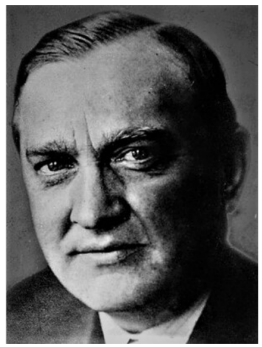
# Hausdorff-Banach-Tarski theorem

Avraham Aizenbud

Tournament of Towns award ceremony

September 2024


# The theorem

**Theorem**

*One can cut the ball into several pieces, move and rotate each of them, and obtain 2 balls of the same radius as the original one.*

# The theorem

**Theorem**

*One can cut the ball into several pieces, move and rotate each of them, and obtain 2 balls of the same radius as the original one.*

How weird is it?

# The theorem

**Theorem**

*One can cut the ball into several pieces, move and rotate each of them, and obtain 2 balls of the same radius as the original one.*

How weird is it?

- Is it a contradiction in Math?

# The theorem

**Theorem**

*One can cut the ball into several pieces, move and rotate each of them, and obtain 2 balls of the same radius as the original one.*

How weird is it?

- Is it a contradiction in Math?
- What is a piece?

# The theorem

**Theorem**

*One can cut the ball into several pieces, move and rotate each of them, and obtain 2 balls of the same radius as the original one.*

How weird is it?

- Is it a contradiction in Math?
- What is a piece?
- Would it be weird if the number of pieces would be $\aleph$?

# The theorem

**Theorem**

*One can cut the ball into several pieces, move and rotate each of them, and obtain 2 balls of the same radius as the original one.*

How weird is it?

- Is it a contradiction in Math?
- What is a piece?
- Would it be weird if the number of pieces would be $\aleph$?
- Would it be weird if the number of pieces would be $\aleph_0$?

# The theorem

**Theorem**

*One can cut the ball into several pieces, move and rotate each of them, and obtain 2 balls of the same radius as the original one.*

How weird is it?

- Is it a contradiction in Math?
- What is a piece?
- Would it be weird if the number of pieces would be $\aleph$?
- Would it be weird if the number of pieces would be $\aleph_0$?

Such decompositions of mathematical objects are called **Paradoxical Decompositions**

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

- We say $\alpha \sim \beta$ iff $(\alpha - \beta)/2\pi \in \mathbb{Q}$

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

- We say $\alpha \sim \beta$ iff $(\alpha - \beta)/2\pi \in \mathbb{Q}$
- Choose a set of representative $X \subset S^1$ for $\sim$

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

- We say $\alpha \sim \beta$ iff $(\alpha - \beta)/2\pi \in \mathbb{Q}$
- Choose a set of representative $X \subset S^1$ for $\sim$
- Choose bijection $f : \mathbb{N} \to 2\pi\mathbb{Q}$

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

- We say $\alpha \sim \beta$ iff $(\alpha - \beta)/2\pi \in \mathbb{Q}$
- Choose a set of representative $X \subset S^1$ for $\sim$
- Choose bijection $f : \mathbb{N} \to 2\pi\mathbb{Q}$
- We have

$$S^1 = \bigsqcup_{i \in \mathbb{N}} Rot_{f(i)}(X)$$

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

- We say $\alpha \sim \beta$ iff $(\alpha - \beta)/2\pi \in \mathbb{Q}$
- Choose a set of representative $X \subset S^1$ for $\sim$
- Choose bijection $f : \mathbb{N} \to 2\pi\mathbb{Q}$
- We have

$$S^1 = \bigsqcup_{i \in \mathbb{N}} Rot_{f(i)}(X)$$

- We can use the Hilbert Hotel to get **countable** Paradoxical decomposition of $S^1$

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

- We say $\alpha \sim \beta$ iff $(\alpha - \beta)/2\pi \in \mathbb{Q}$
- Choose a set of representative $X \subset S^1$ for $\sim$
- Choose bijection $f : \mathbb{N} \to 2\pi\mathbb{Q}$
- We have

$$S^1 = \bigsqcup_{i \in \mathbb{N}} Rot_{f(i)}(X)$$

- We can use the Hilbert Hotel to get **countable** Paradoxical decomposition of $S^1$
- The same goes for the unit disk without the origin – $D^2 \setminus 0$

# $\aleph_0$ - pices

**Theorem (Hilbert Hotel)**

*We can make countable paradoxical decomposition of* $\mathbb{N}$*:*

$$\mathbb{N} \simeq \mathbb{N} \sqcup \mathbb{N}$$

Now Let's try to do the circle $S^1$.

- We say $\alpha \sim \beta$ iff $(\alpha - \beta)/2\pi \in \mathbb{Q}$
- Choose a set of representative $X \subset S^1$ for $\sim$
- Choose bijection $f : \mathbb{N} \to 2\pi\mathbb{Q}$
- We have

$$S^1 = \bigsqcup_{i \in \mathbb{N}} Rot_{f(i)}(X)$$

- We can use the Hilbert Hotel to get **countable** Paradoxical decomposition of $S^1$
- The same goes for the unit disk without the origin – $D^2 \setminus 0$
- Can you do the unit disk?

# Cantor-Schroeder-Bernstein Theorem

**Theorem (Cantor-Schroeder-Bernstein)**

*If $f : X \to Y$ is 1-1 and $g : Y \to X$ is 1-1 Then there exist a bijection $h : X \to Y$.*

# Cantor-Schroeder-Bernstein Theorem

**Theorem (Cantor-Schroeder-Bernstein)**

*If $f : X \to Y$ is 1-1 and $g : Y \to X$ is 1-1 Then there exist a bijection $h : X \to Y$. Moreover, $X = X_1 \sqcup X_2$, $h|_{X_1} = f$ and $h|_{X_2} = g^{-1}$.*

# Cantor-Schroeder-Bernstein Theorem

**Theorem (Cantor-Schroeder-Bernstein)**

*If $f : X \to Y$ is 1-1 and $g : Y \to X$ is 1-1 Then there exist a bijection $h : X \to Y$. Moreover, $X = X_1 \sqcup X_2$, $h|_{X_1} = f$ and $h|_{X_2} = g^{-1}$.*

**Definition**

*We say that $X, Y$ are scissors equivalent if we can cut $X$ into pieces move and rotate each of them and obtain $Y$.*

# Cantor-Schroeder-Bernstein Theorem

## Theorem (Cantor-Schroeder-Bernstein)

*If $f : X \to Y$ is 1-1 and $g : Y \to X$ is 1-1 Then there exist a bijection $h : X \to Y$. Moreover, $X = X_1 \sqcup X_2$, $h|_{X_1} = f$ and $h|_{X_2} = g^{-1}$.*

## Definition

*We say that $X, Y$ are scissors equivalent if we can cut $X$ into pieces move and rotate each of them and obtain $Y$.*

## Corollary

*If $X$ is scissors equivalent to a subset of $Y$ and $Y$ is scissors equivalent to a subset of $X$ then $X$ and $Y$ are scissors equivalent*

# Cantor-Schroeder-Bernstein Theorem

**Theorem (Cantor-Schroeder-Bernstein)**

*If $f : X \to Y$ is 1-1 and $g : Y \to X$ is 1-1 Then there exist a bijection $h : X \to Y$. Moreover, $X = X_1 \sqcup X_2$, $h|_{X_1} = f$ and $h|_{X_2} = g^{-1}$.*

**Definition**

*We say that $X, Y$ are scissors equivalent if we can cut $X$ into pieces move and rotate each of them and obtain $Y$.*

**Corollary**

*If $X$ is scissors equivalent to a subset of $Y$ and $Y$ is scissors equivalent to a subset of $X$ then $X$ and $Y$ are scissors equivalent*

**Corollary**

*We have countable Paradoxical decomposition of $D^2$*

# Cantor-Schroeder-Bernstein Theorem

**Theorem (Cantor-Schroeder-Bernstein)**

*If $f : X \to Y$ is 1-1 and $g : Y \to X$ is 1-1 Then there exist a bijection $h : X \to Y$. Moreover, $X = X_1 \sqcup X_2$, $h|_{X_1} = f$ and $h|_{X_2} = g^{-1}$.*

**Definition**

*We say that $X, Y$ are scissors equivalent if we can cut $X$ into pieces move and rotate each of them and obtain $Y$.*

**Corollary**

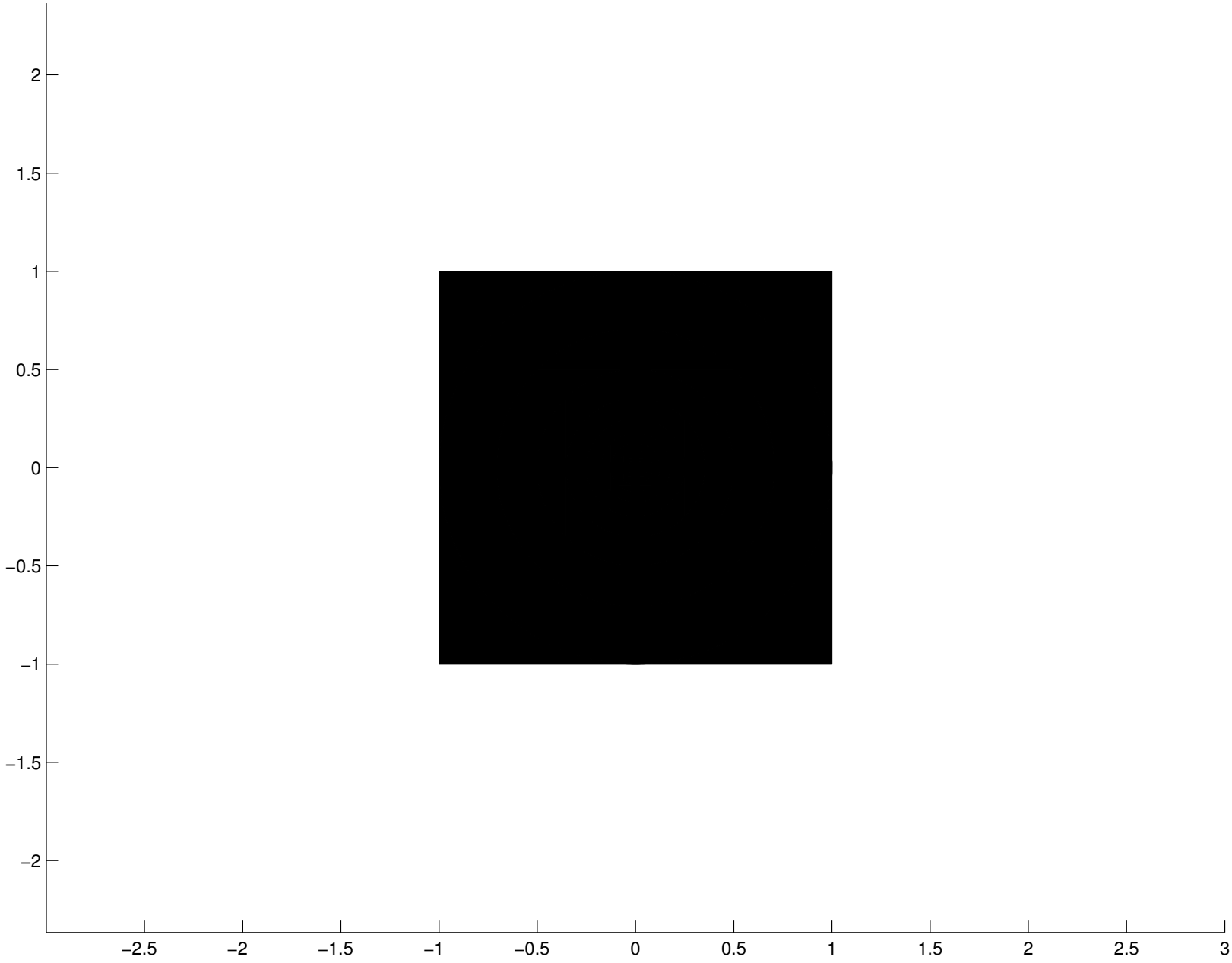
*If $X$ is scissors equivalent to a subset of $Y$ and $Y$ is scissors equivalent to a subset of $X$ then $X$ and $Y$ are scissors equivalent*

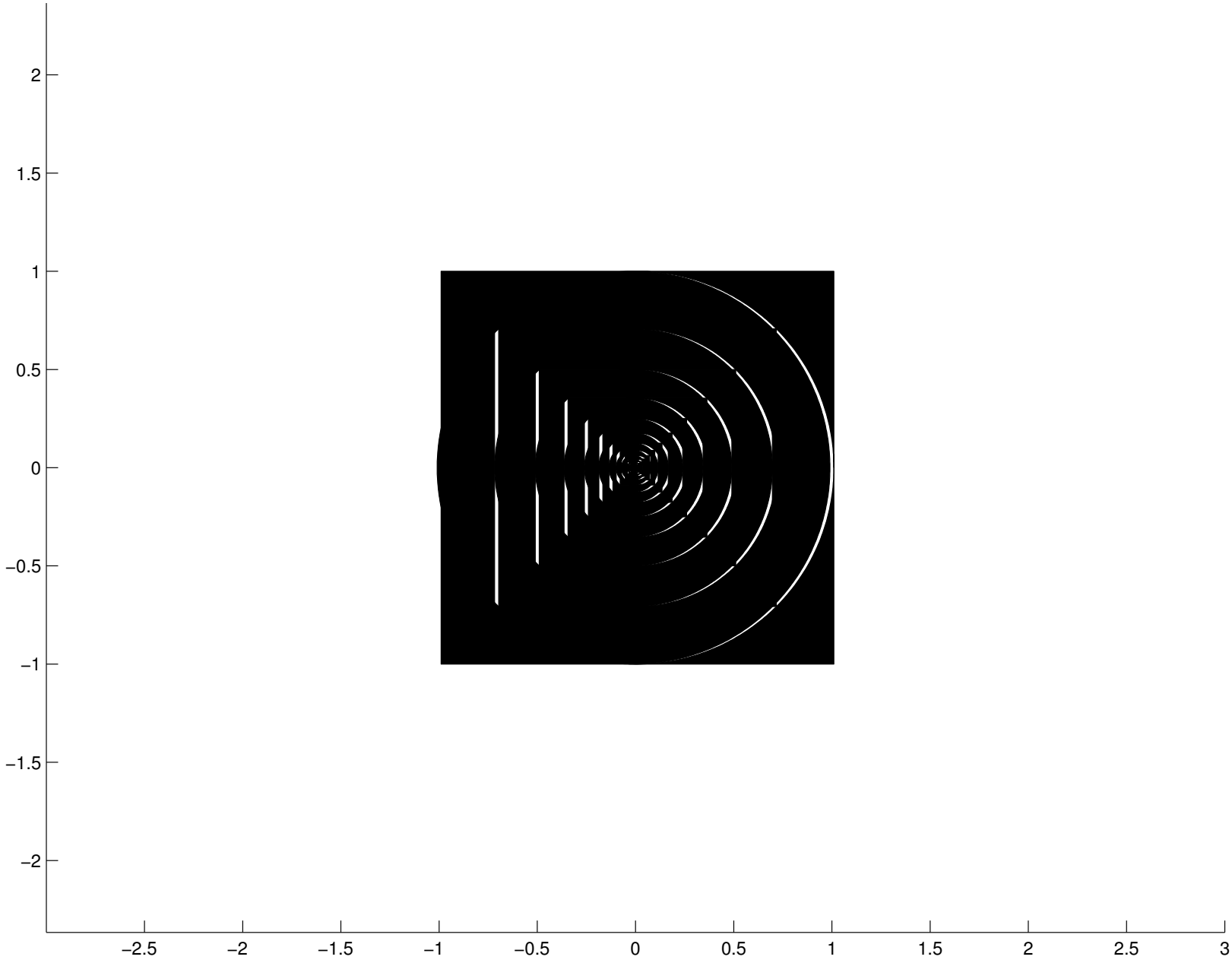
**Corollary**

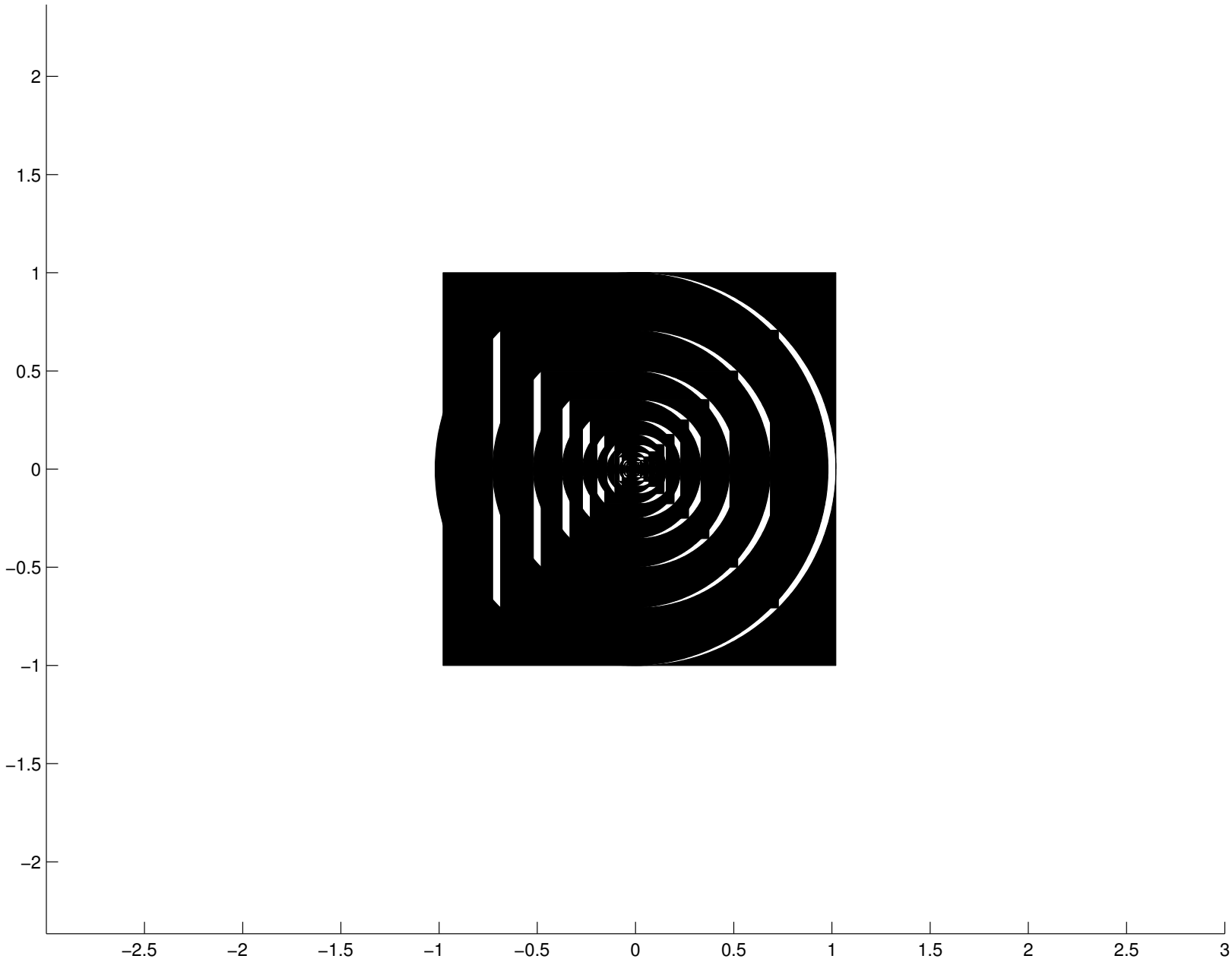
*We have countable Paradoxical decomposition of $D^2$*

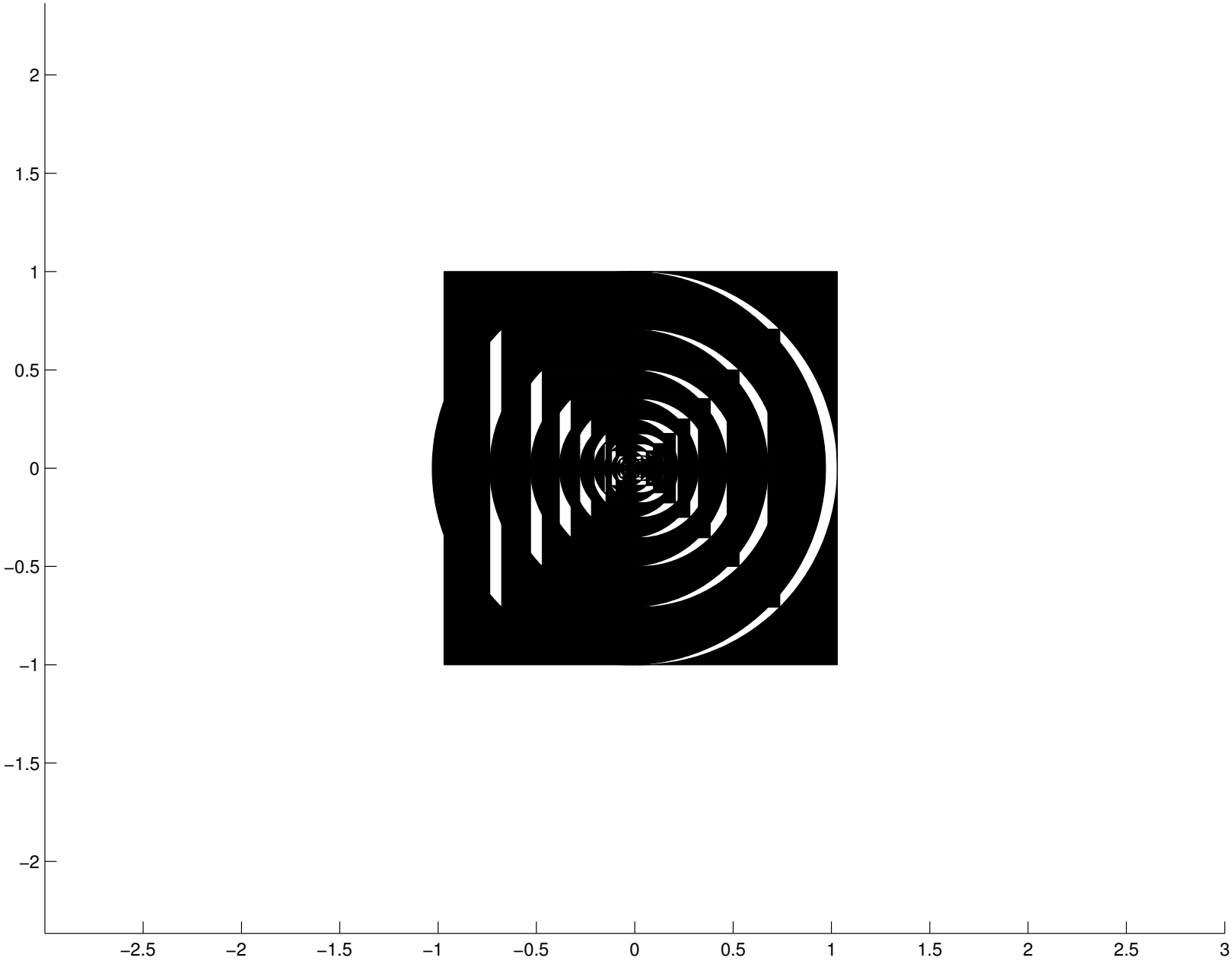
**Corollary**

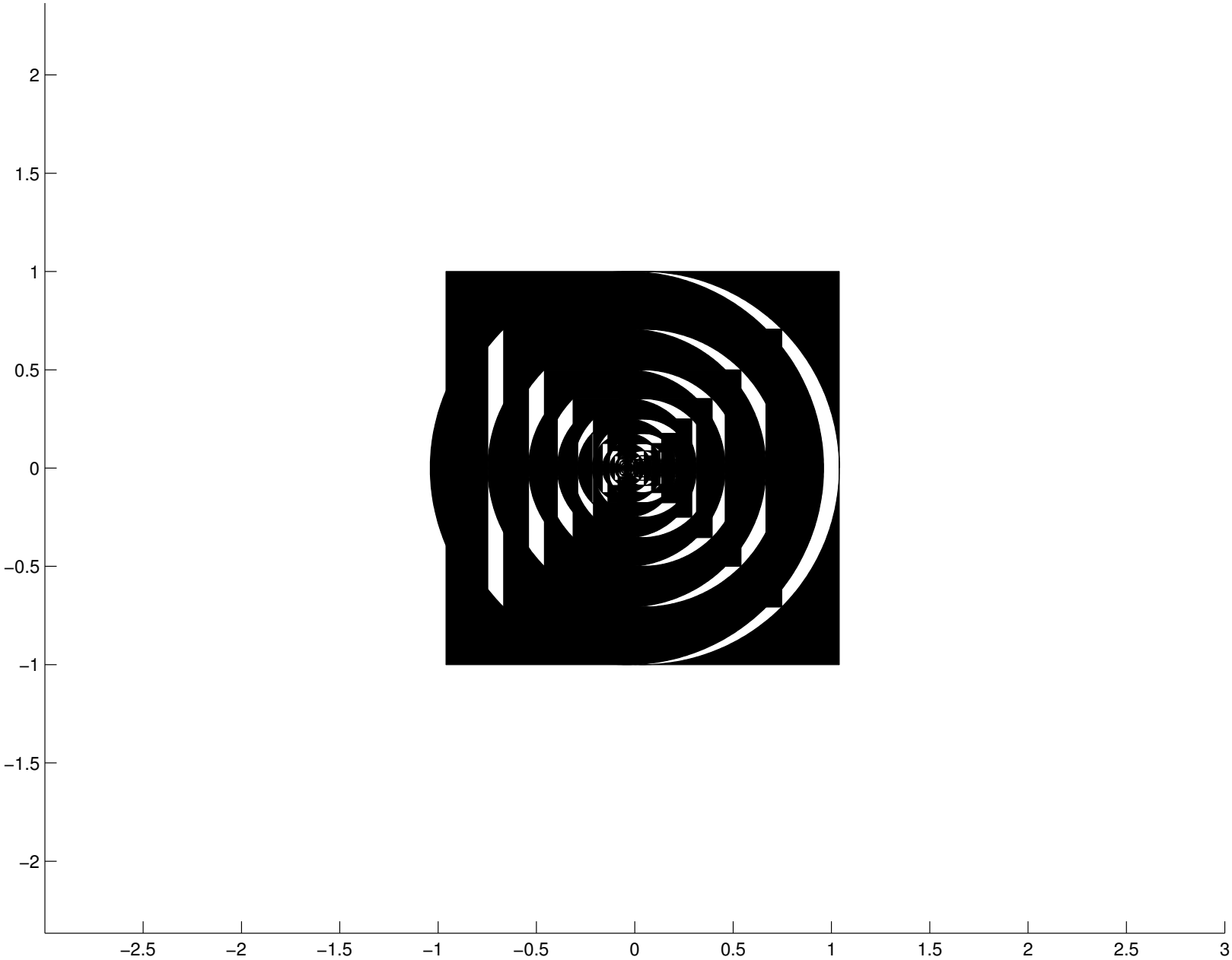
*If we allow rescaling then the circle and the square are (finitely) scissors equivalent.*

