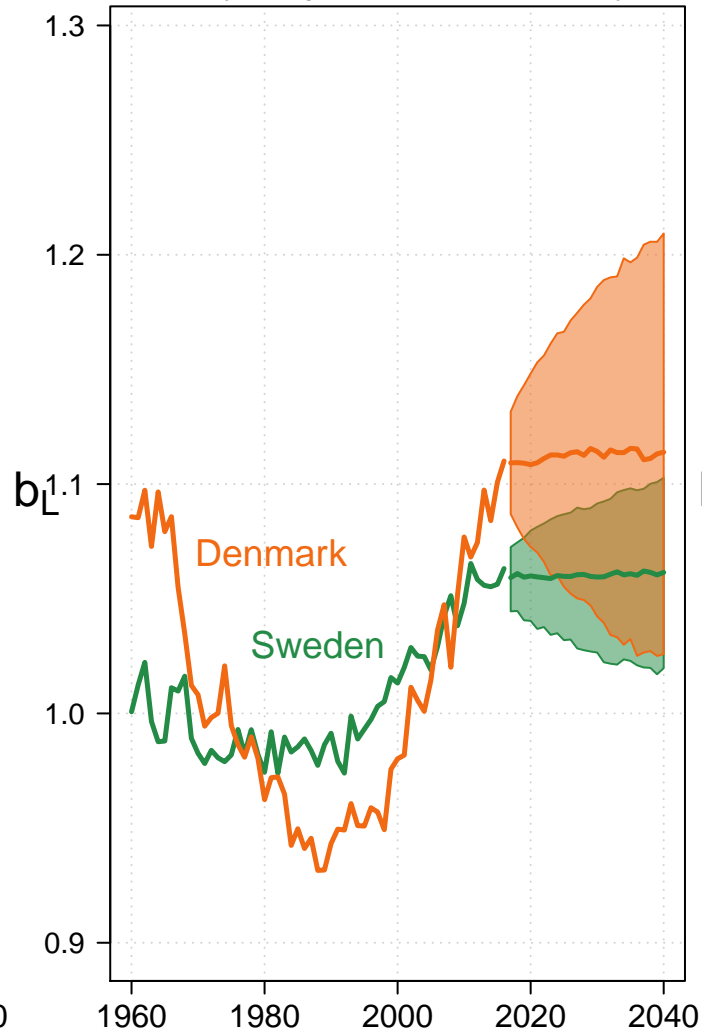


s (shifting)

 b_L (compression below M) b_U (compression above M)