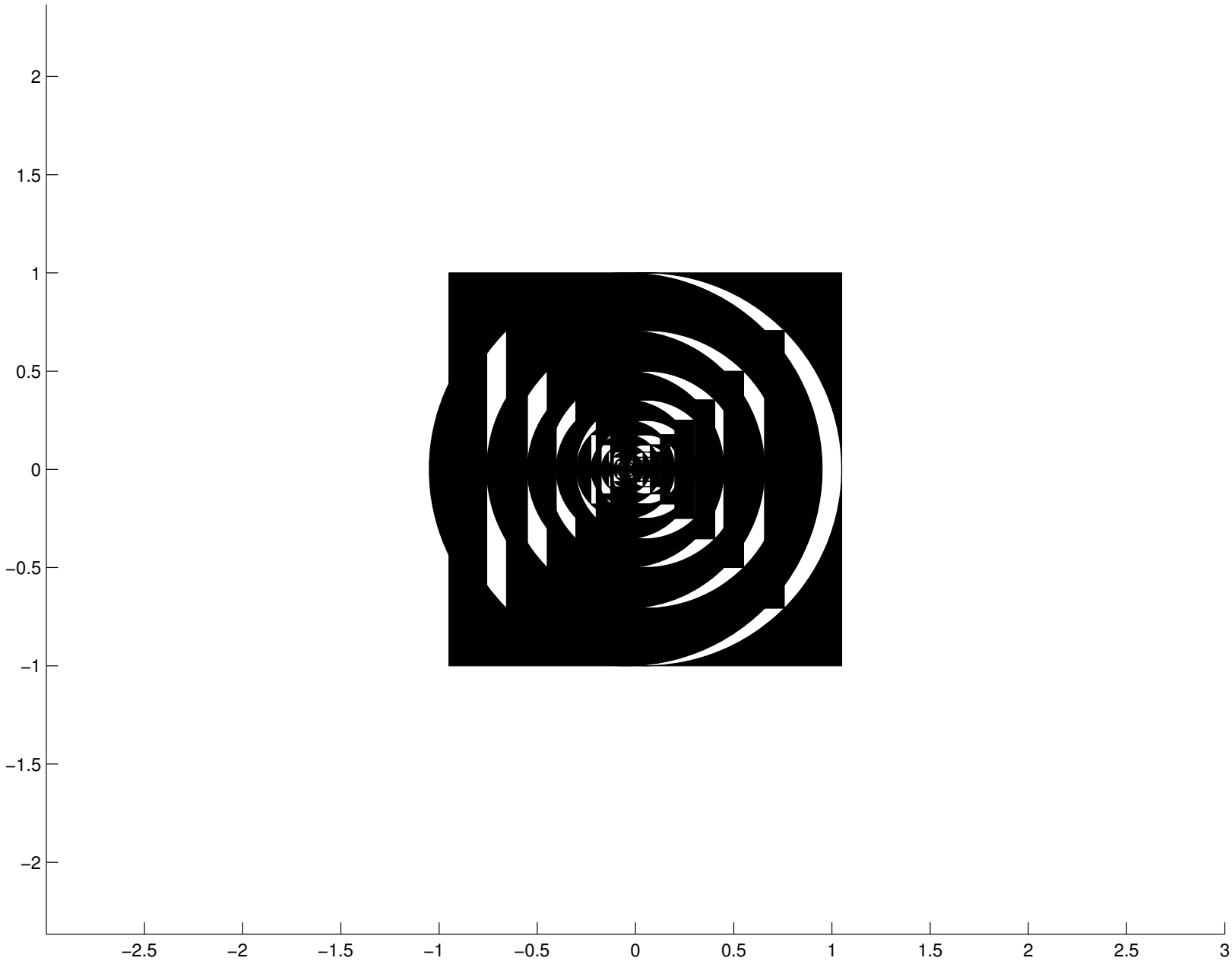

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

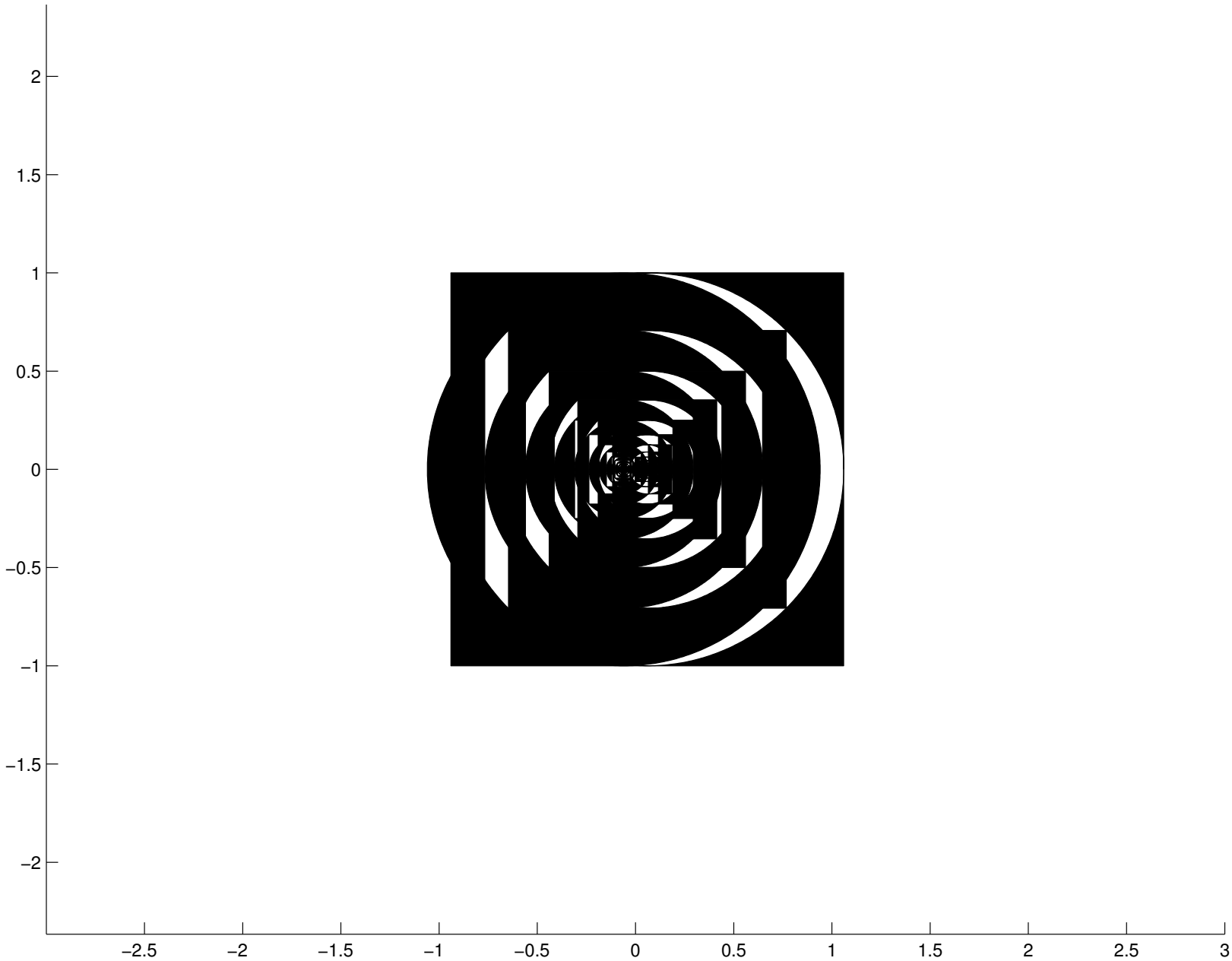

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

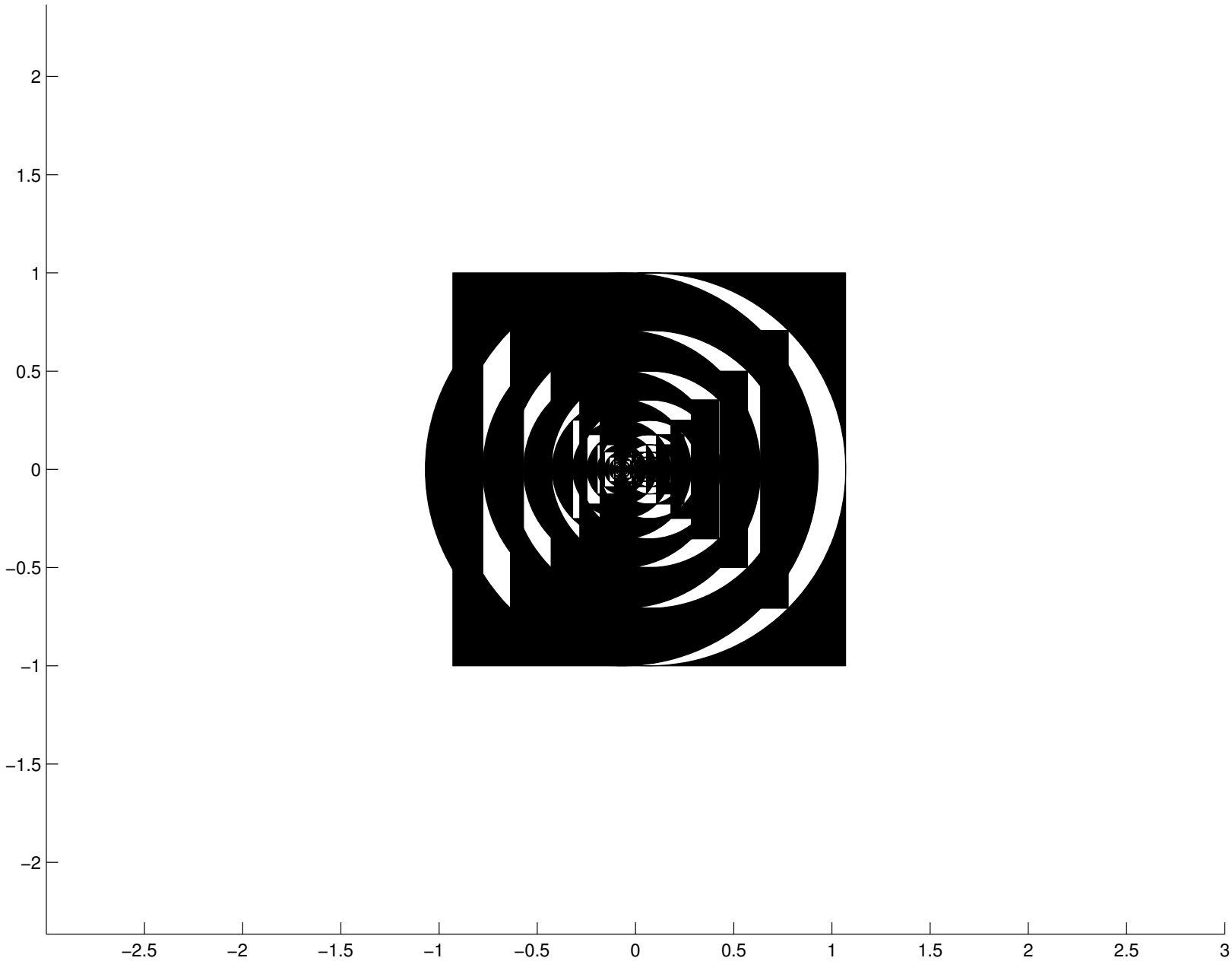

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

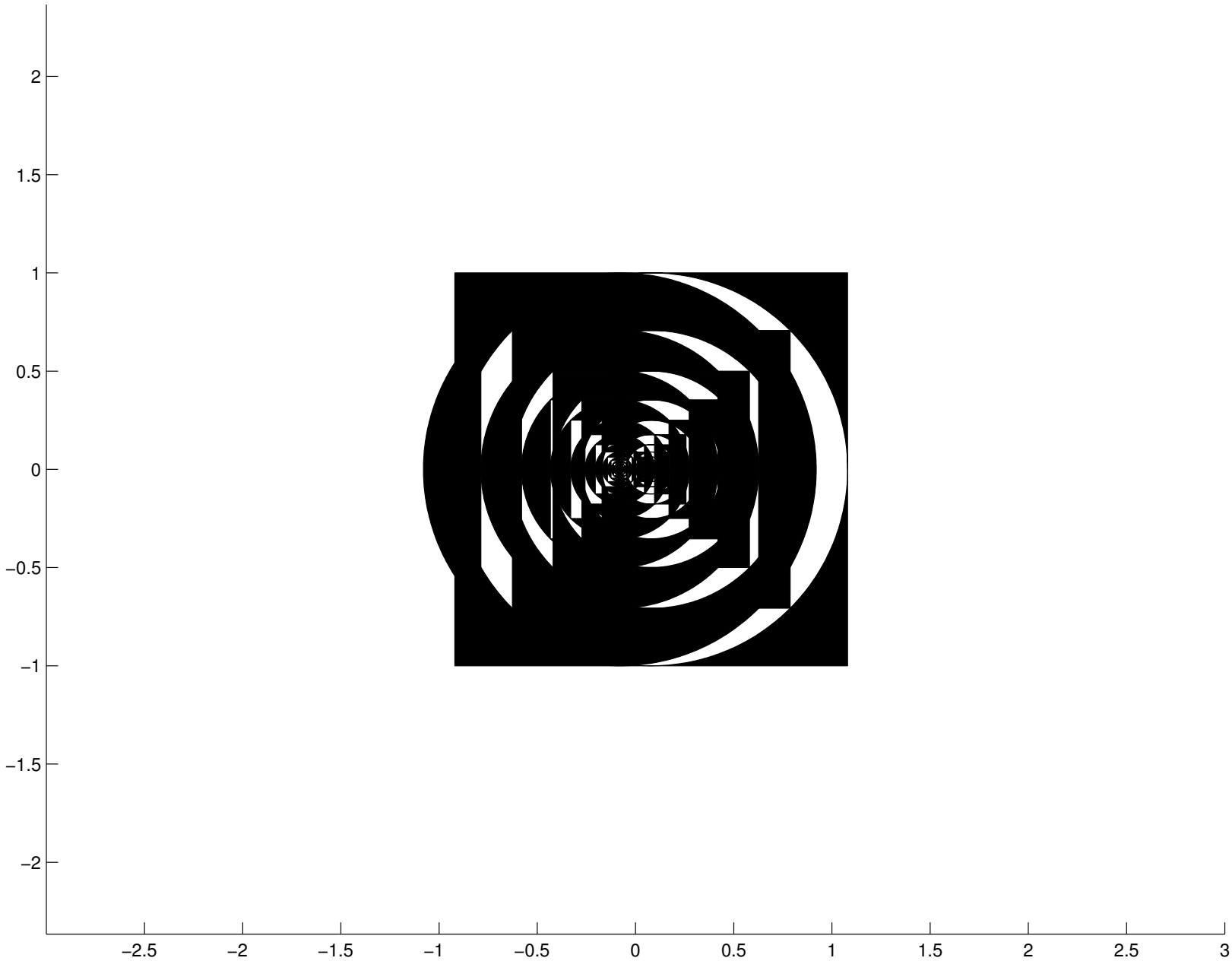

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

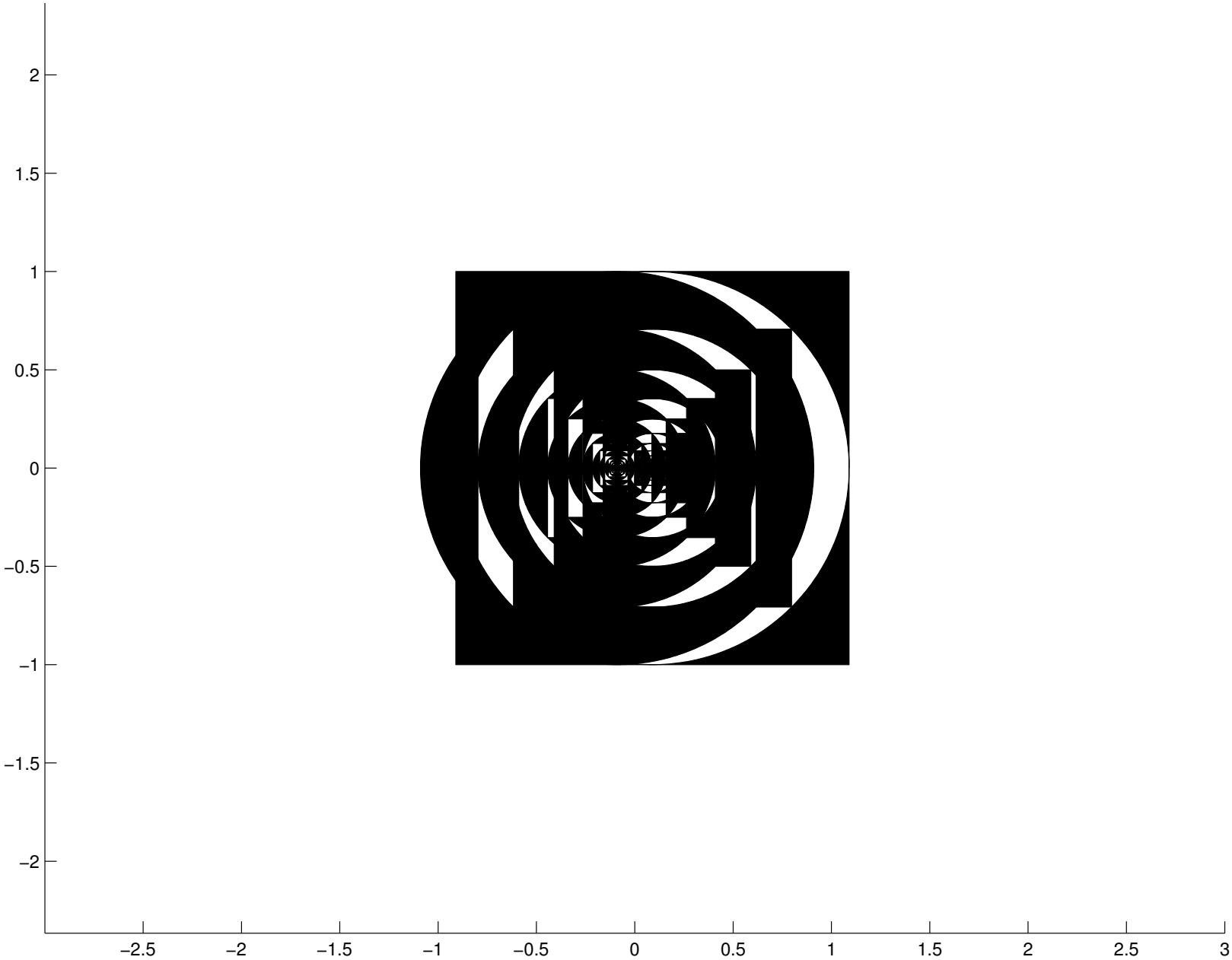

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

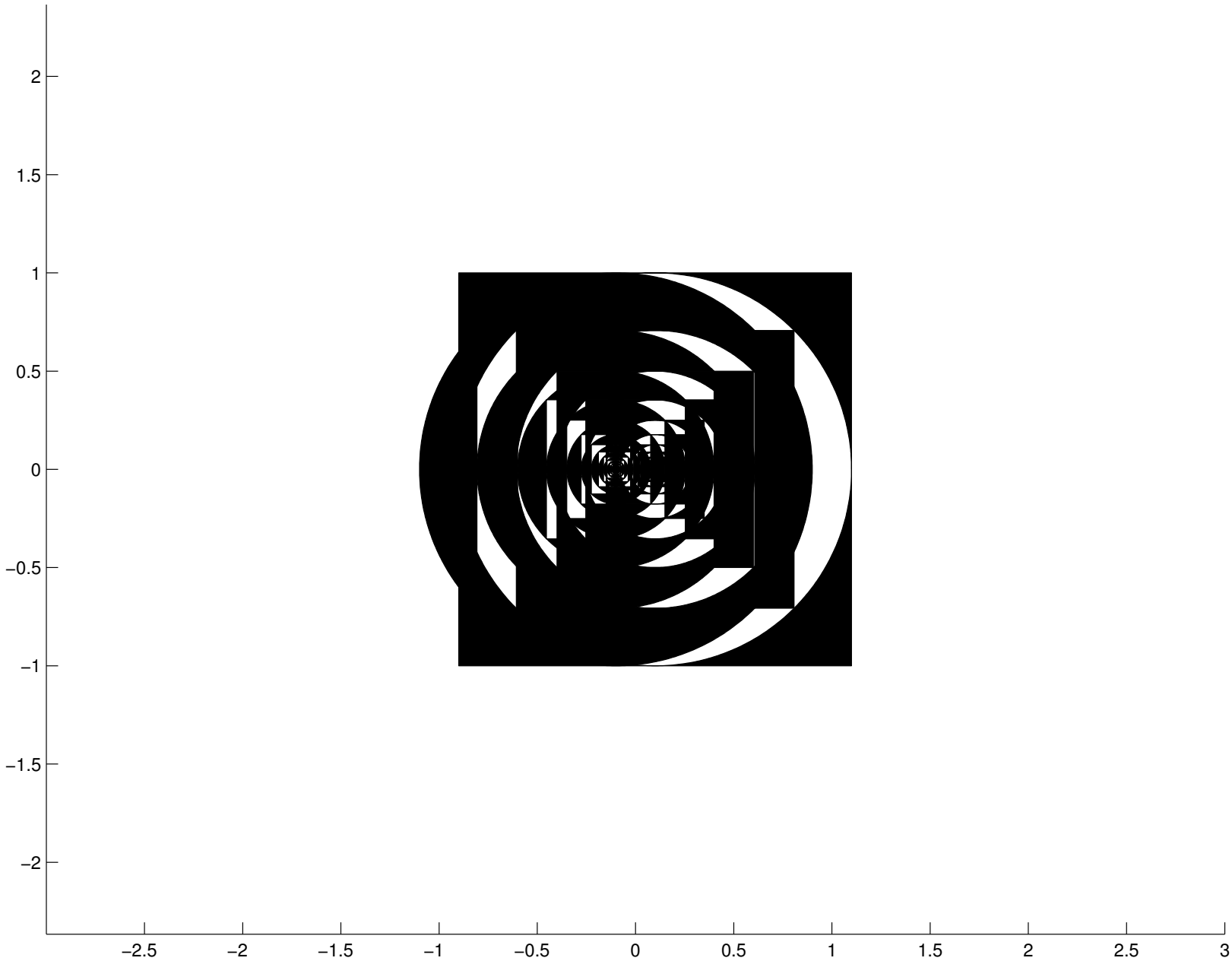

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

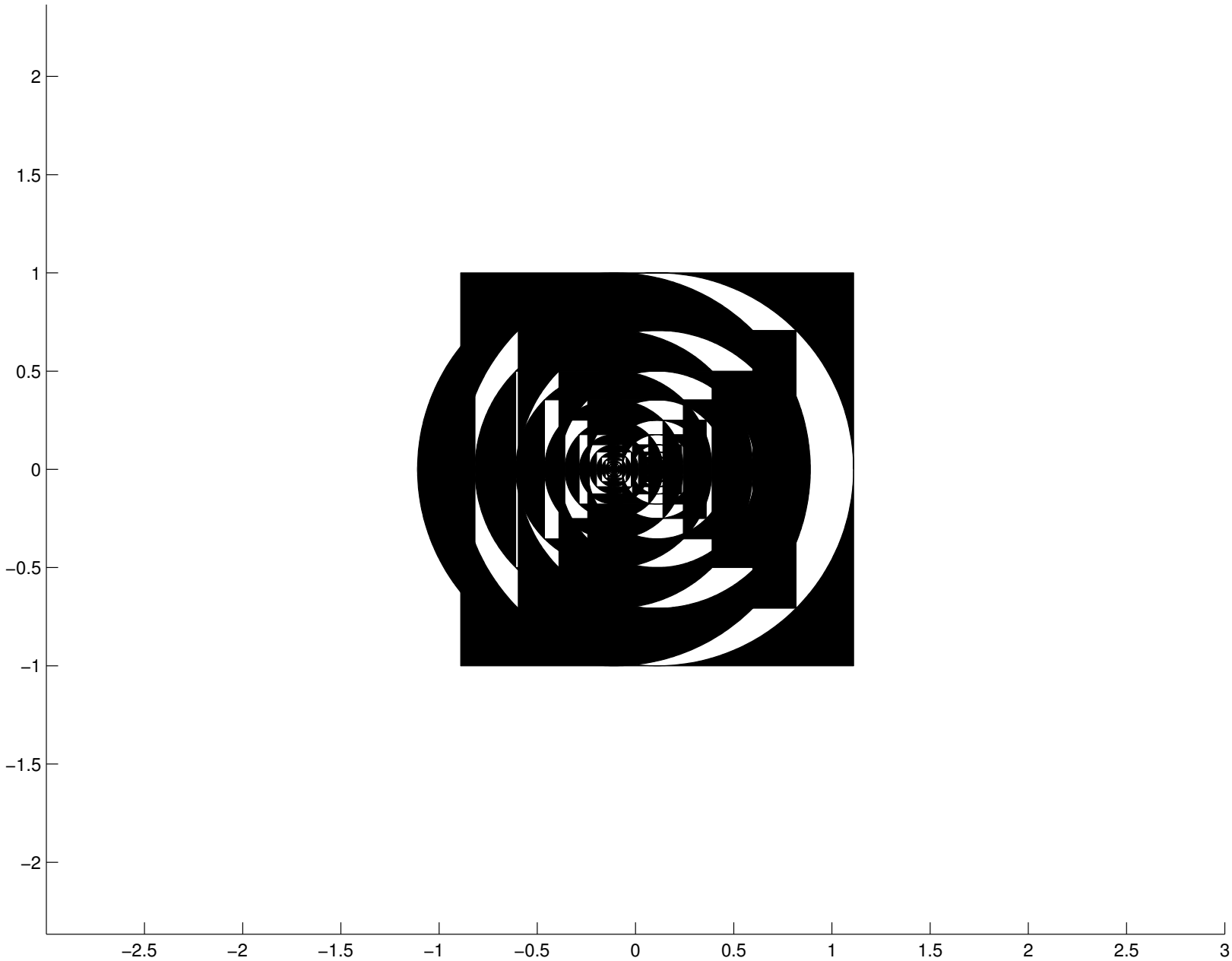

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

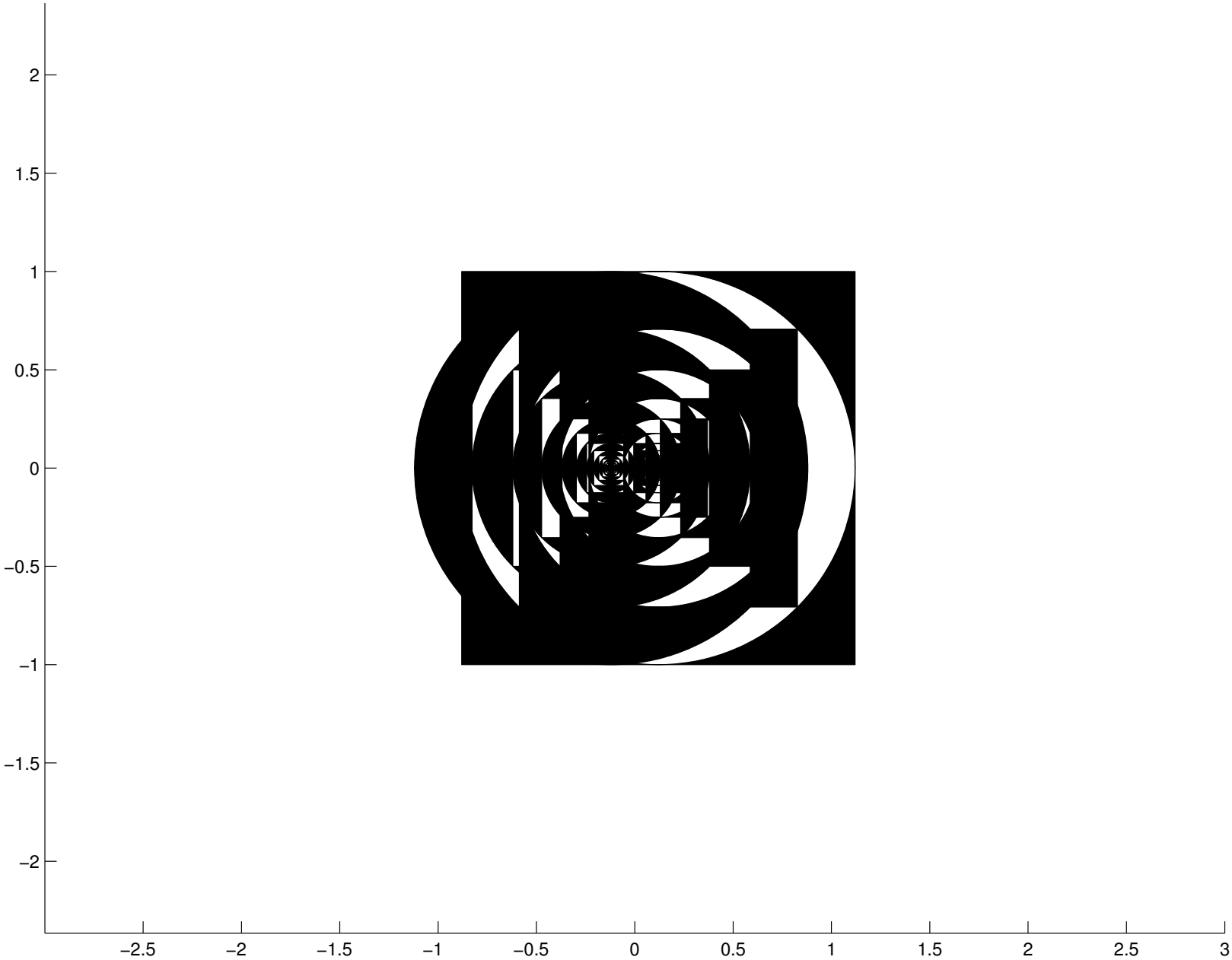

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

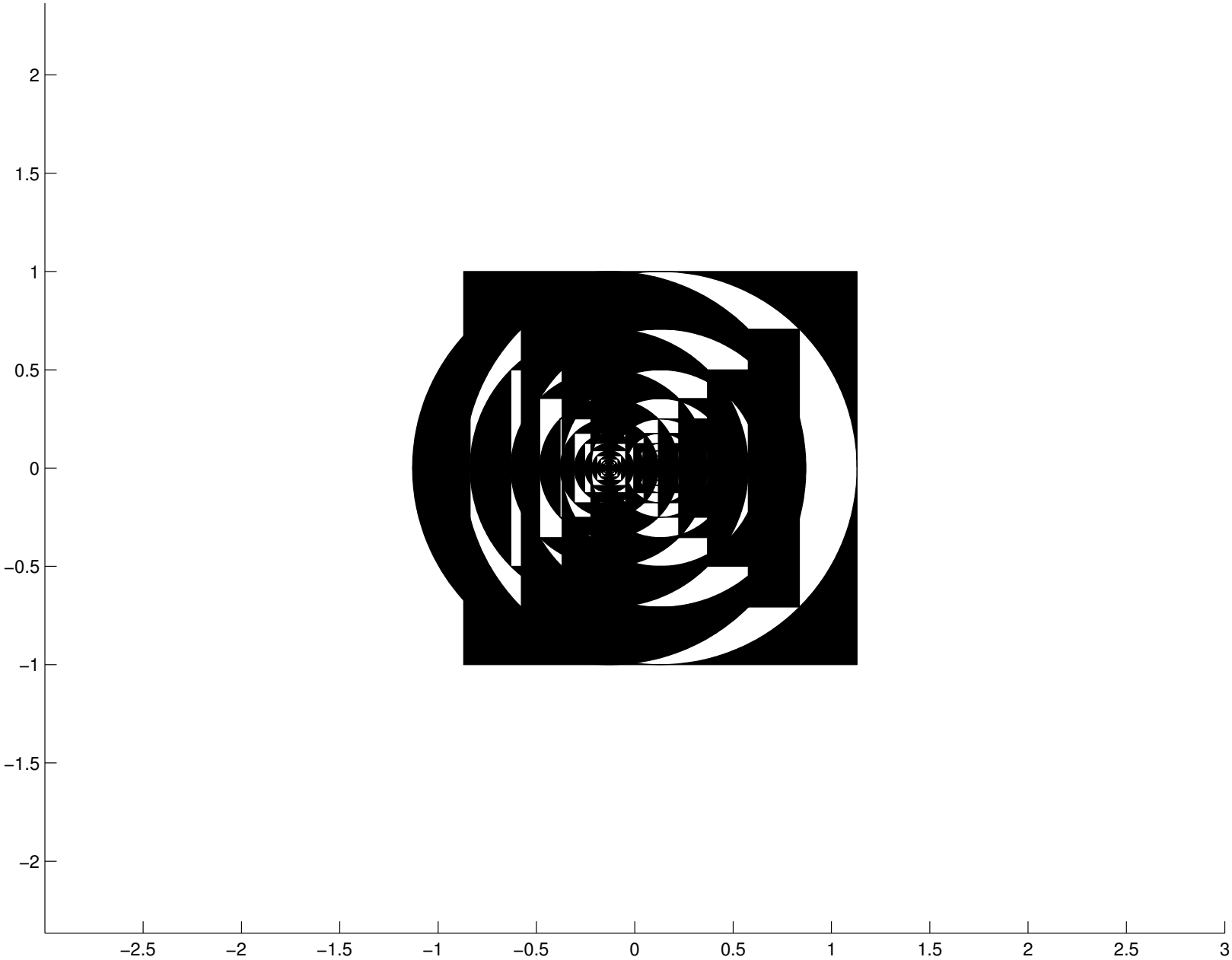

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

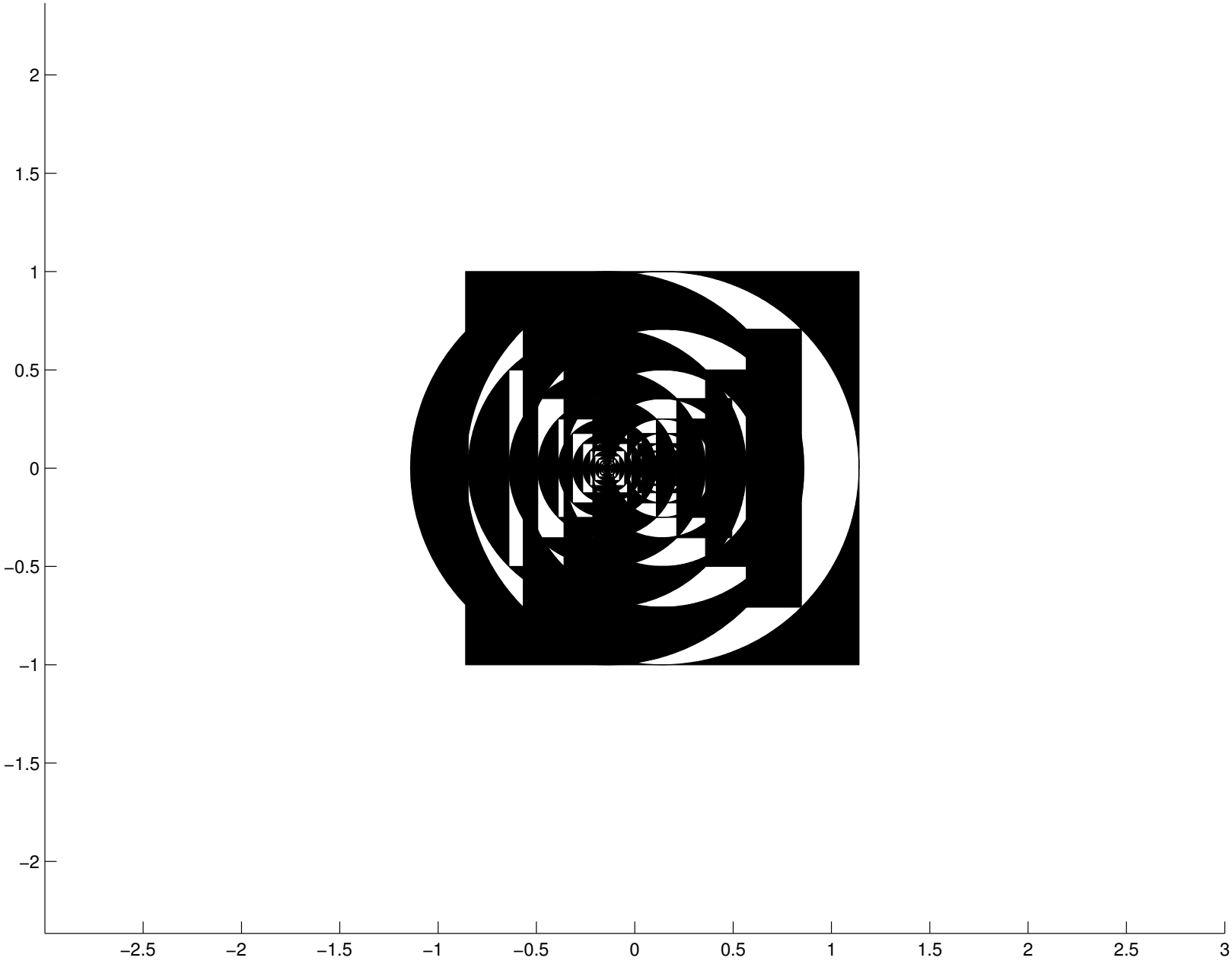

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

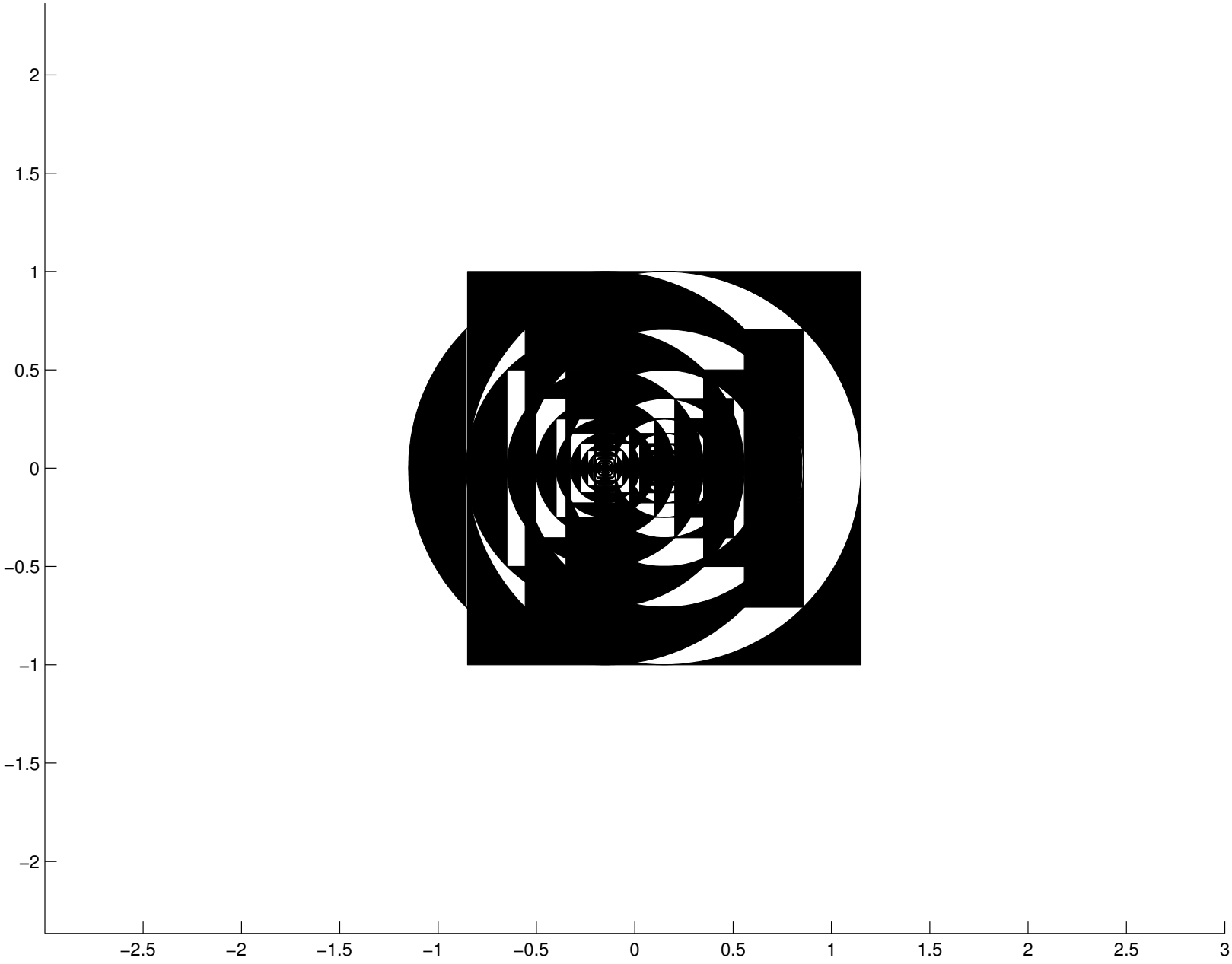

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

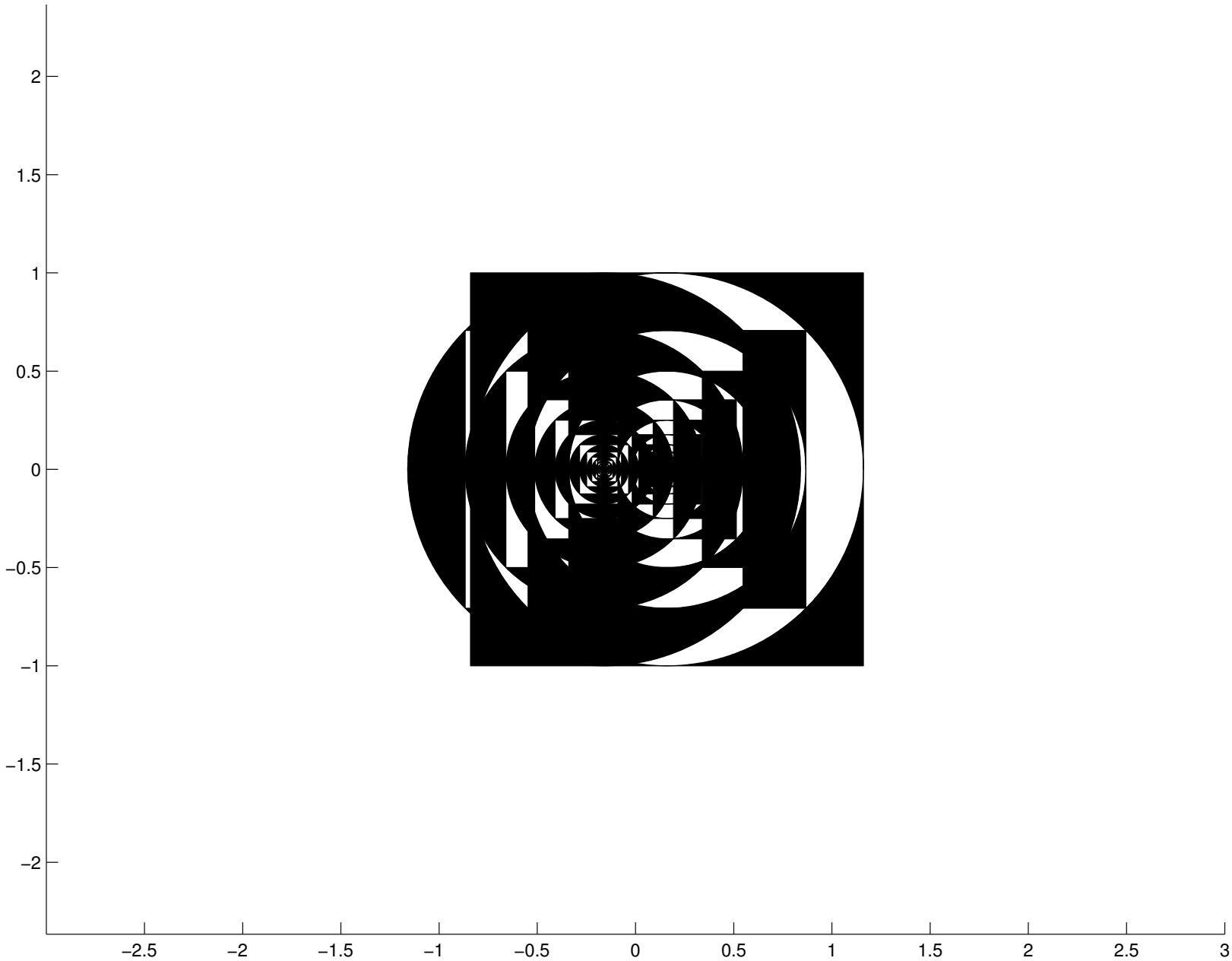

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

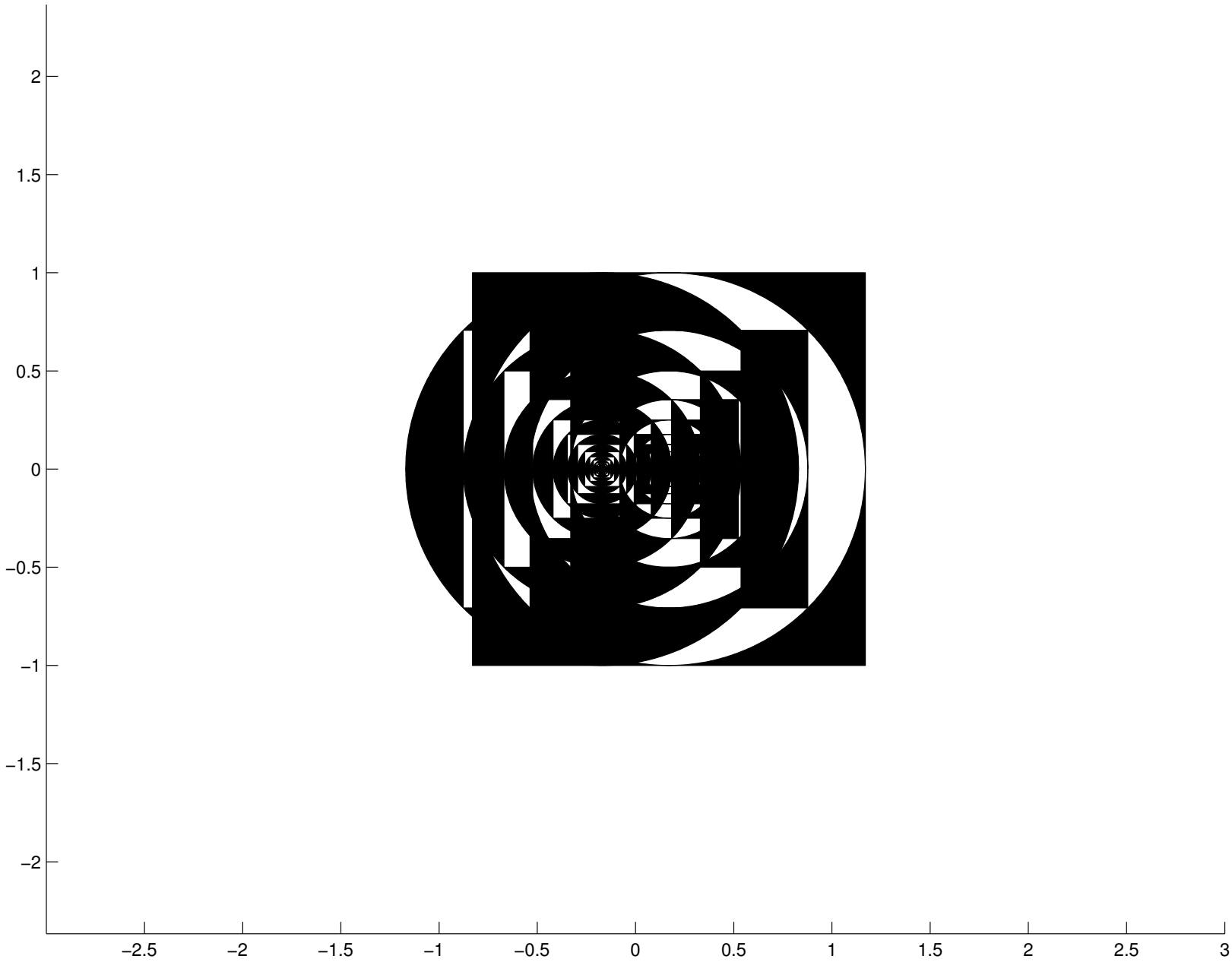

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

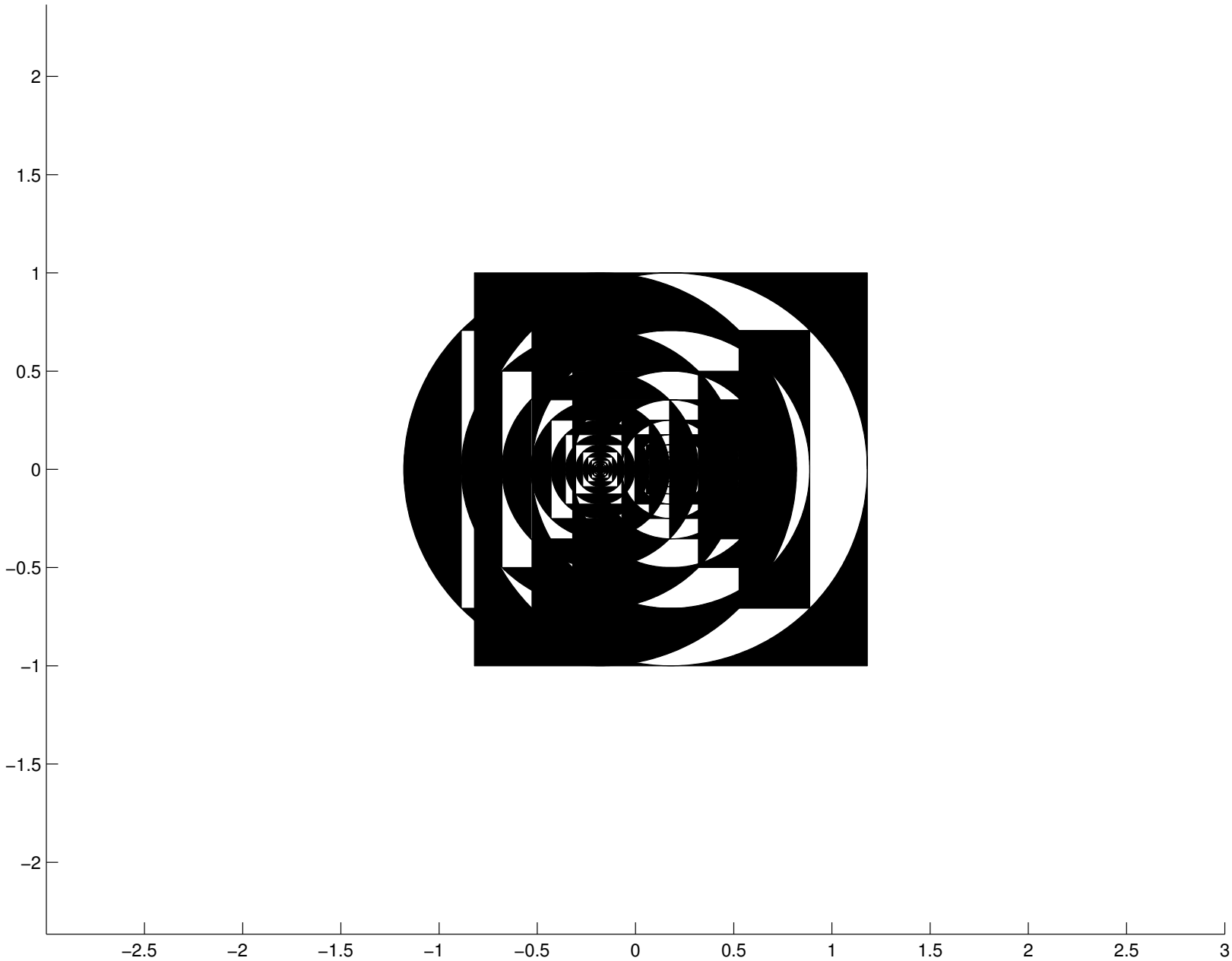

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

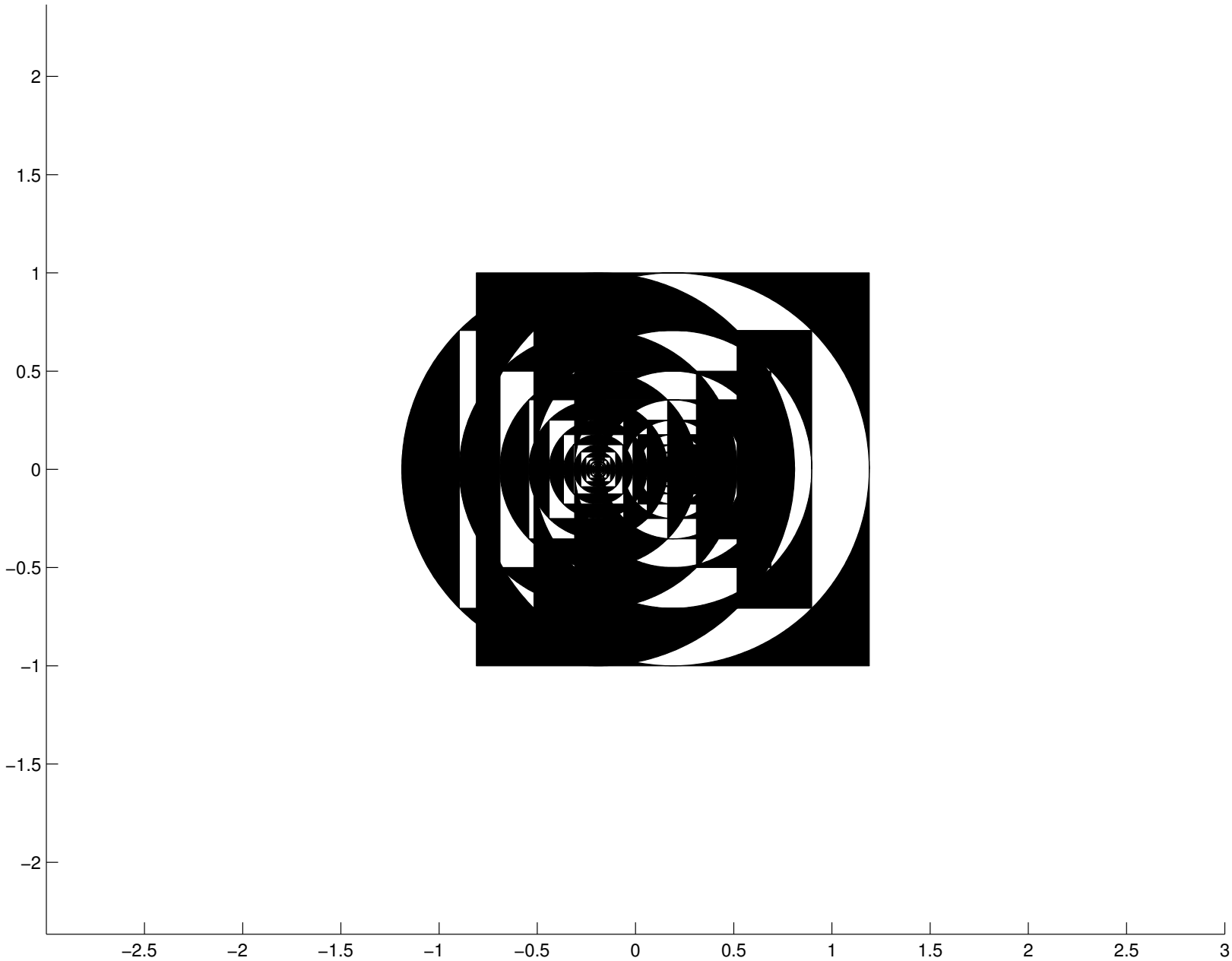

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

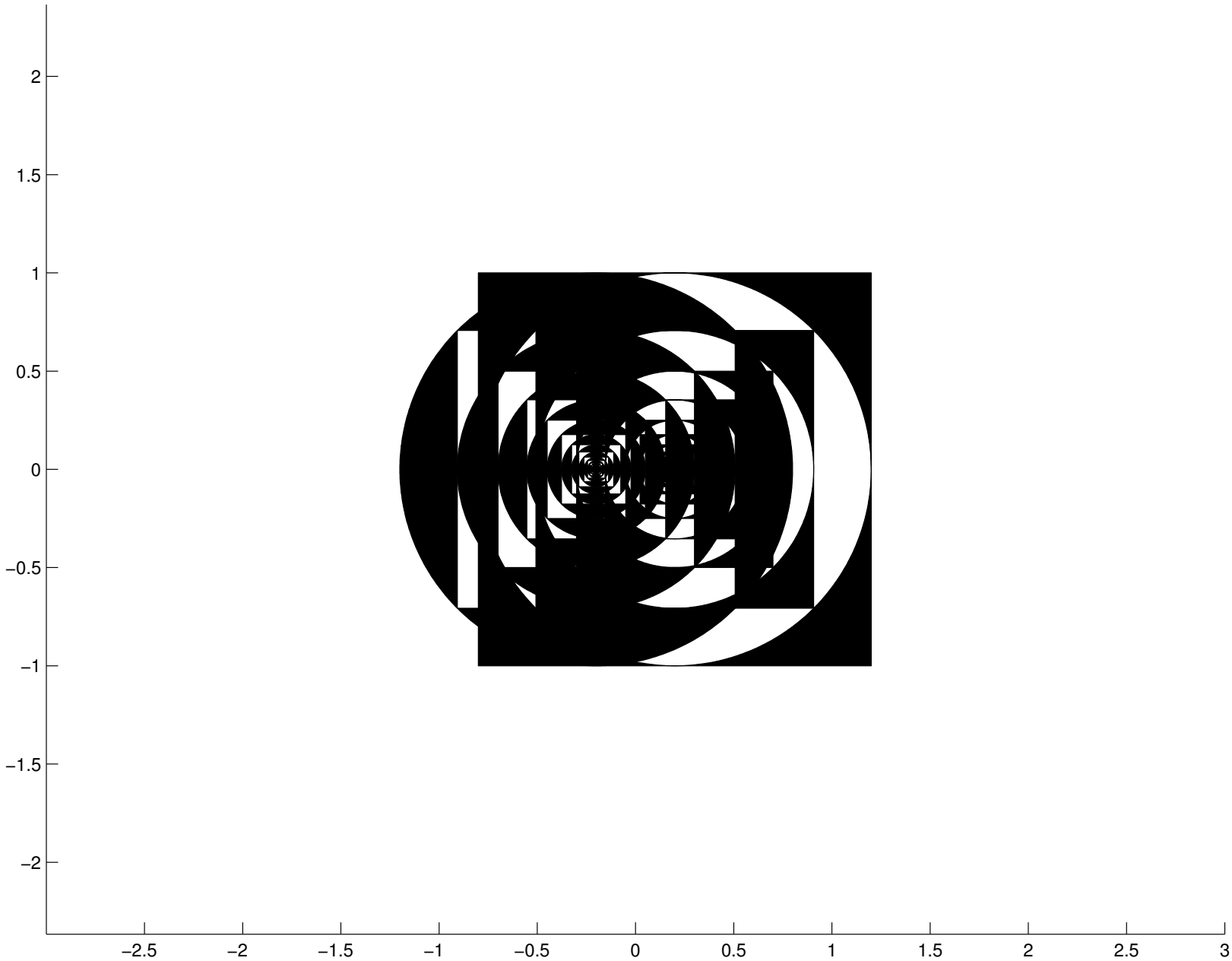

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

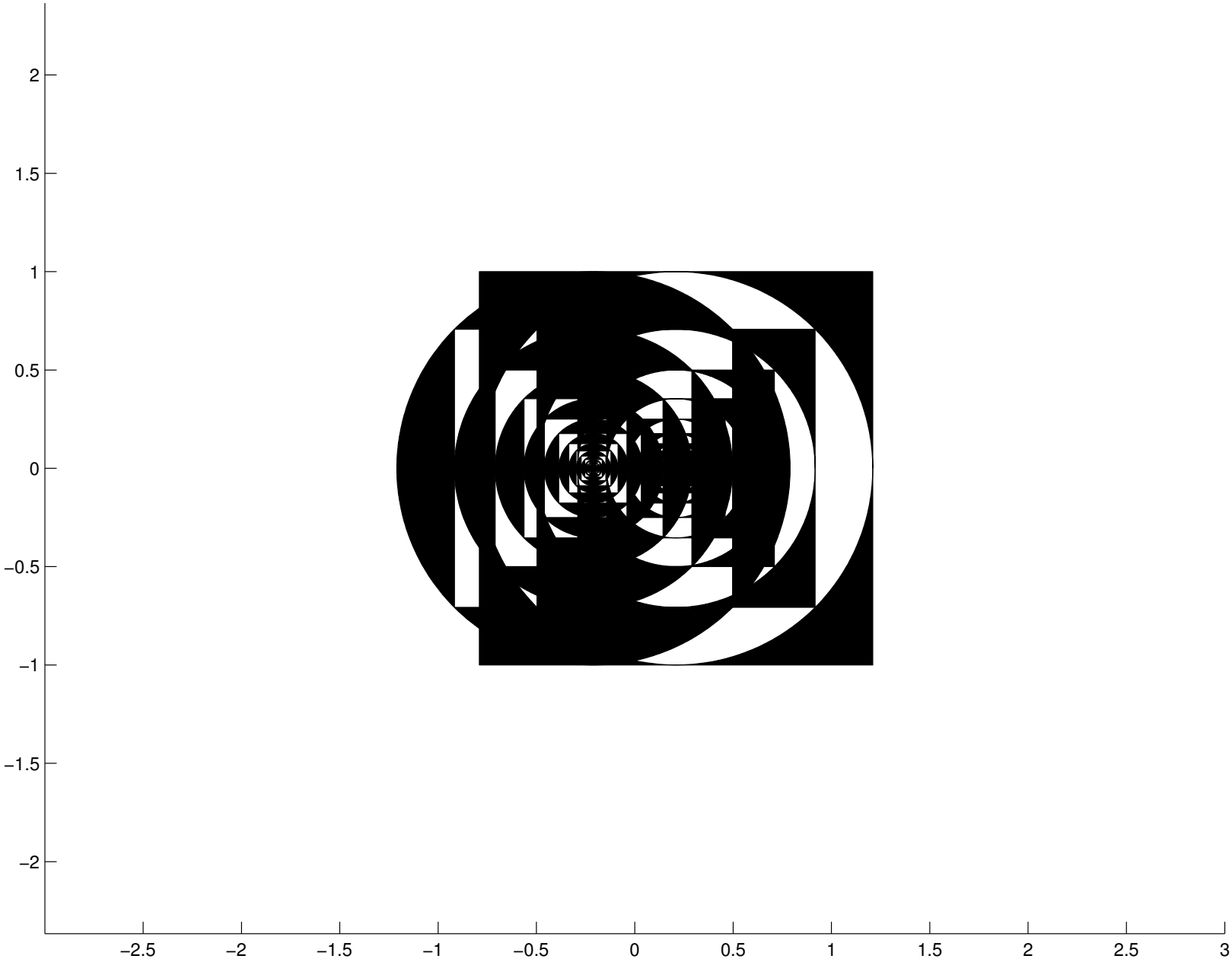

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

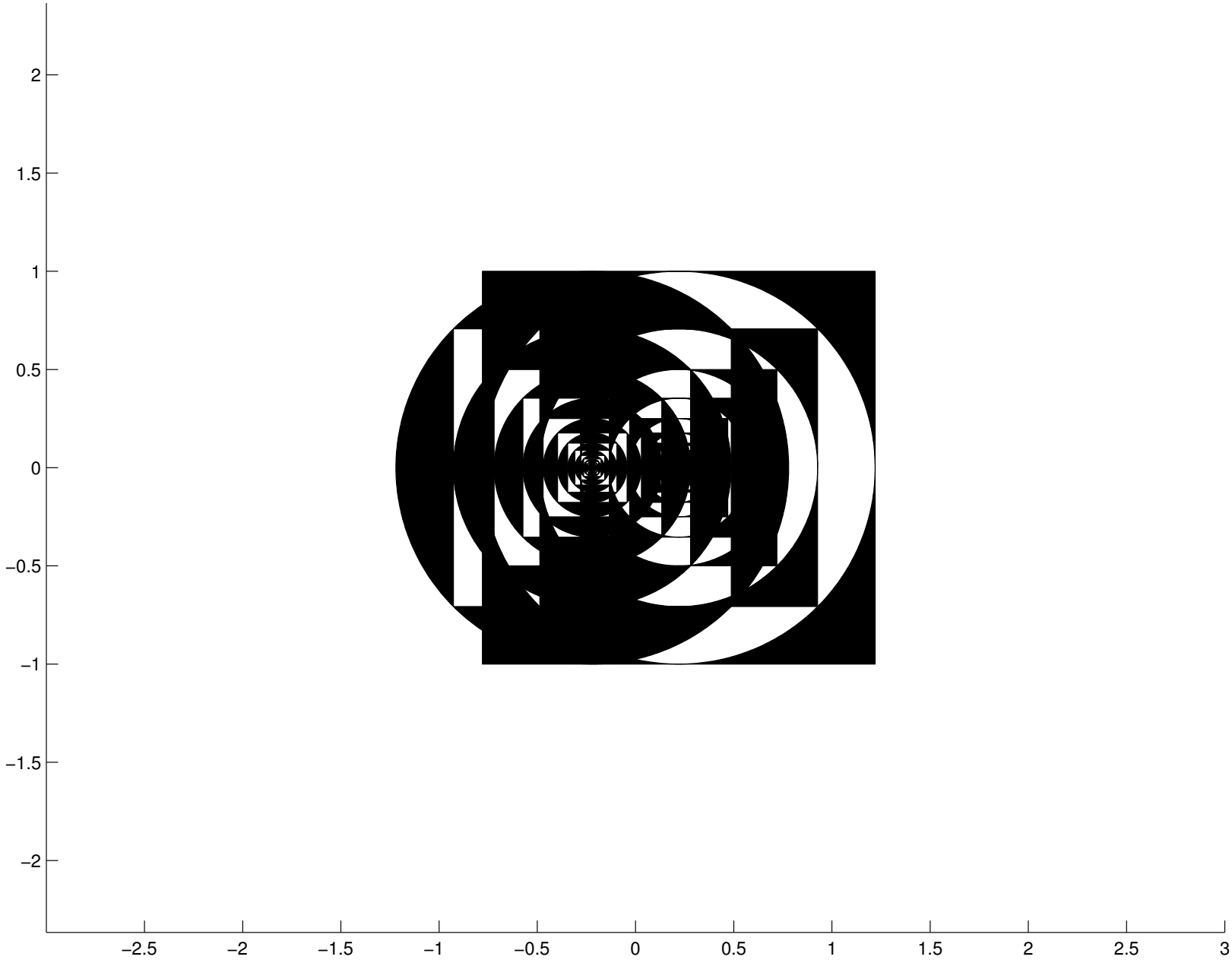

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

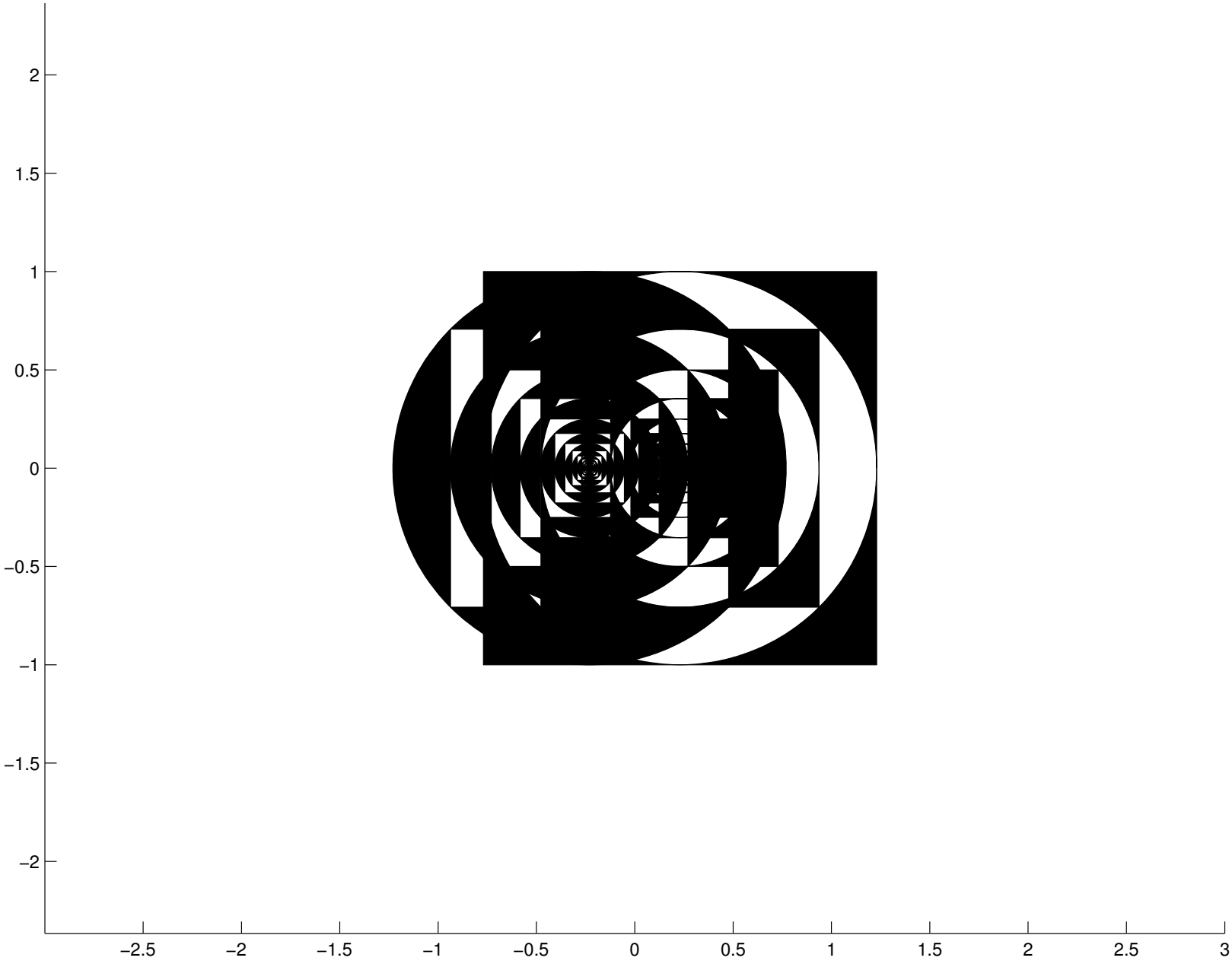

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

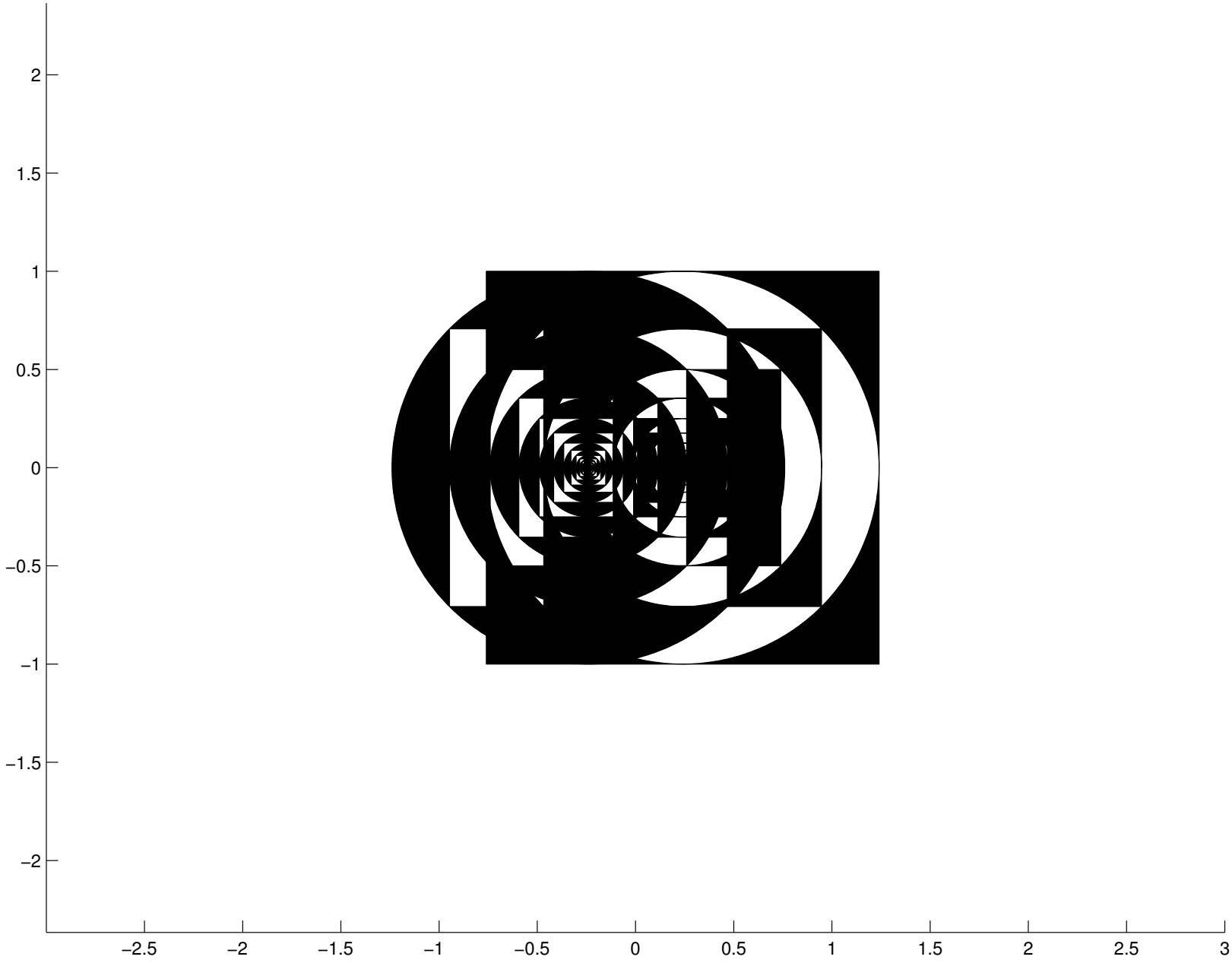

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

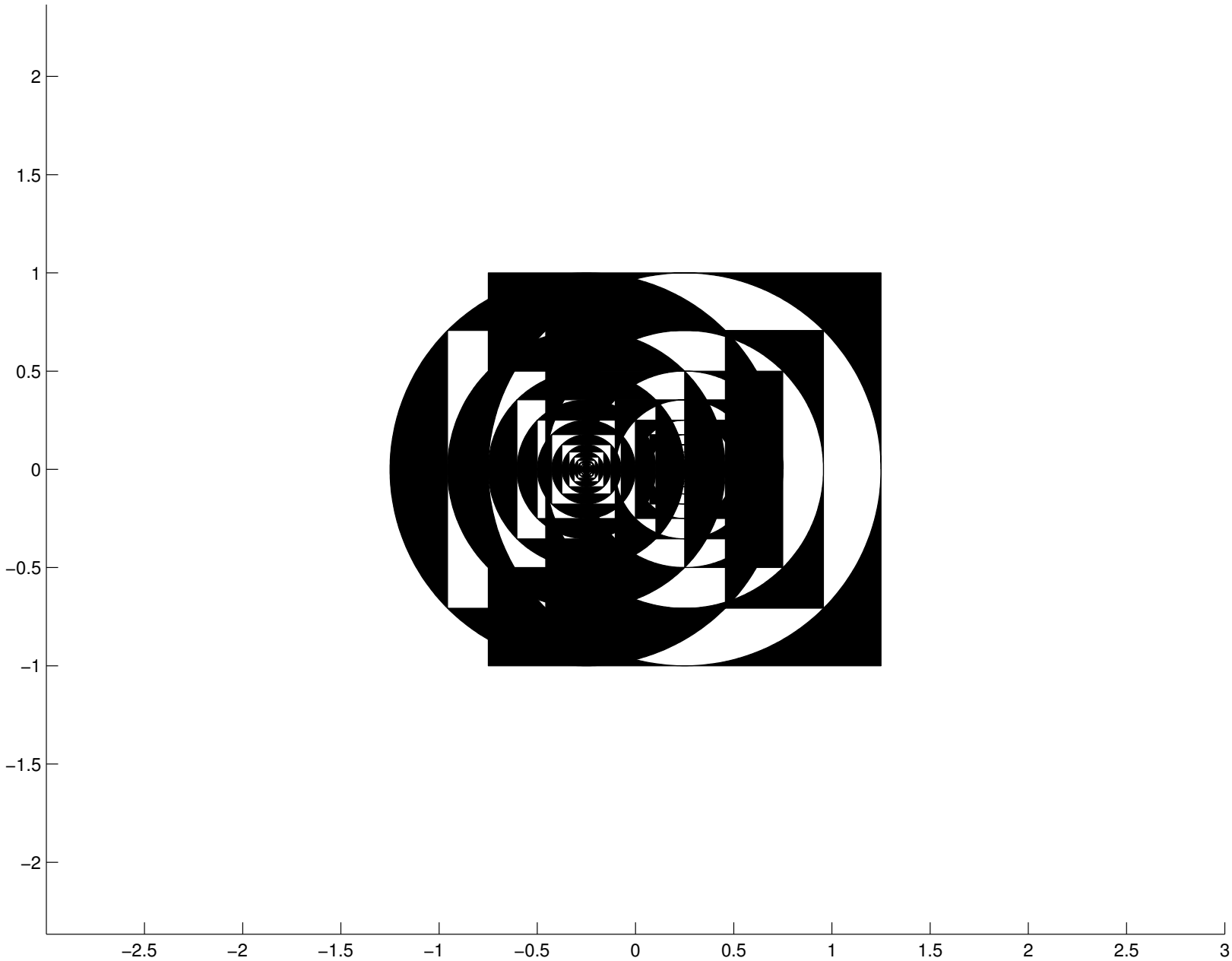

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

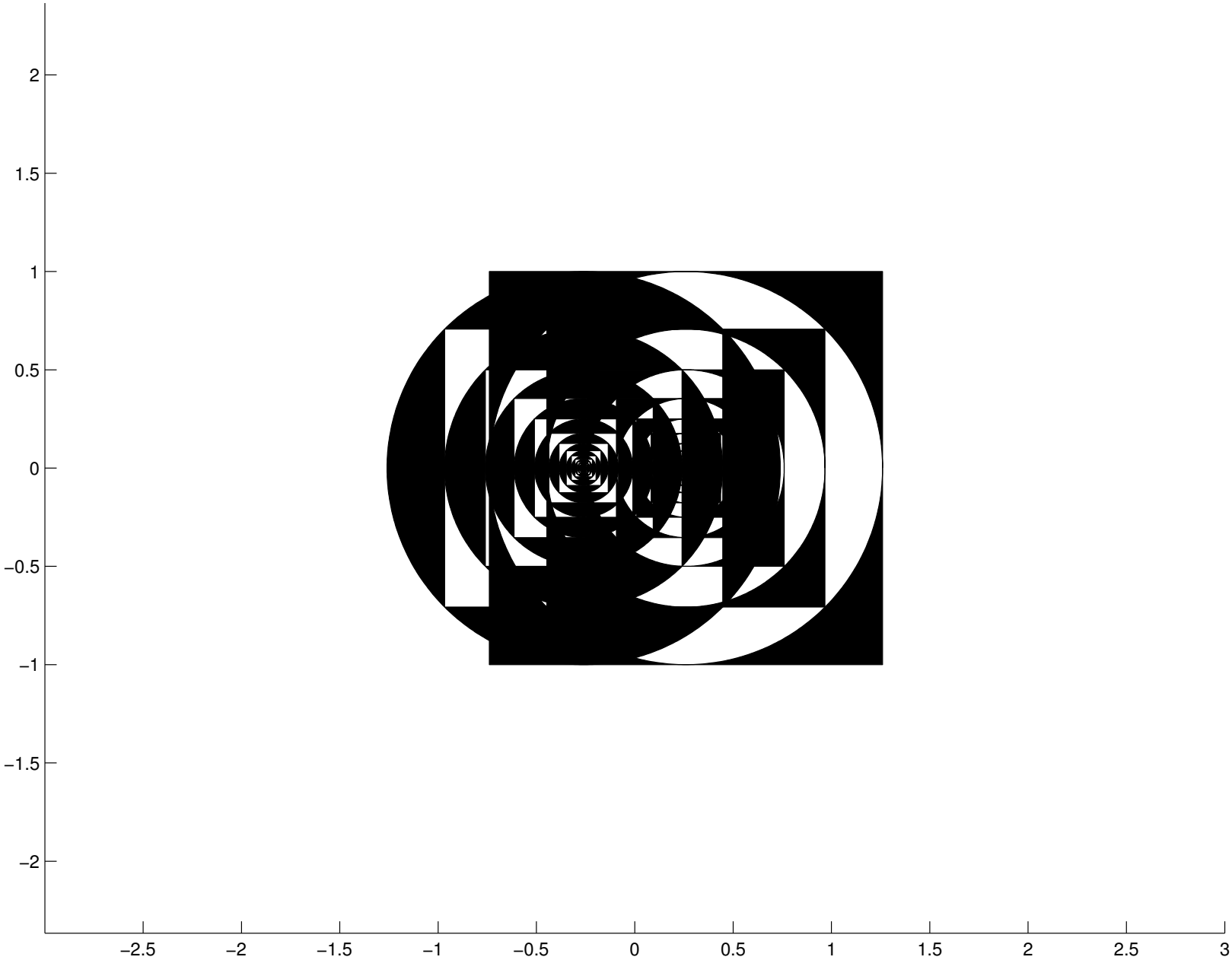

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

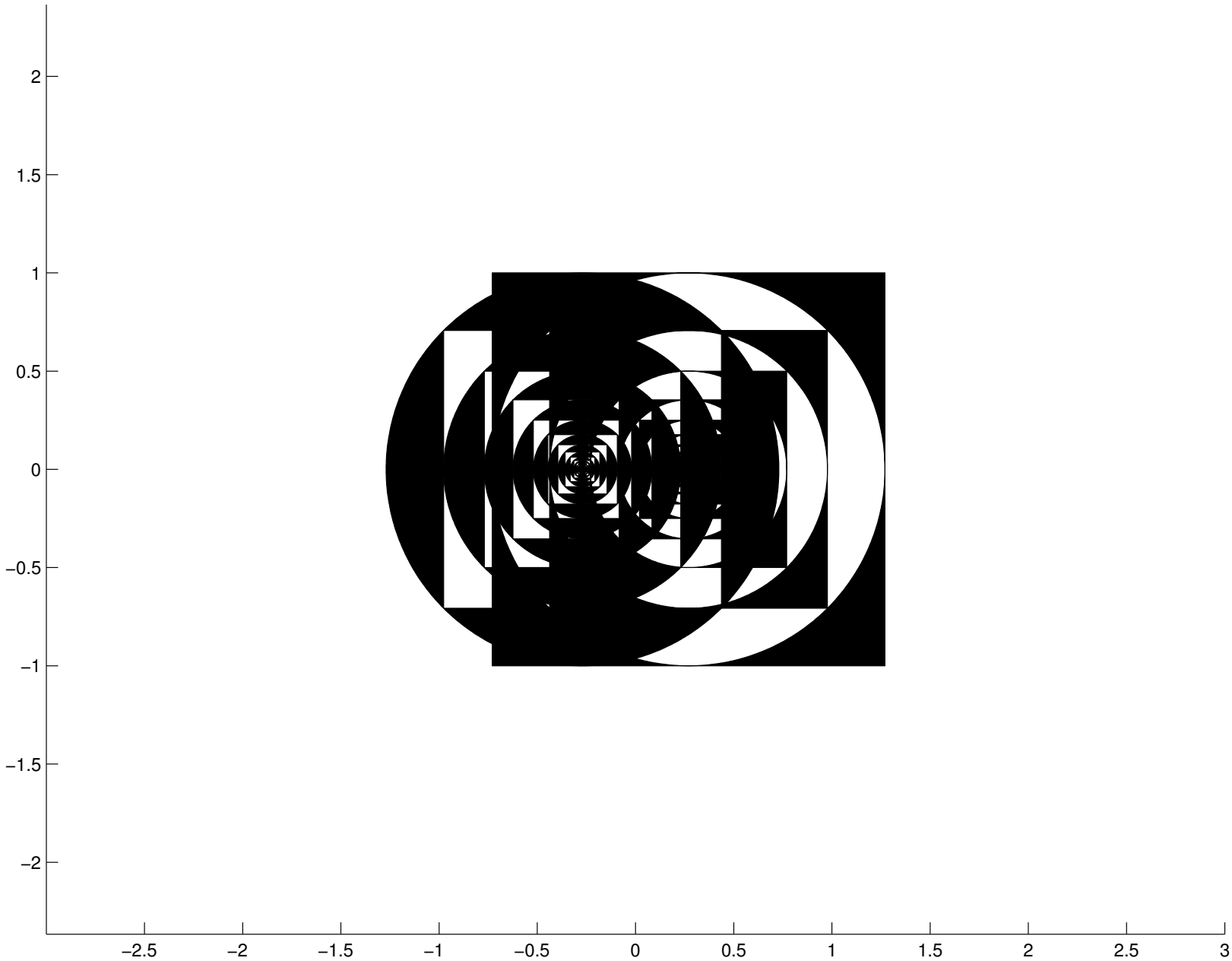

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

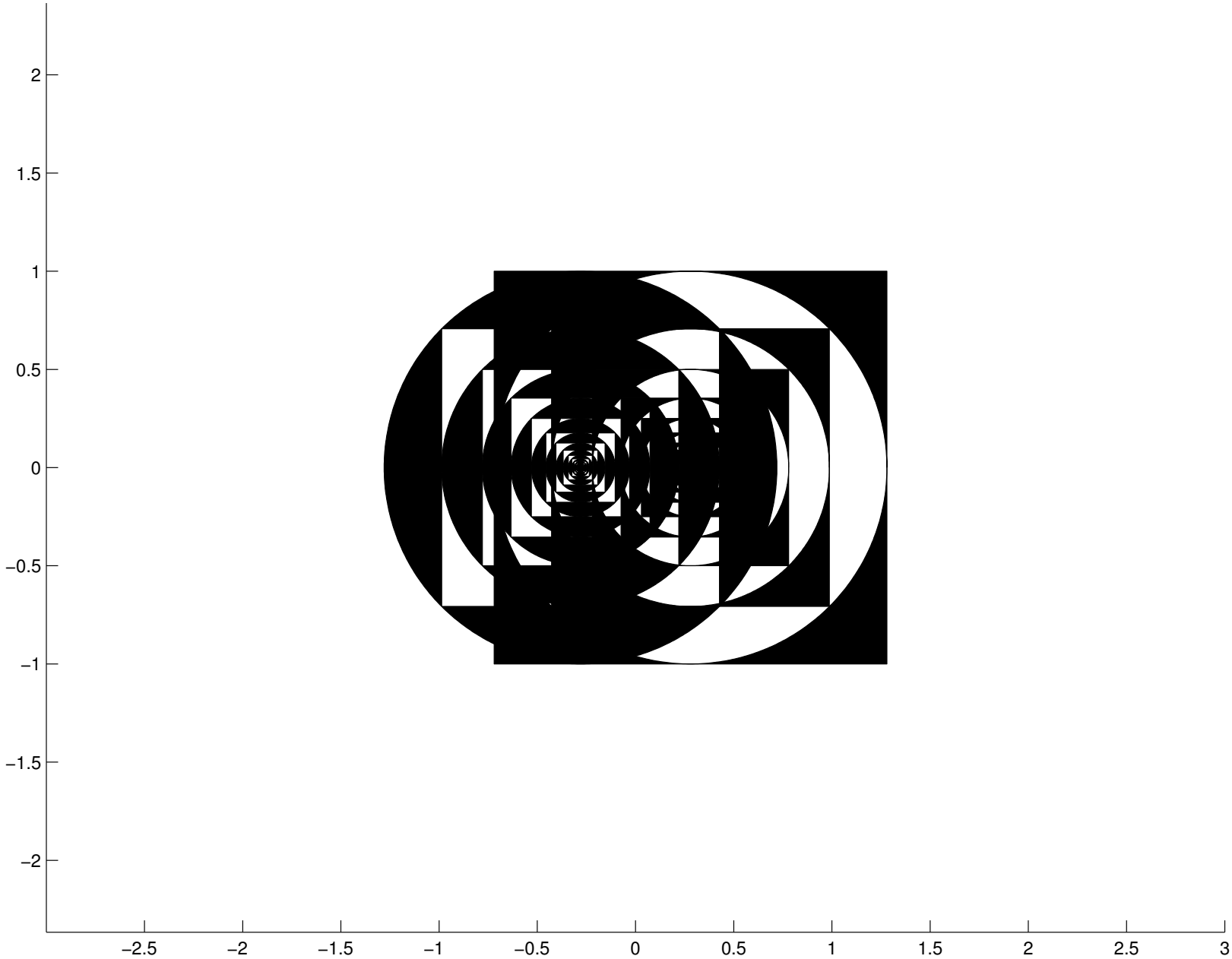

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

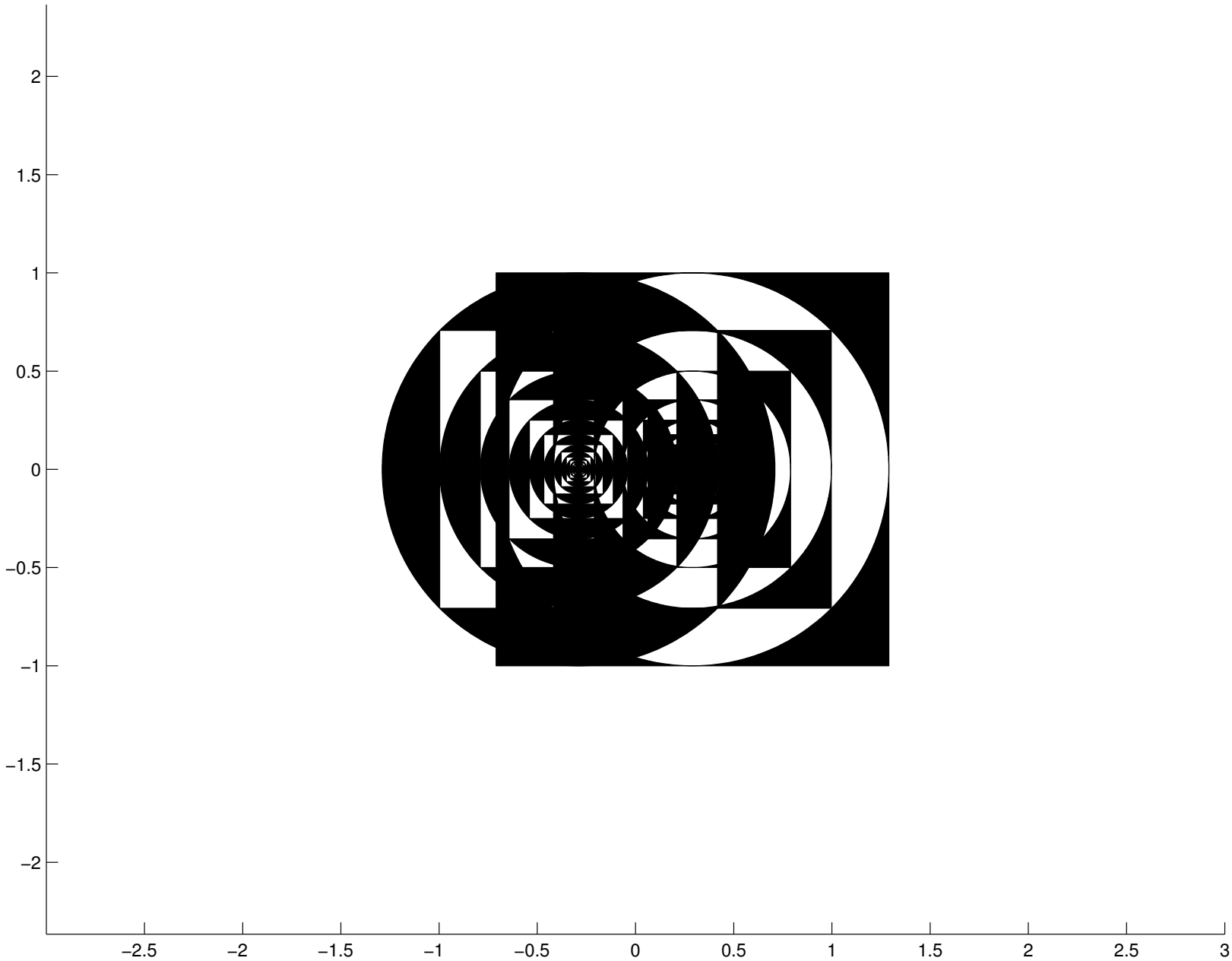

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

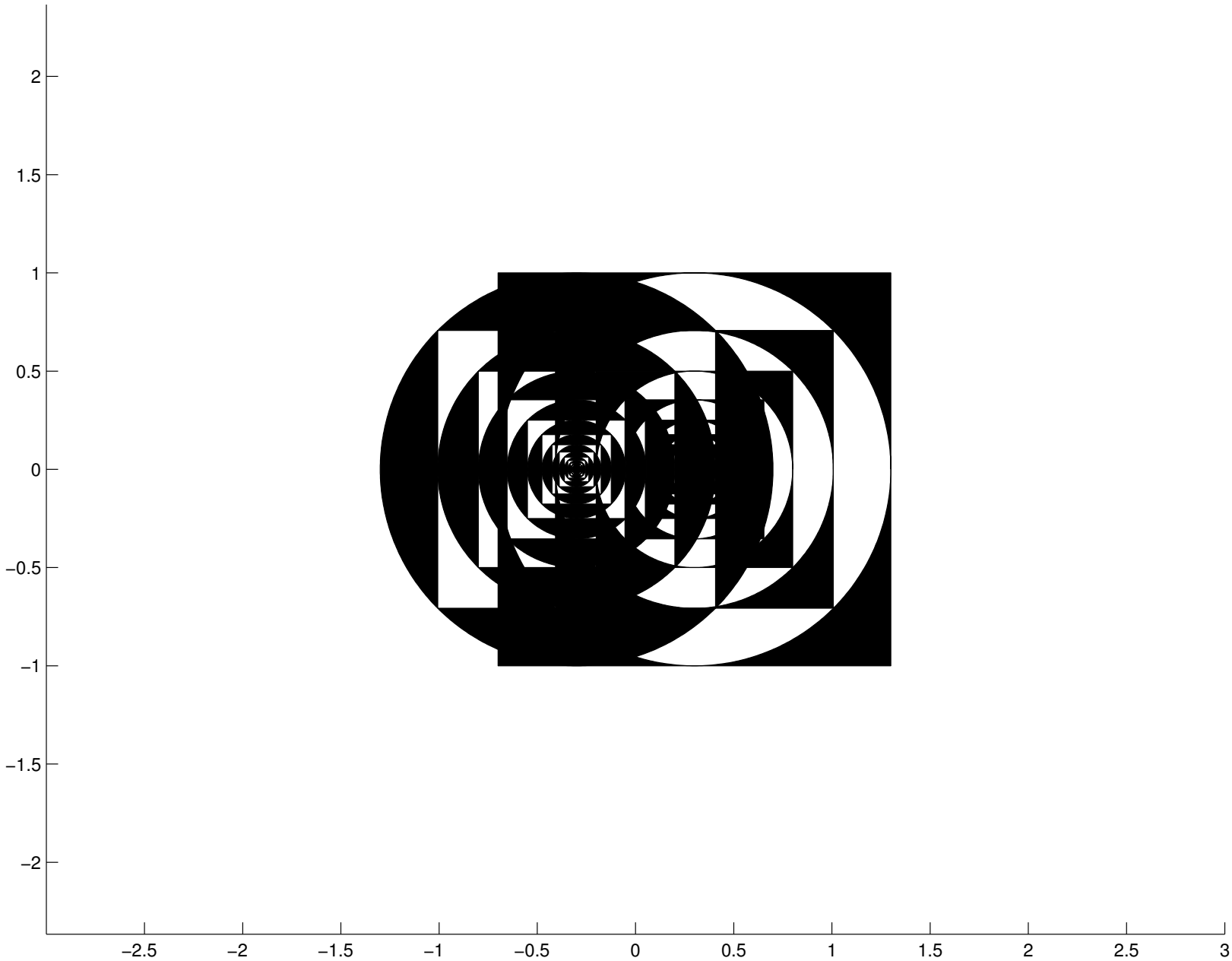

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

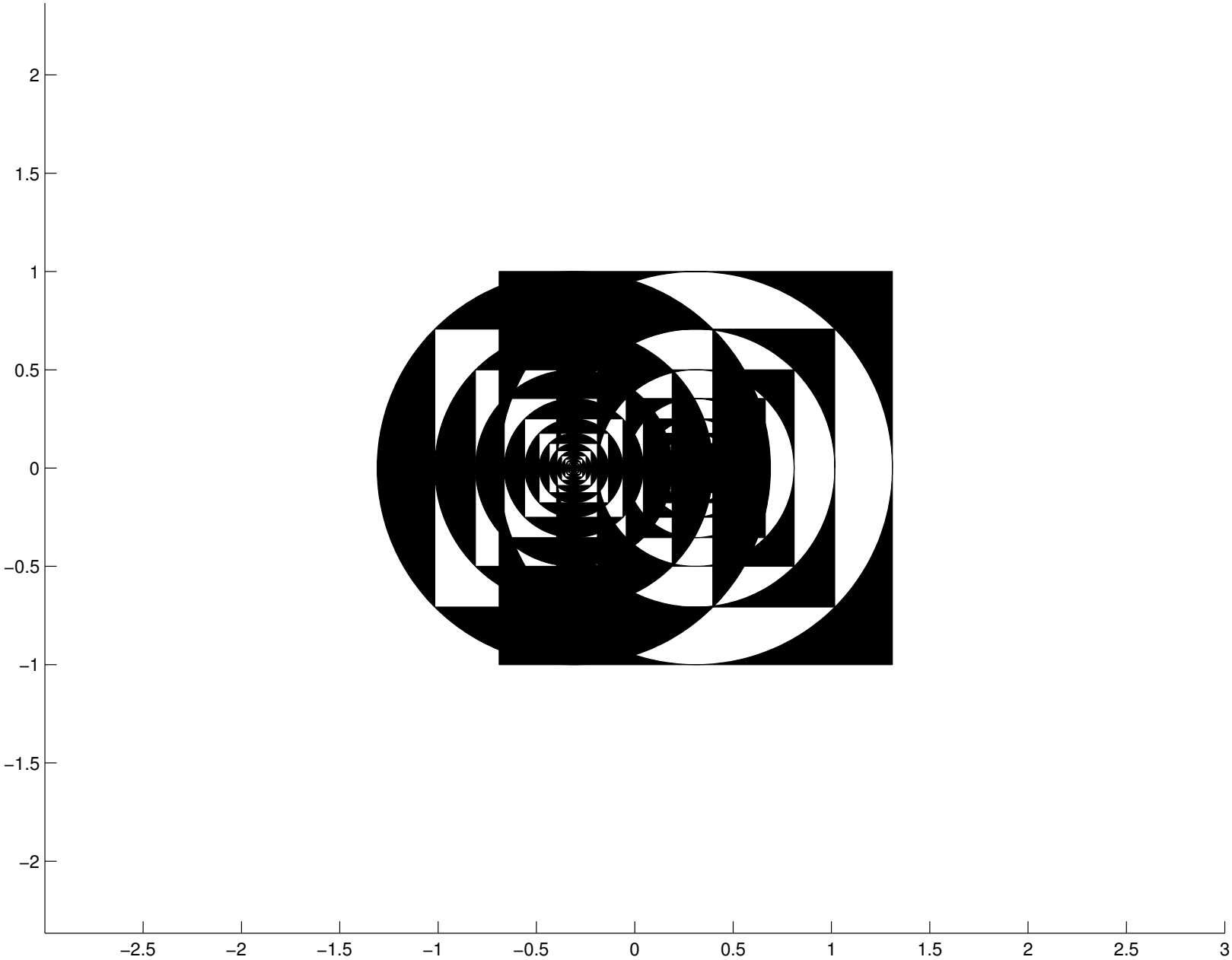

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

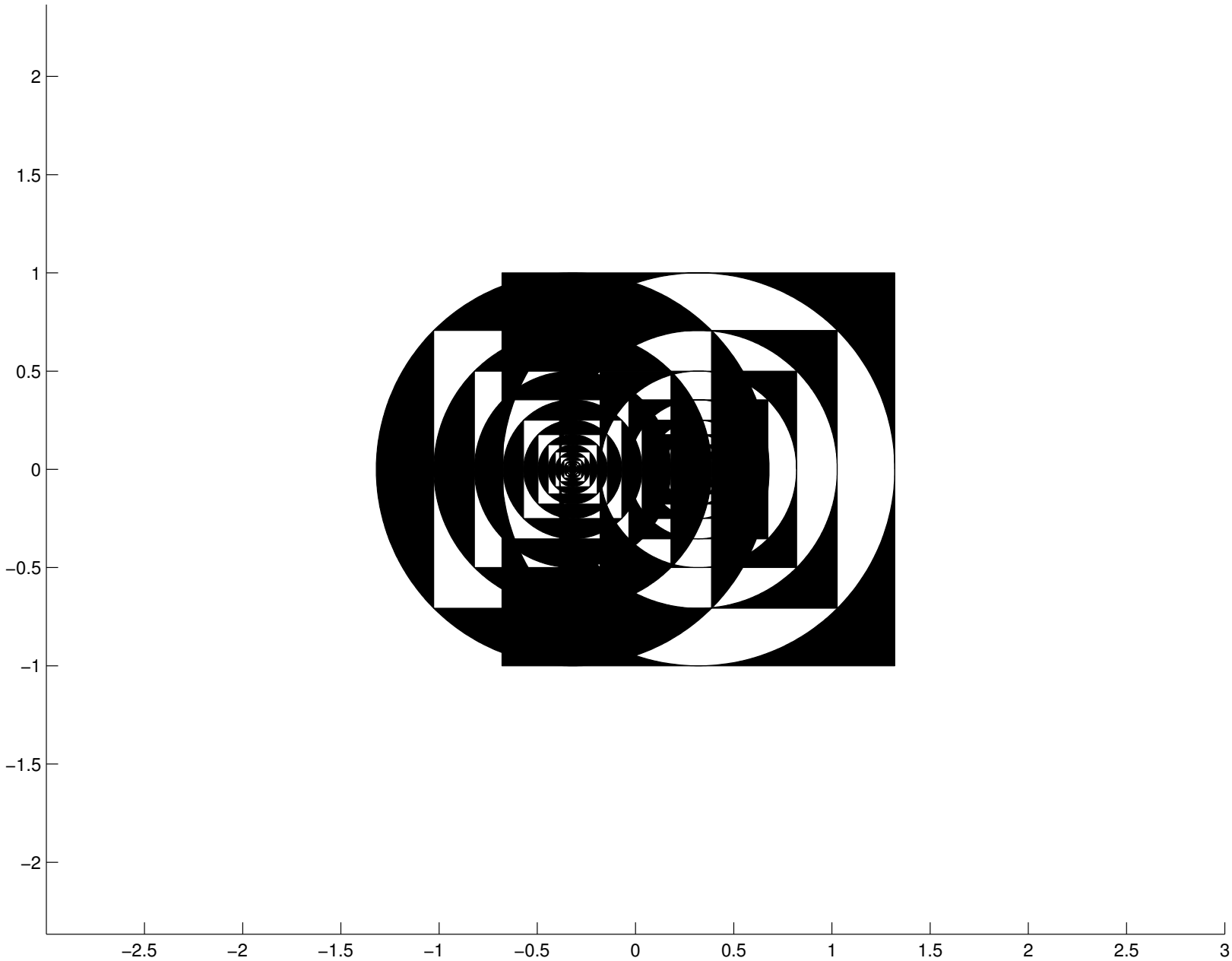

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

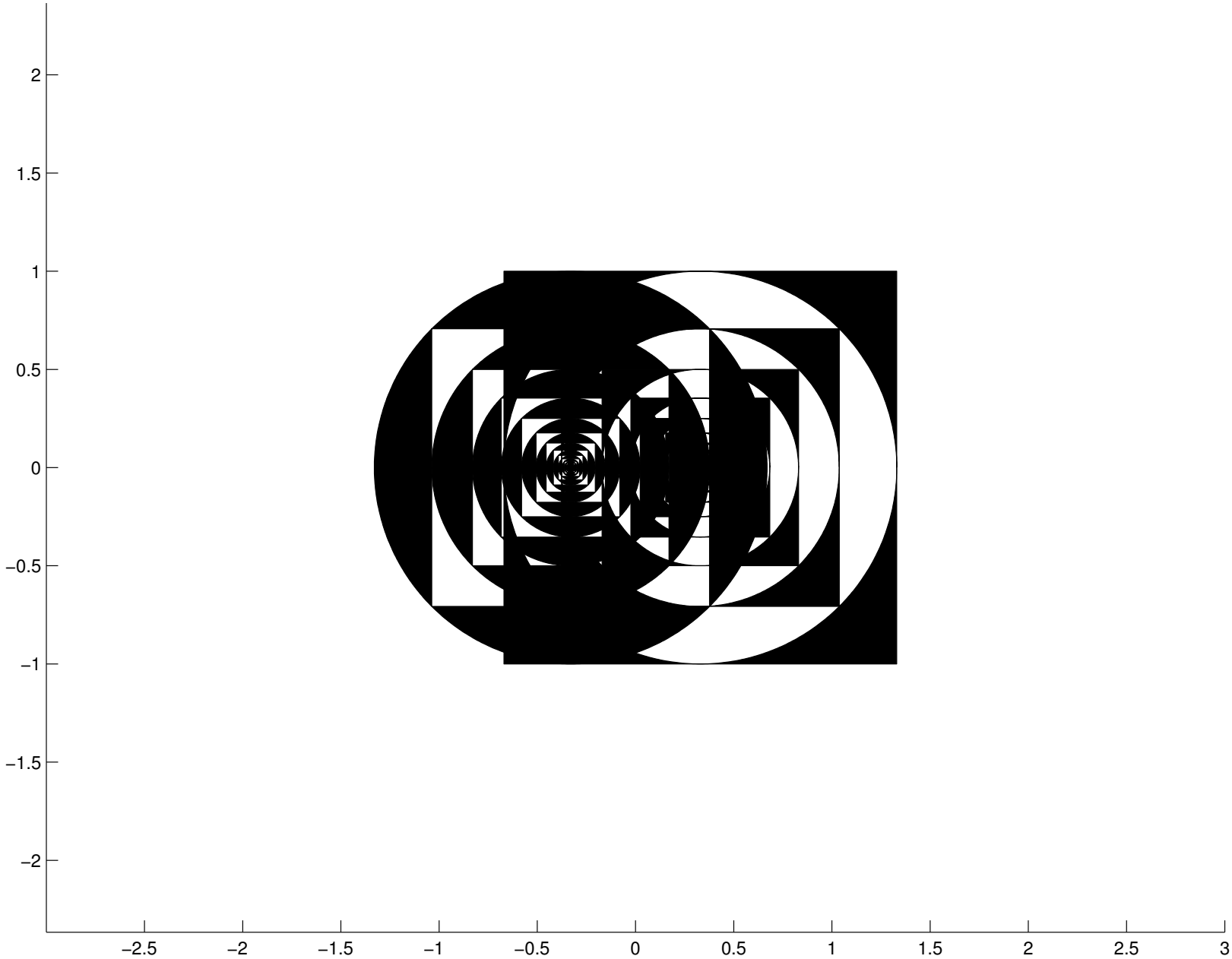

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

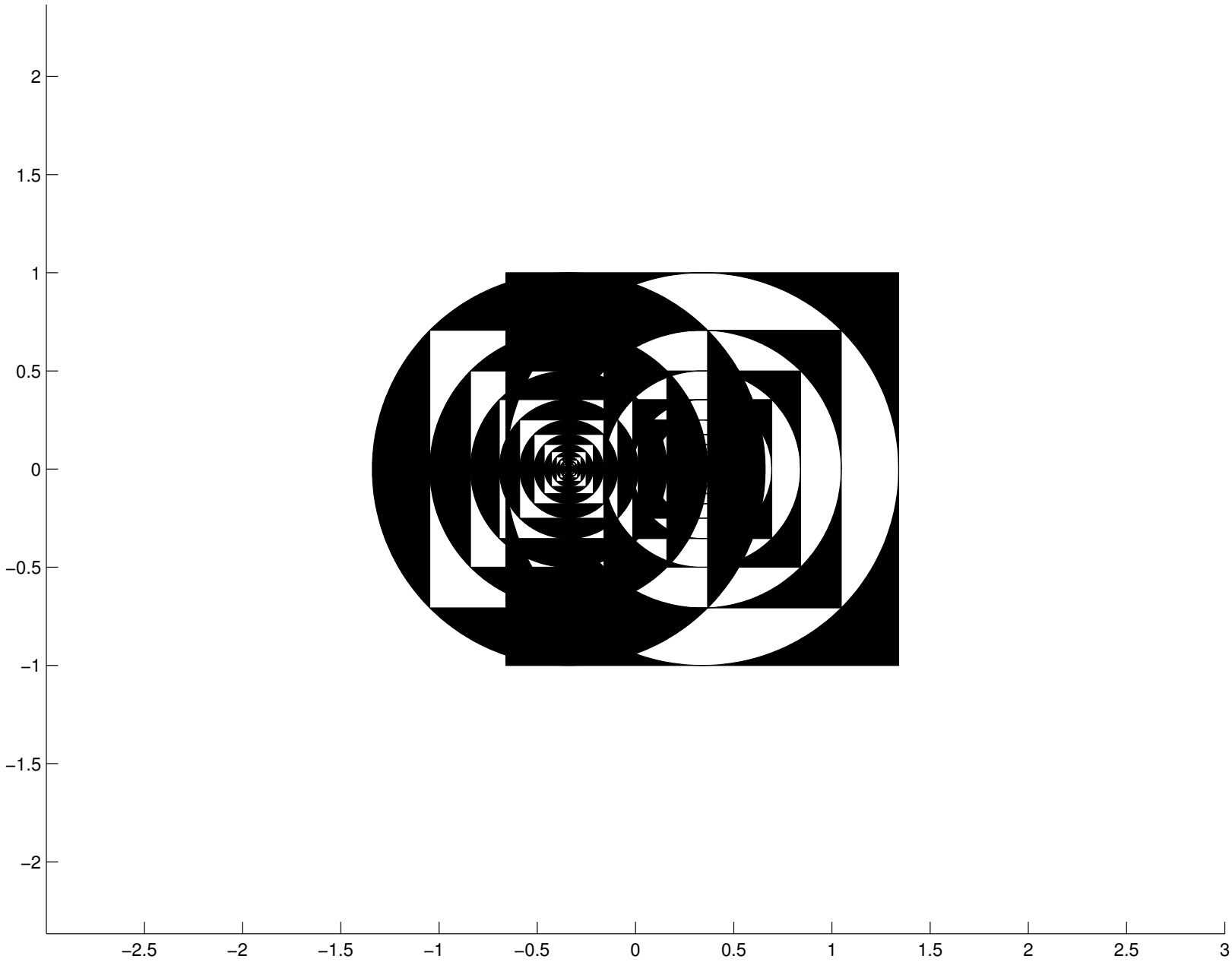

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

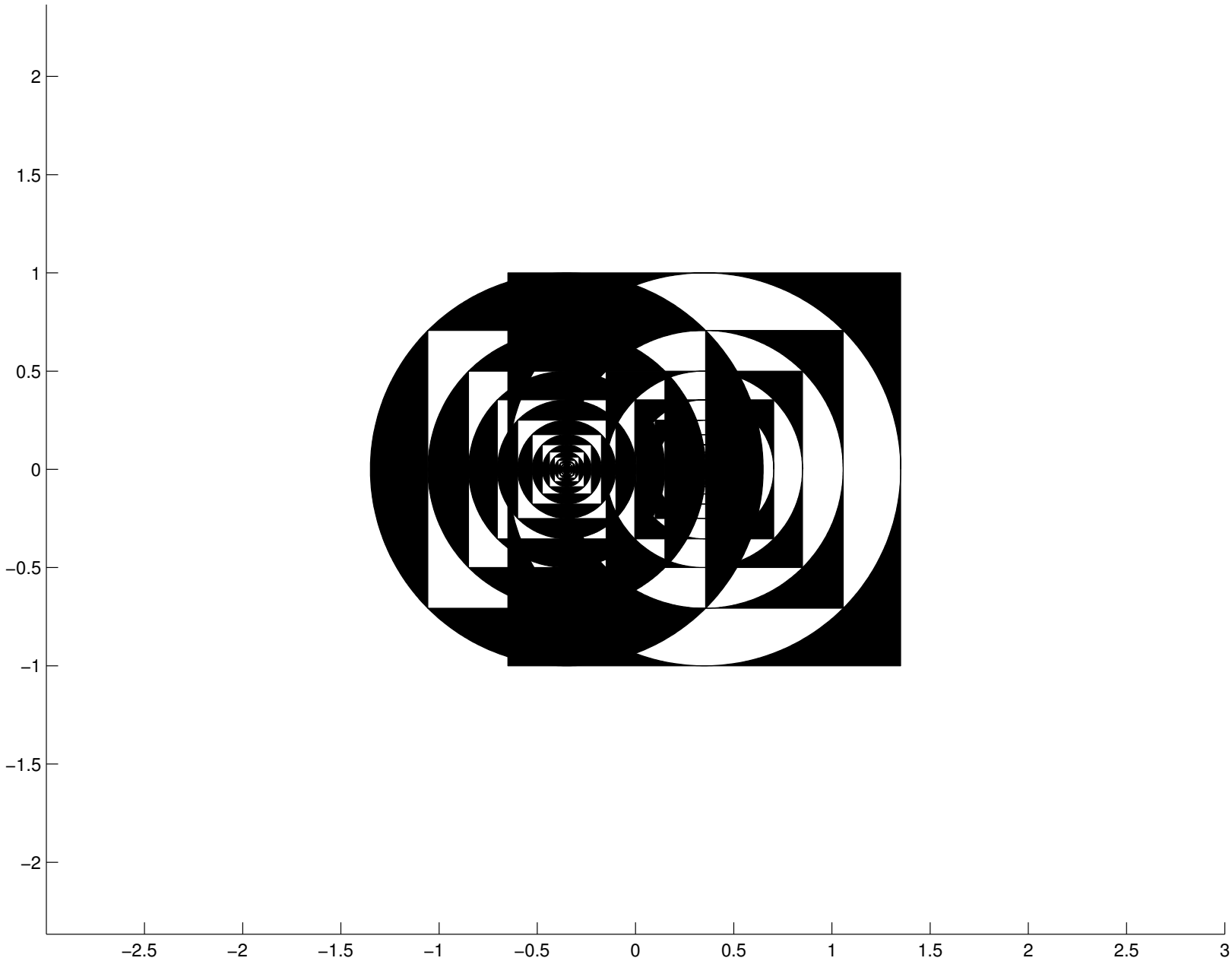

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

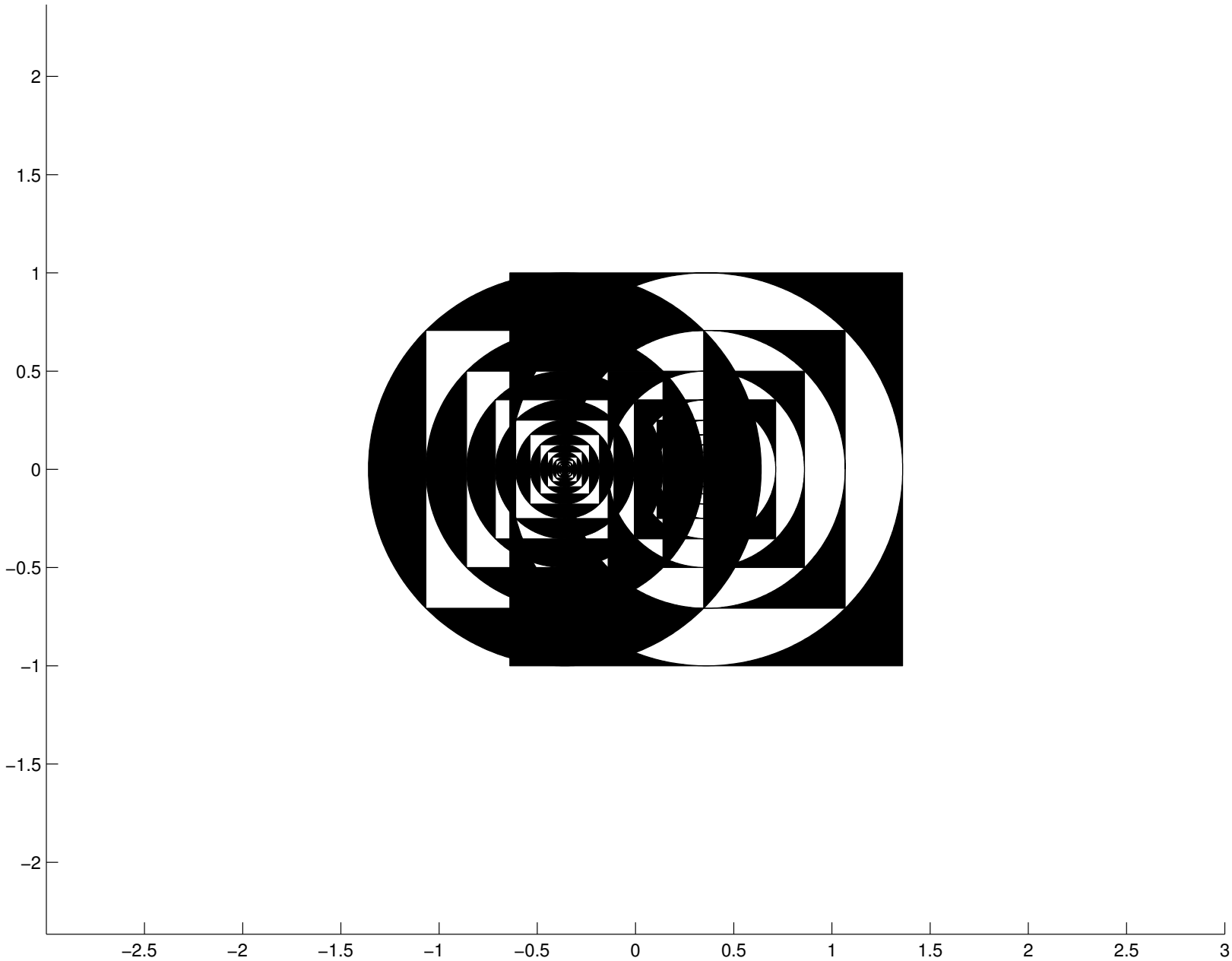

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

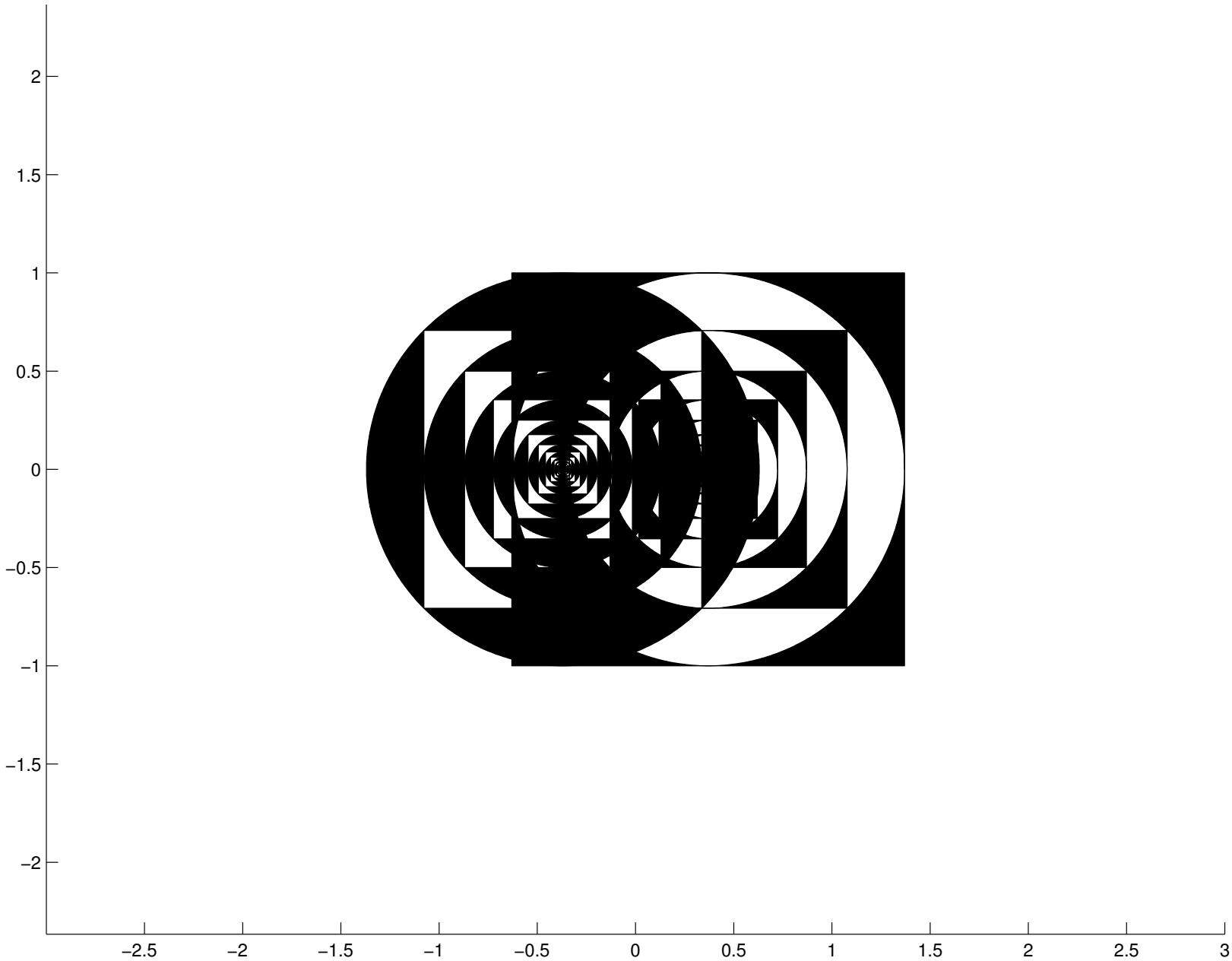

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

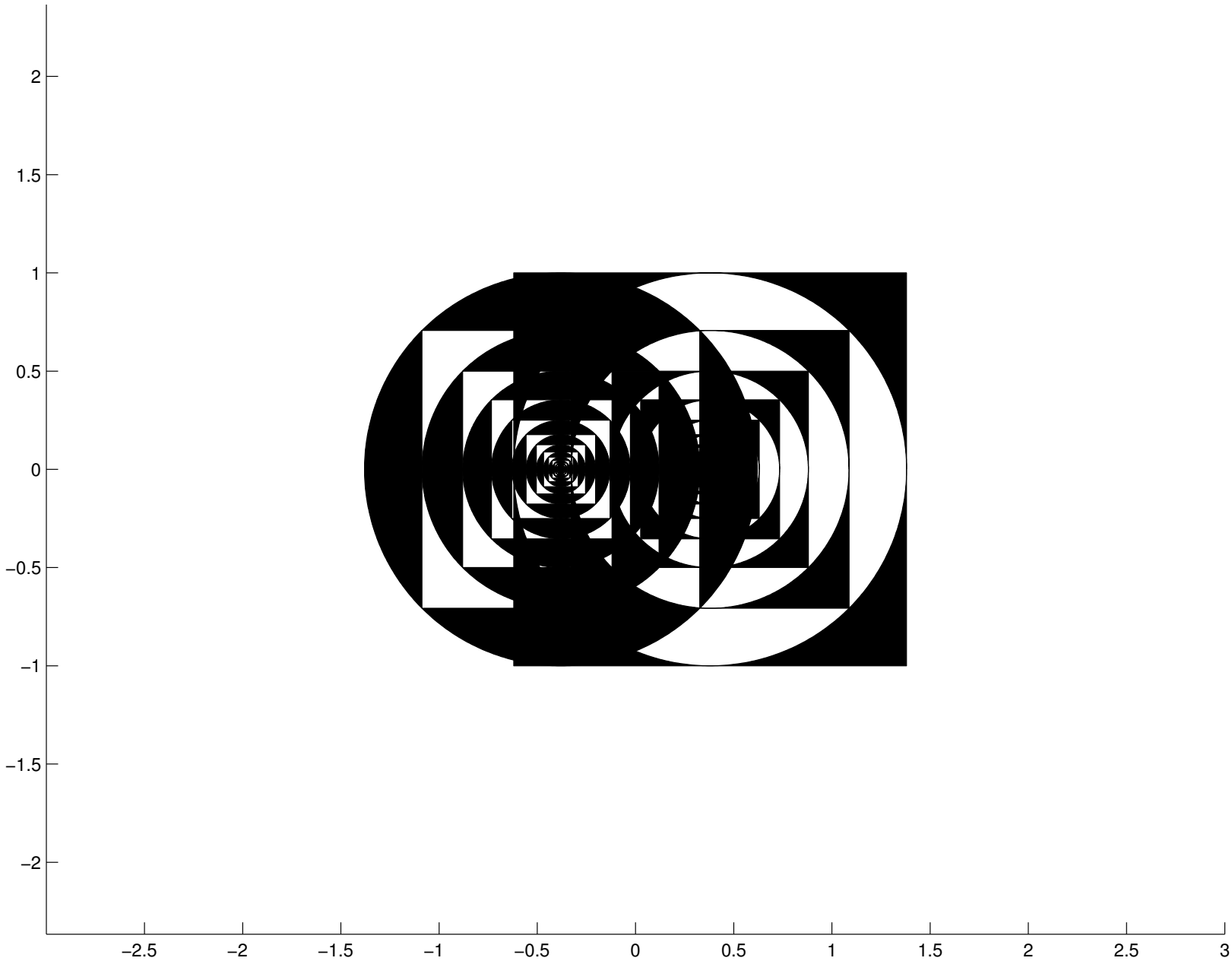

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

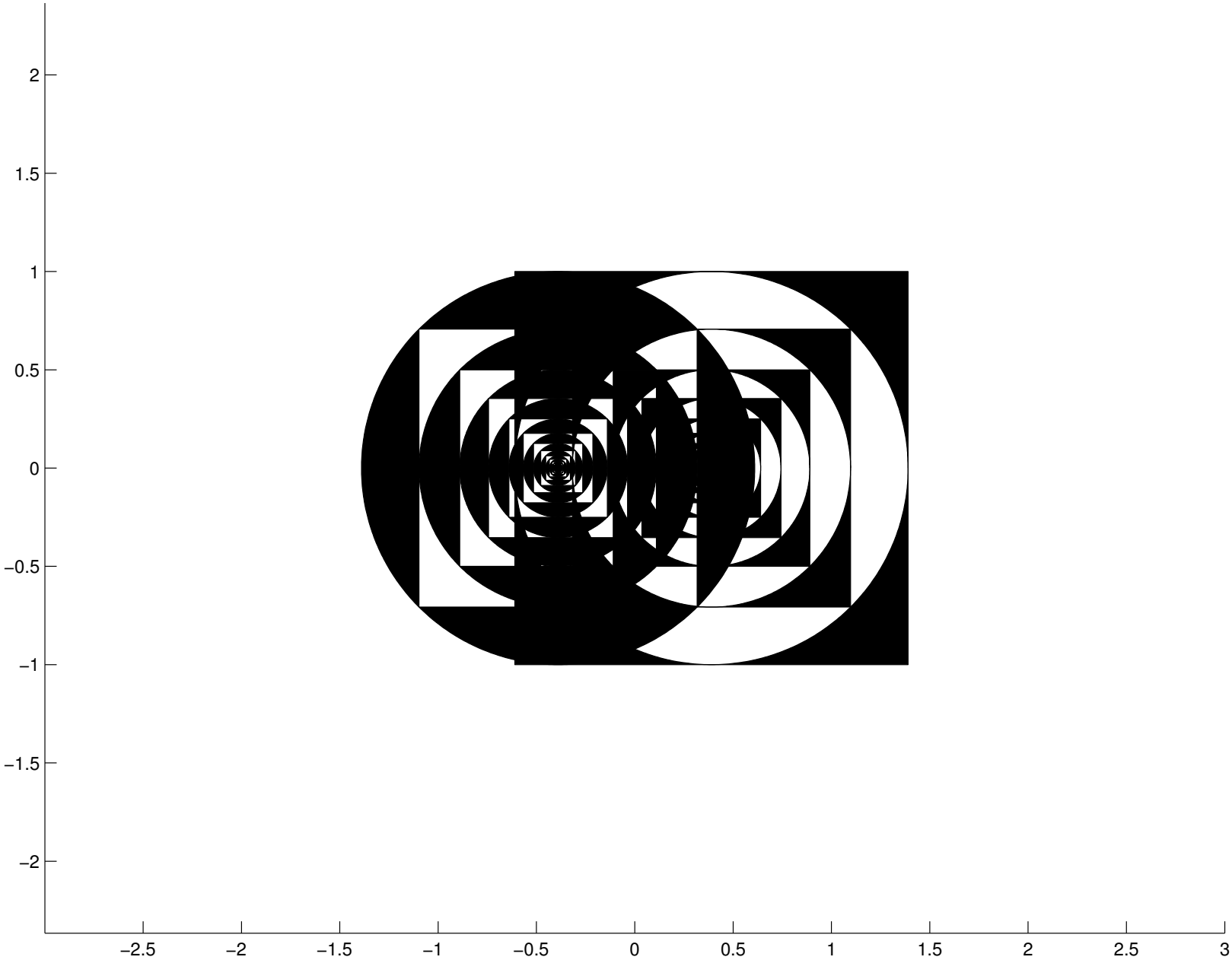

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

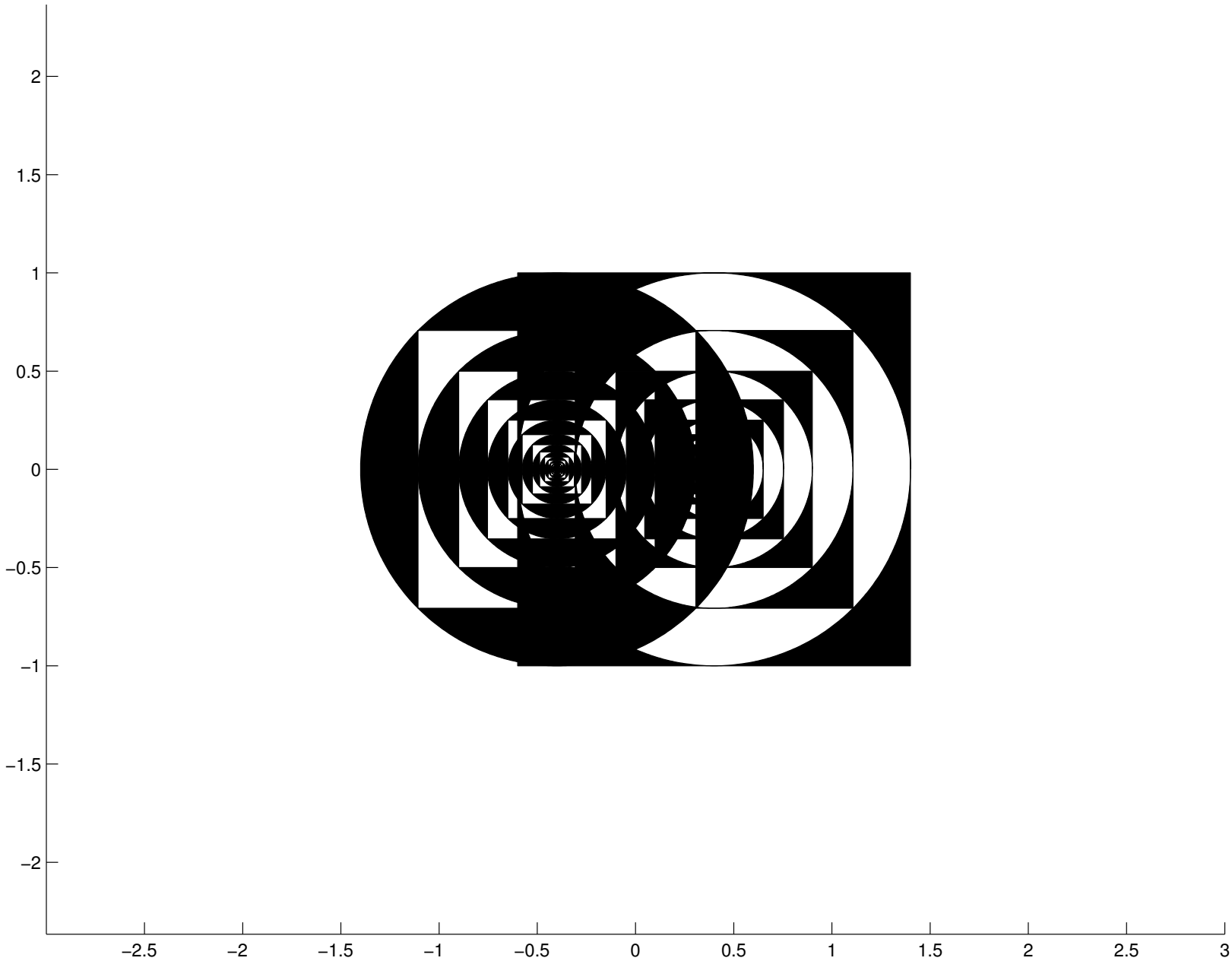

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

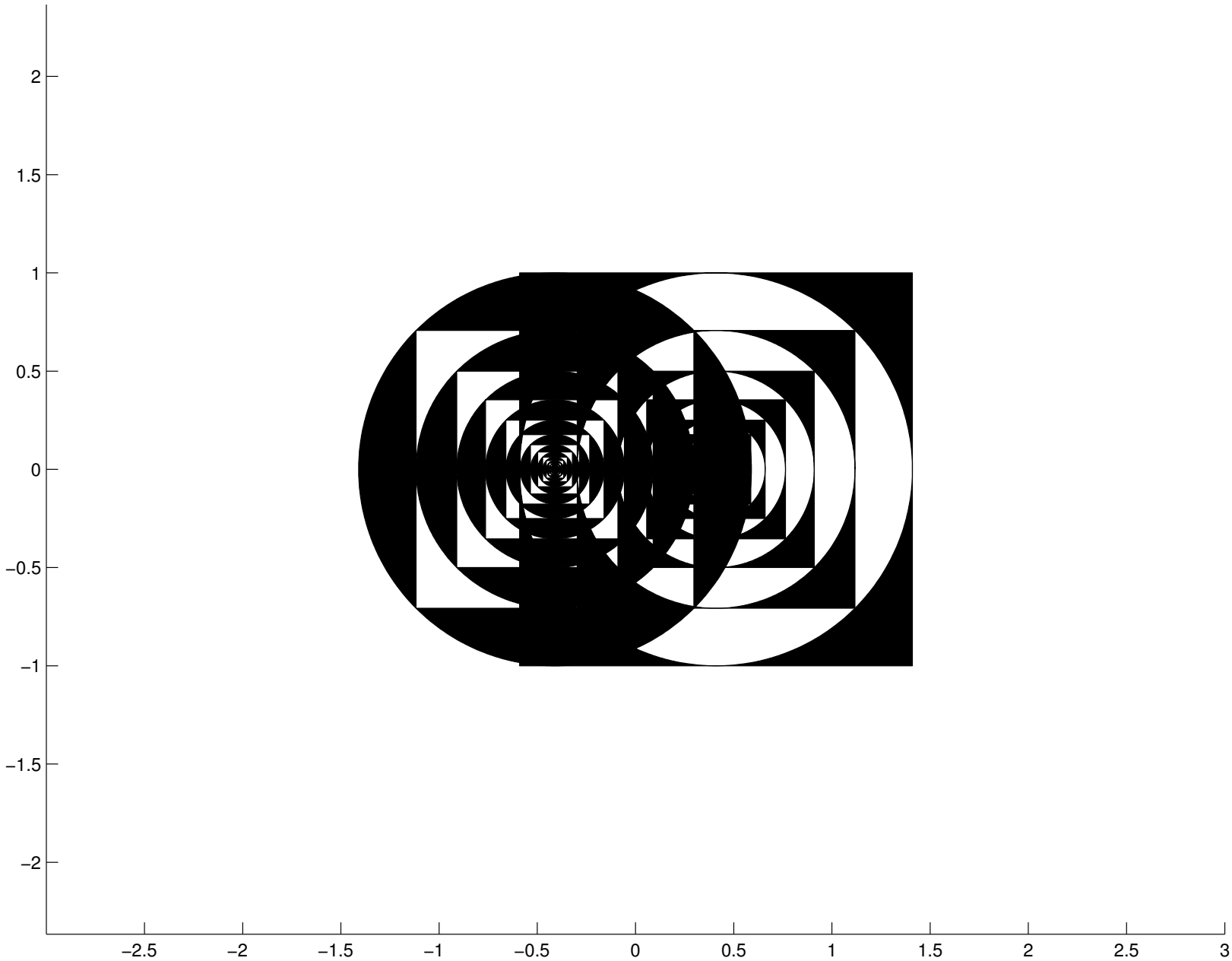

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

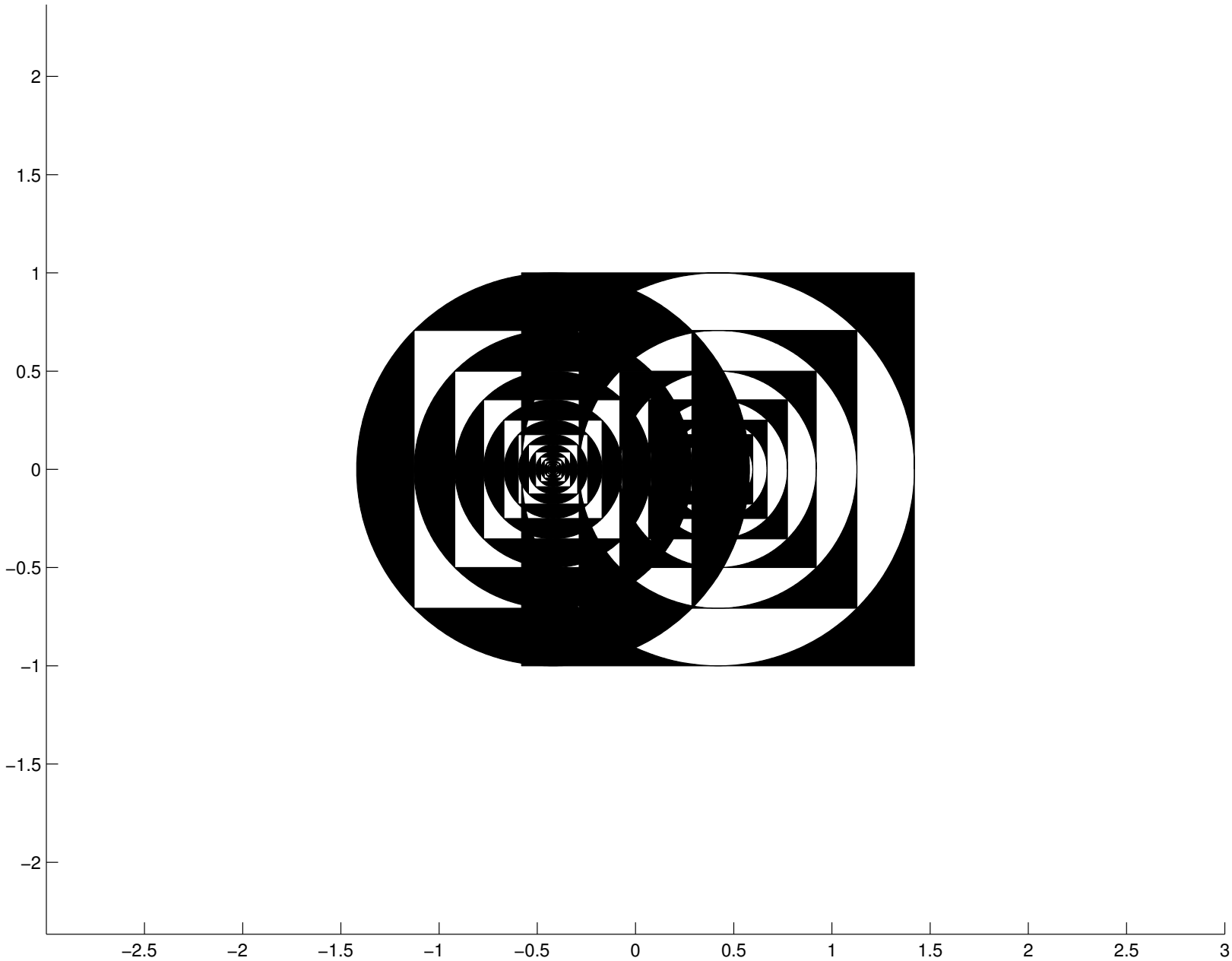

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

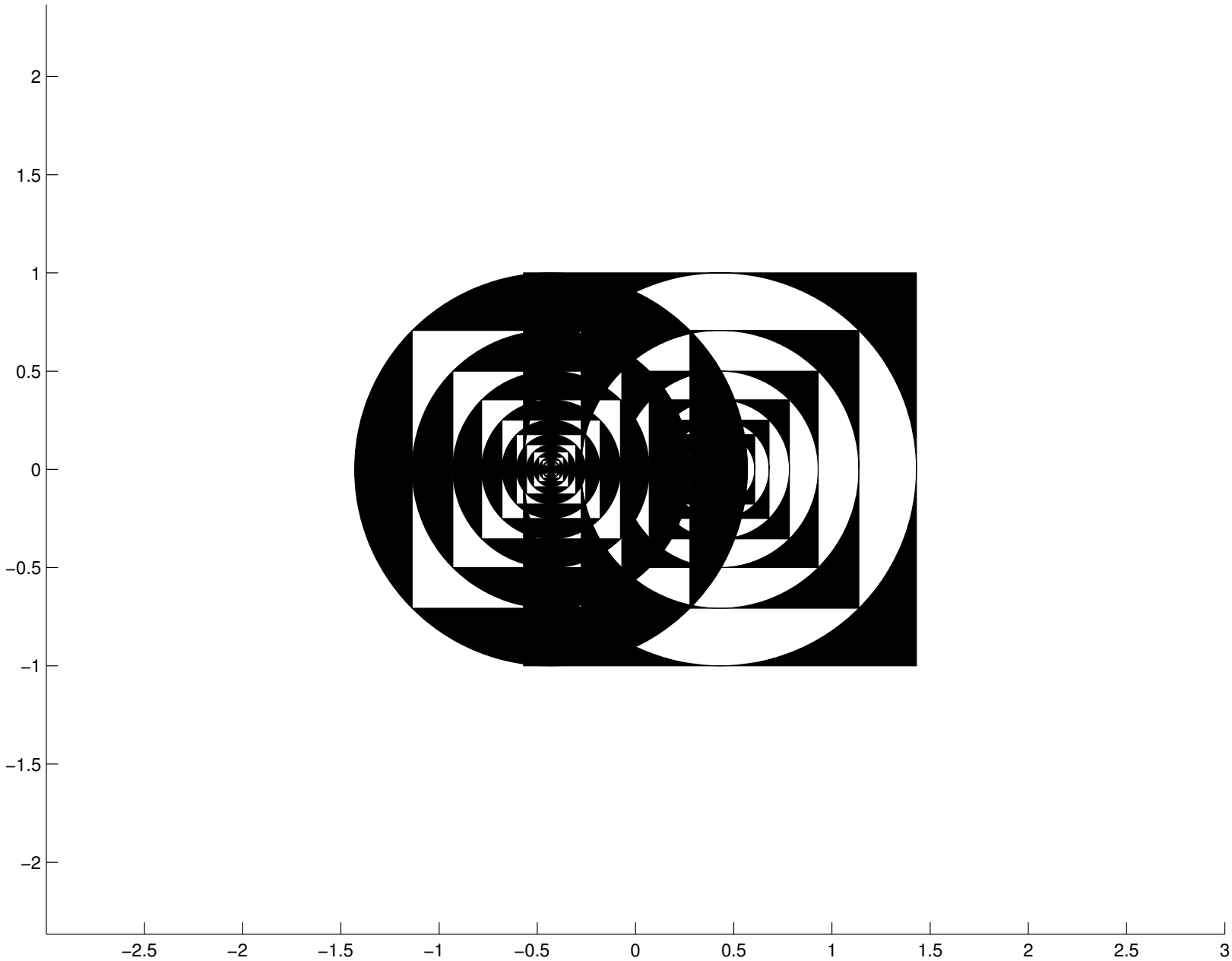

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

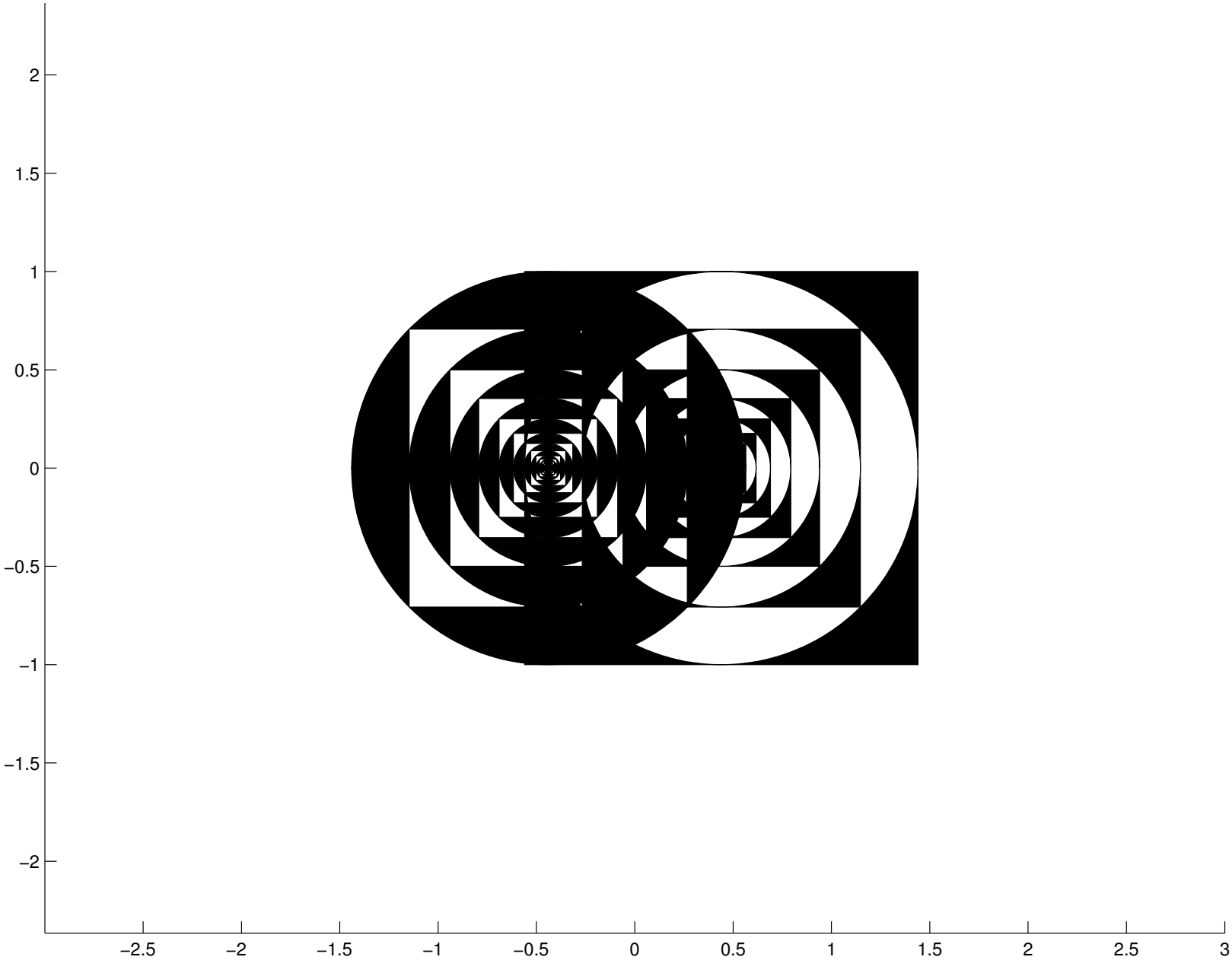

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

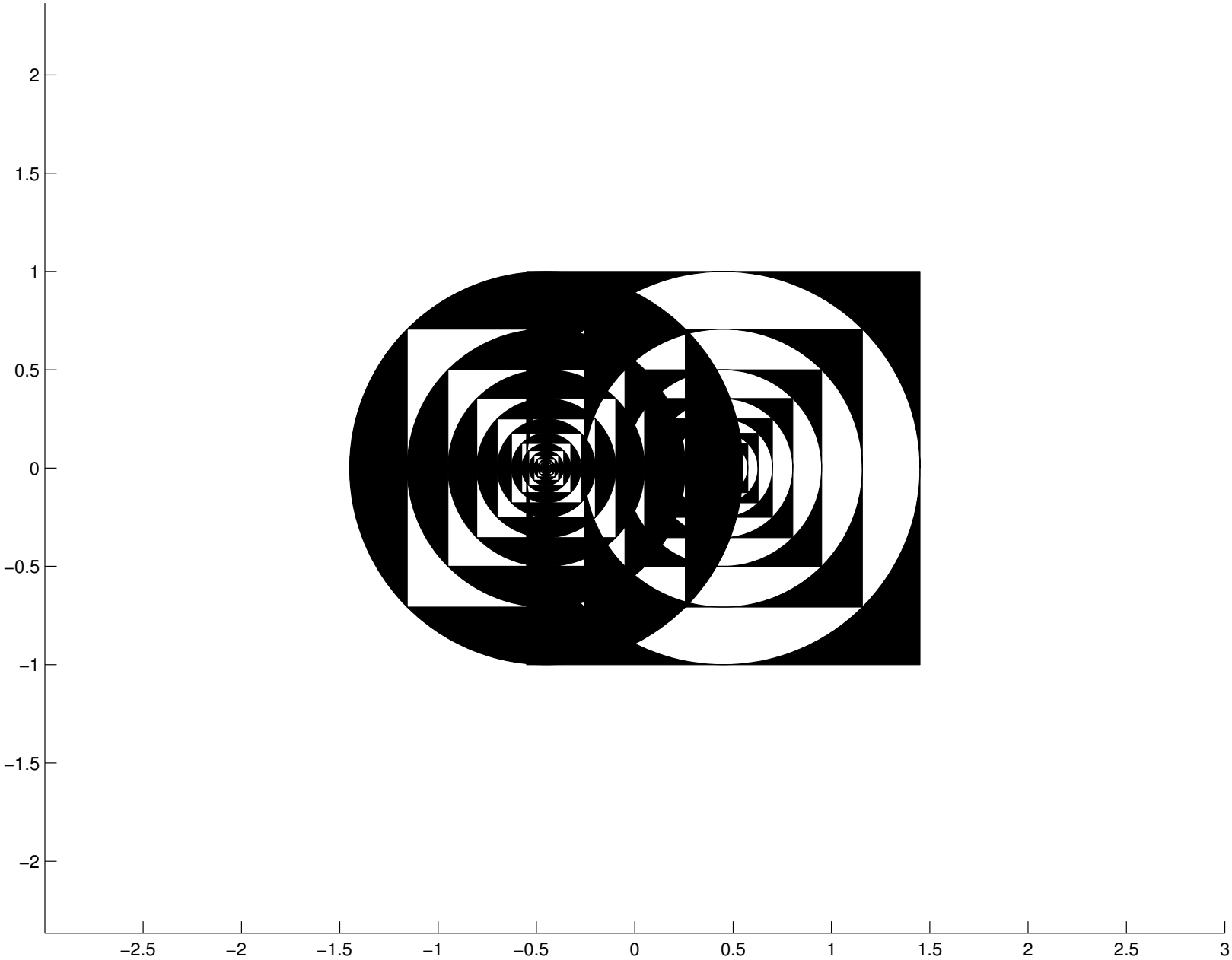

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

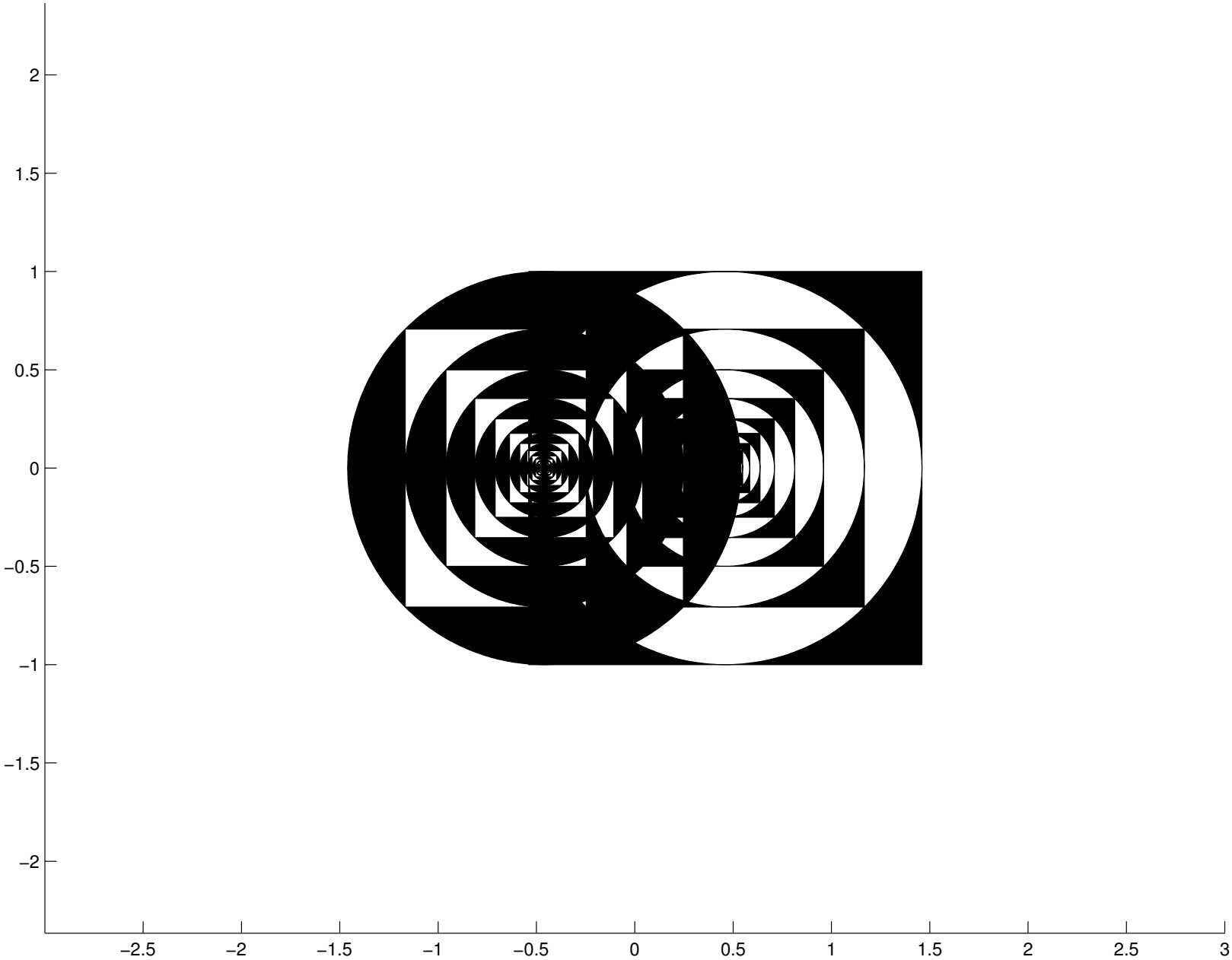

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

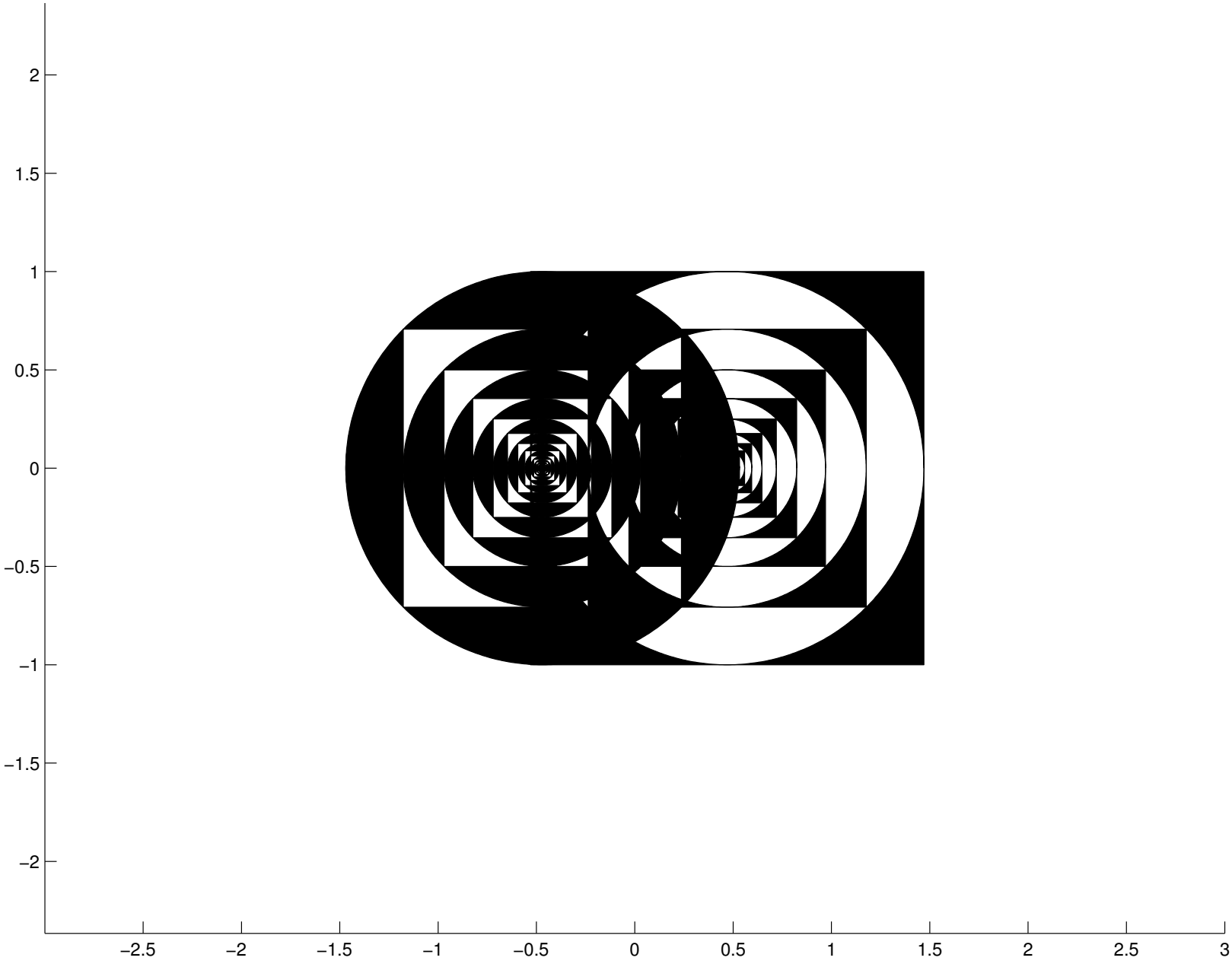

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

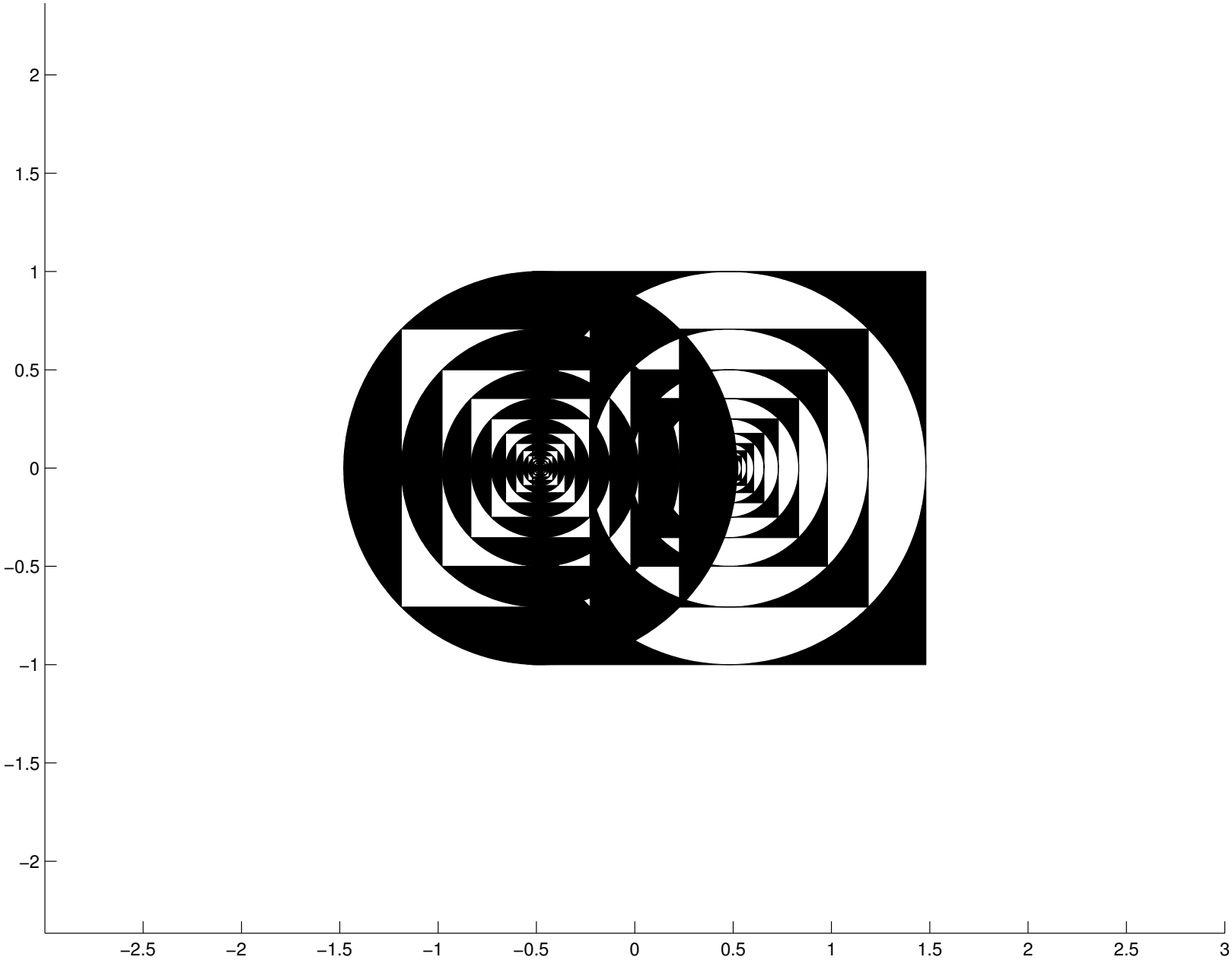

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

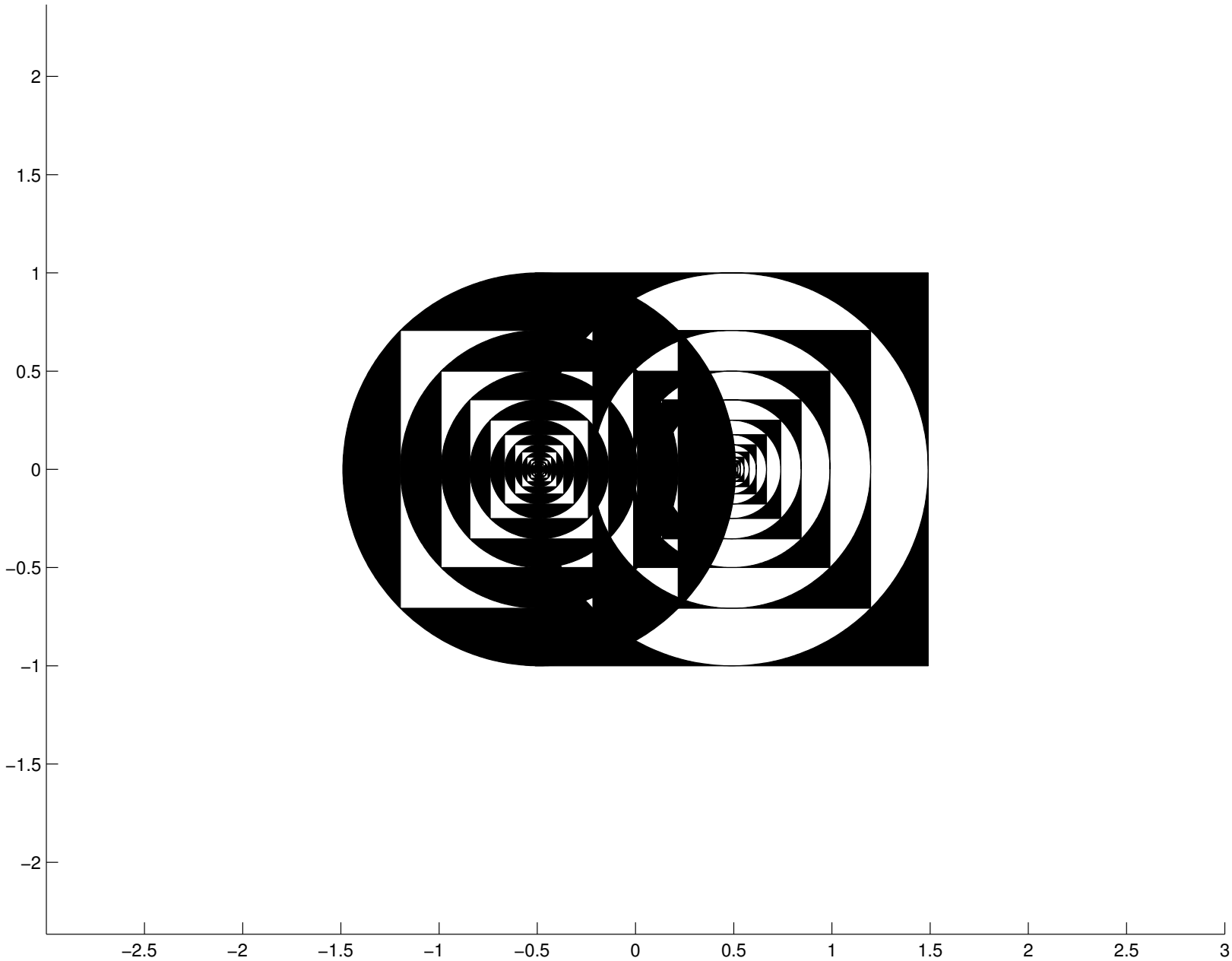

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

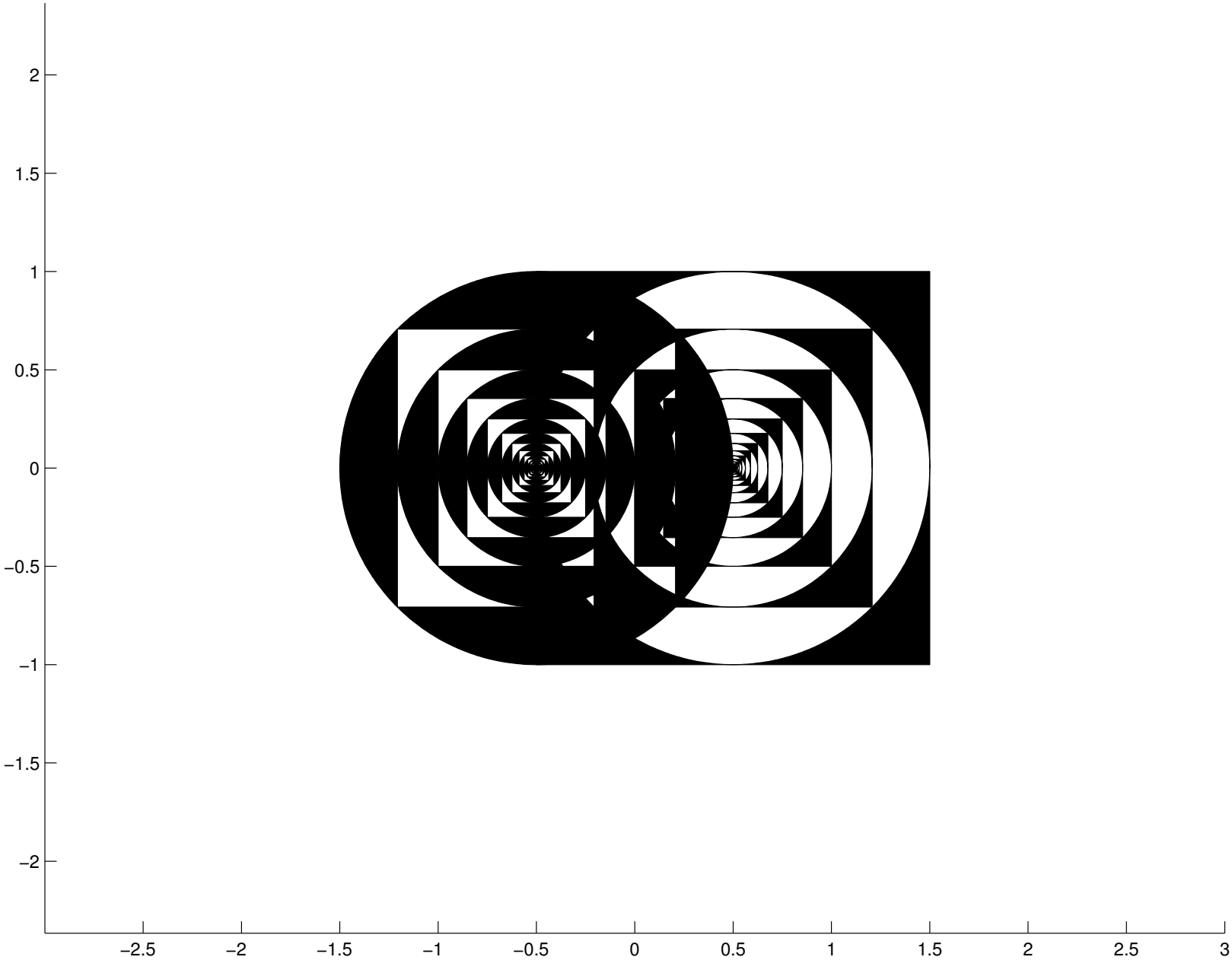

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

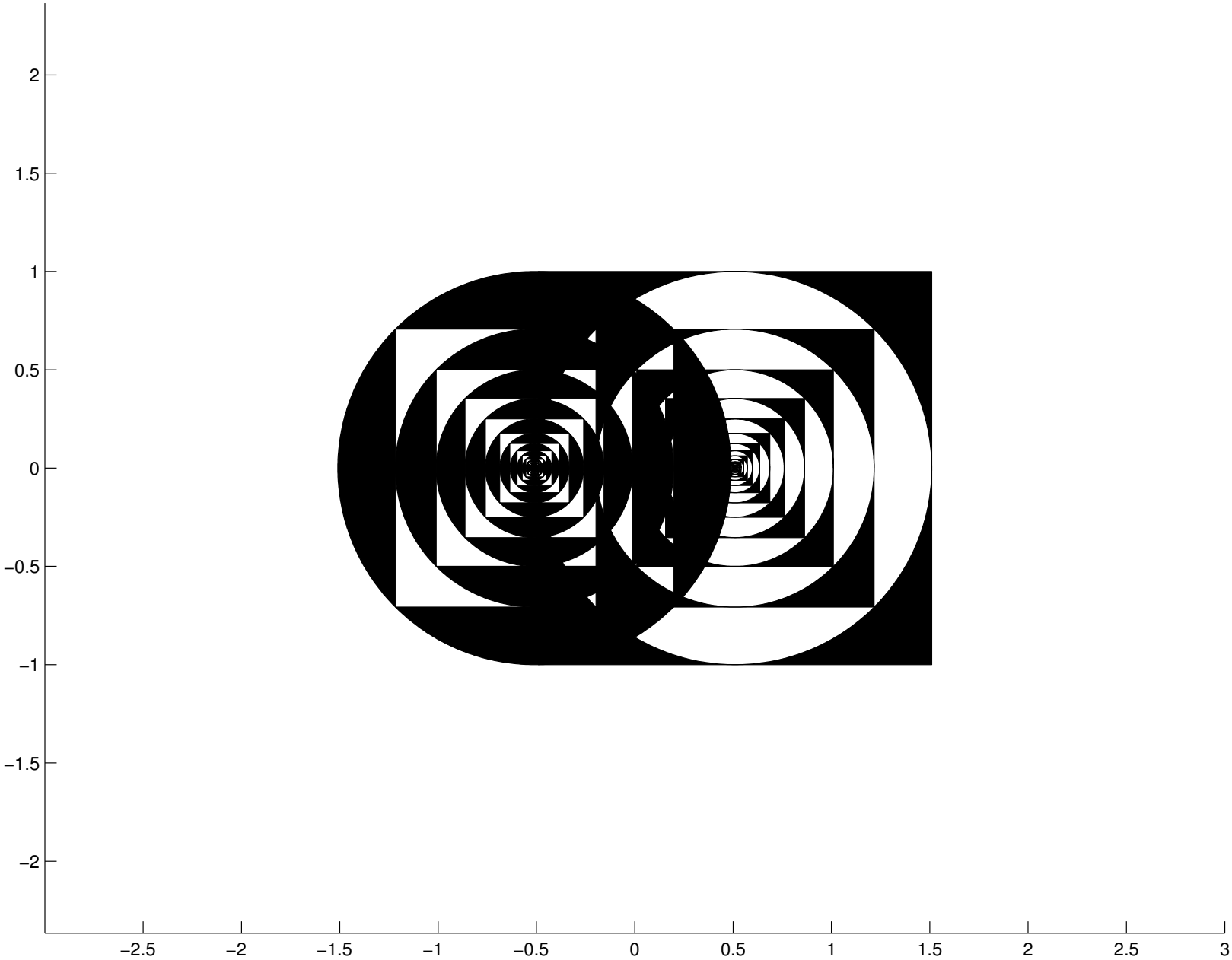

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

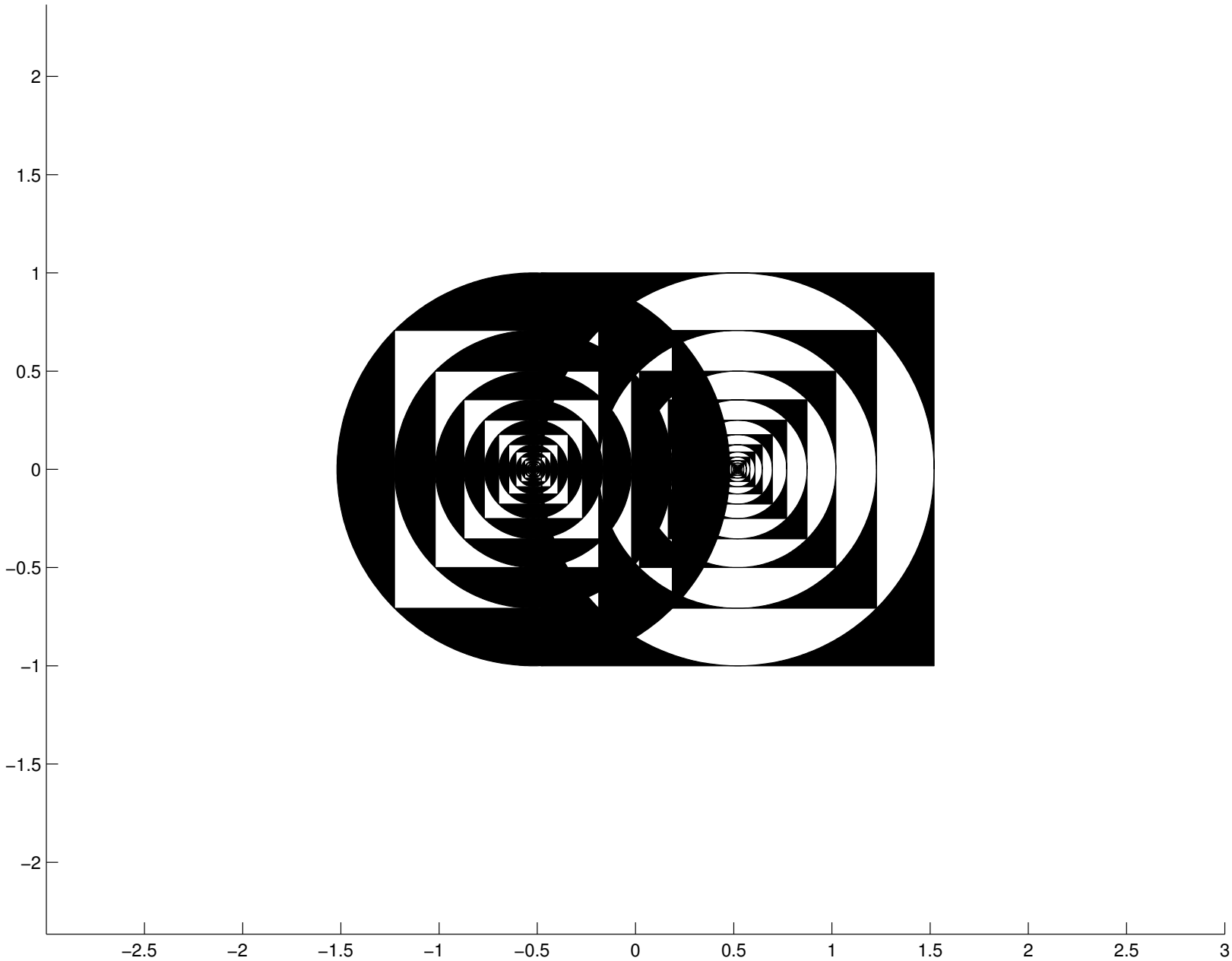

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

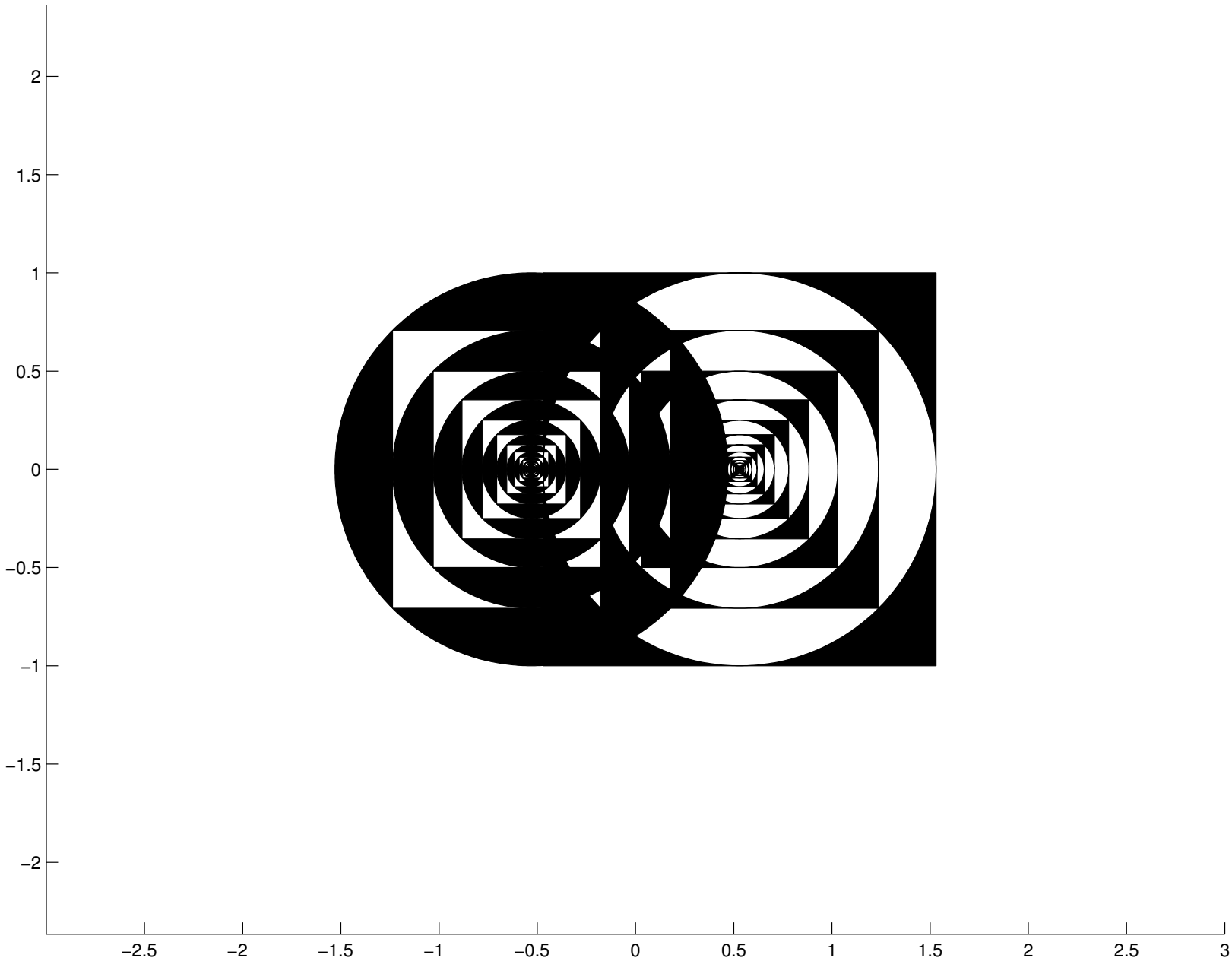

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

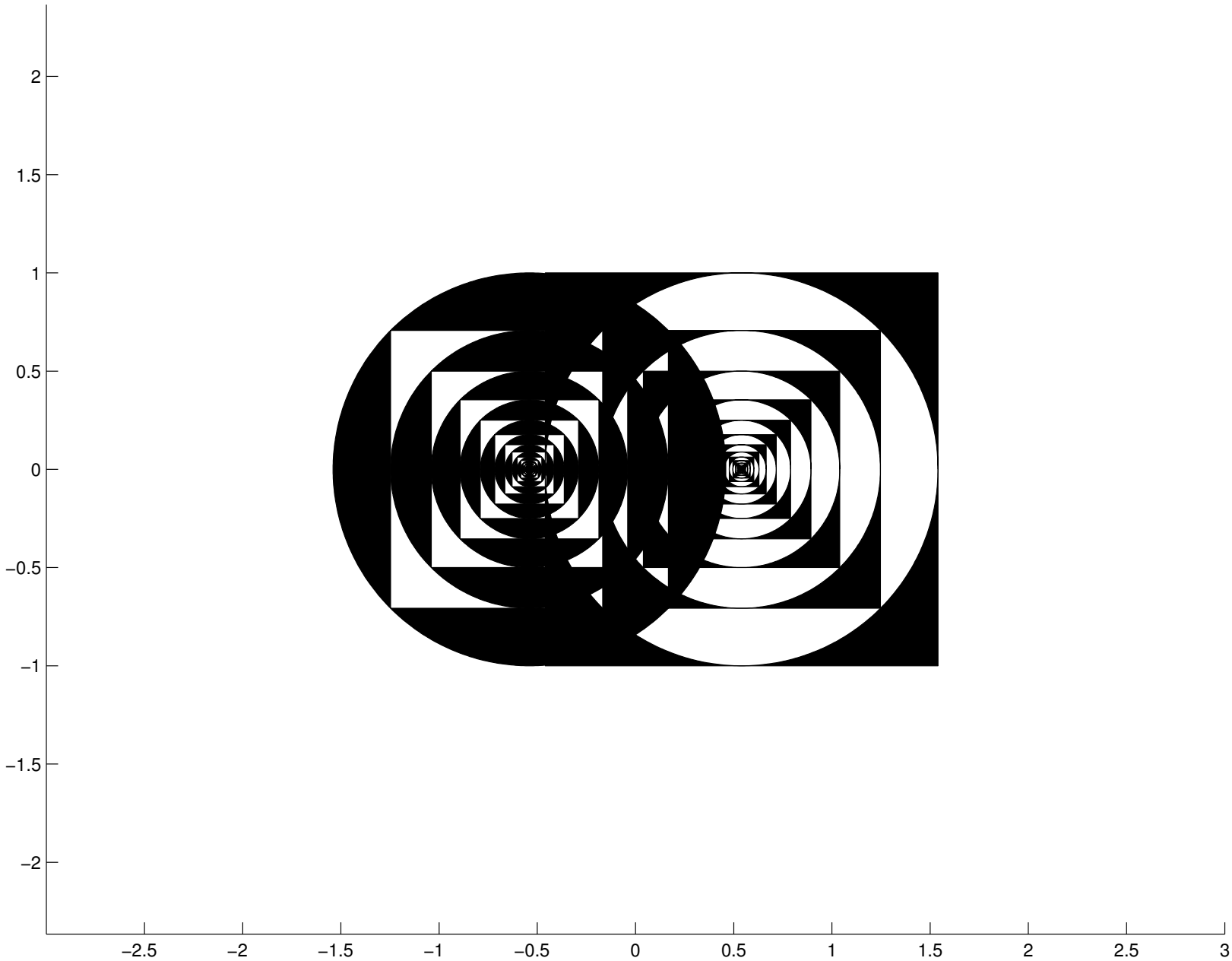

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

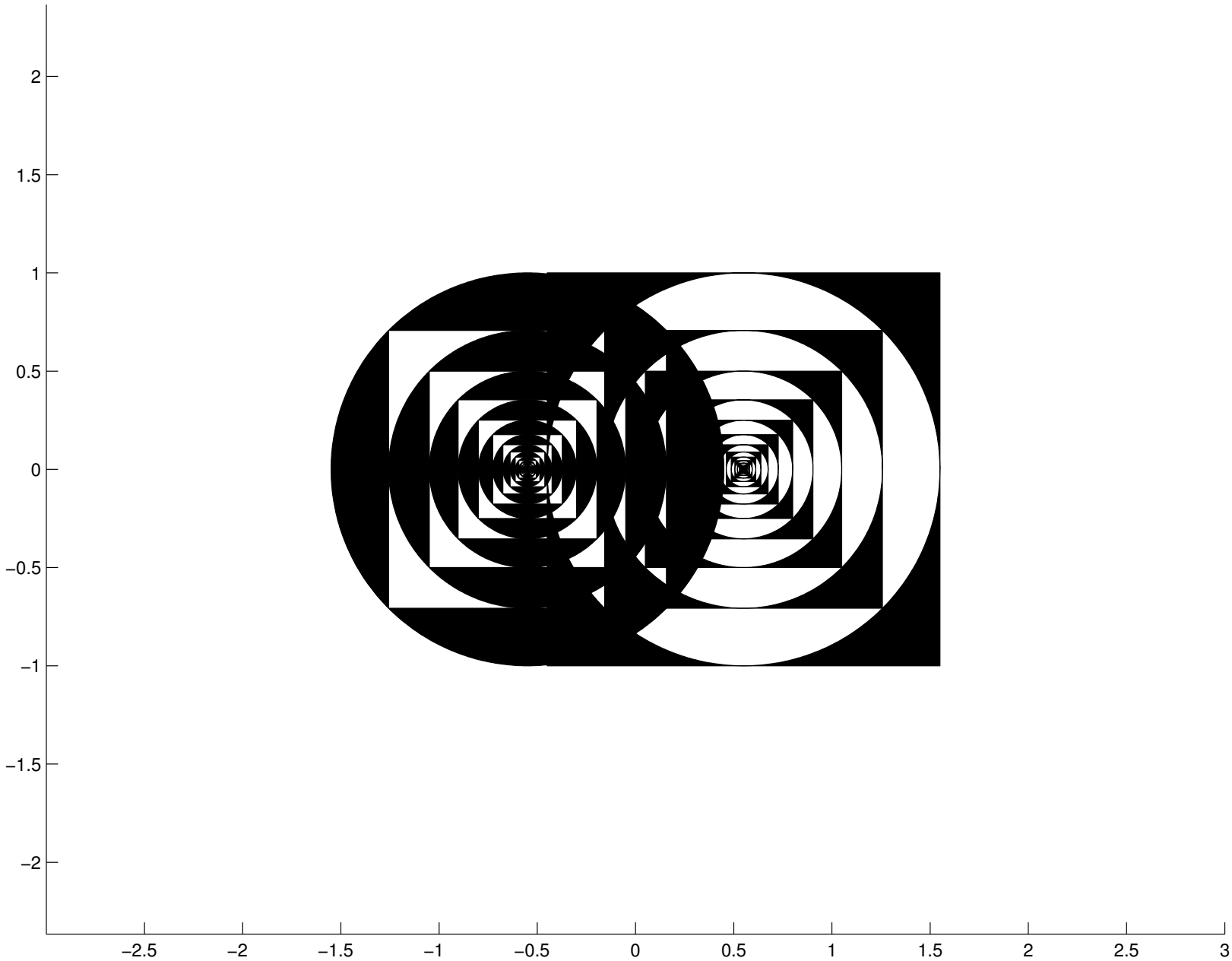

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

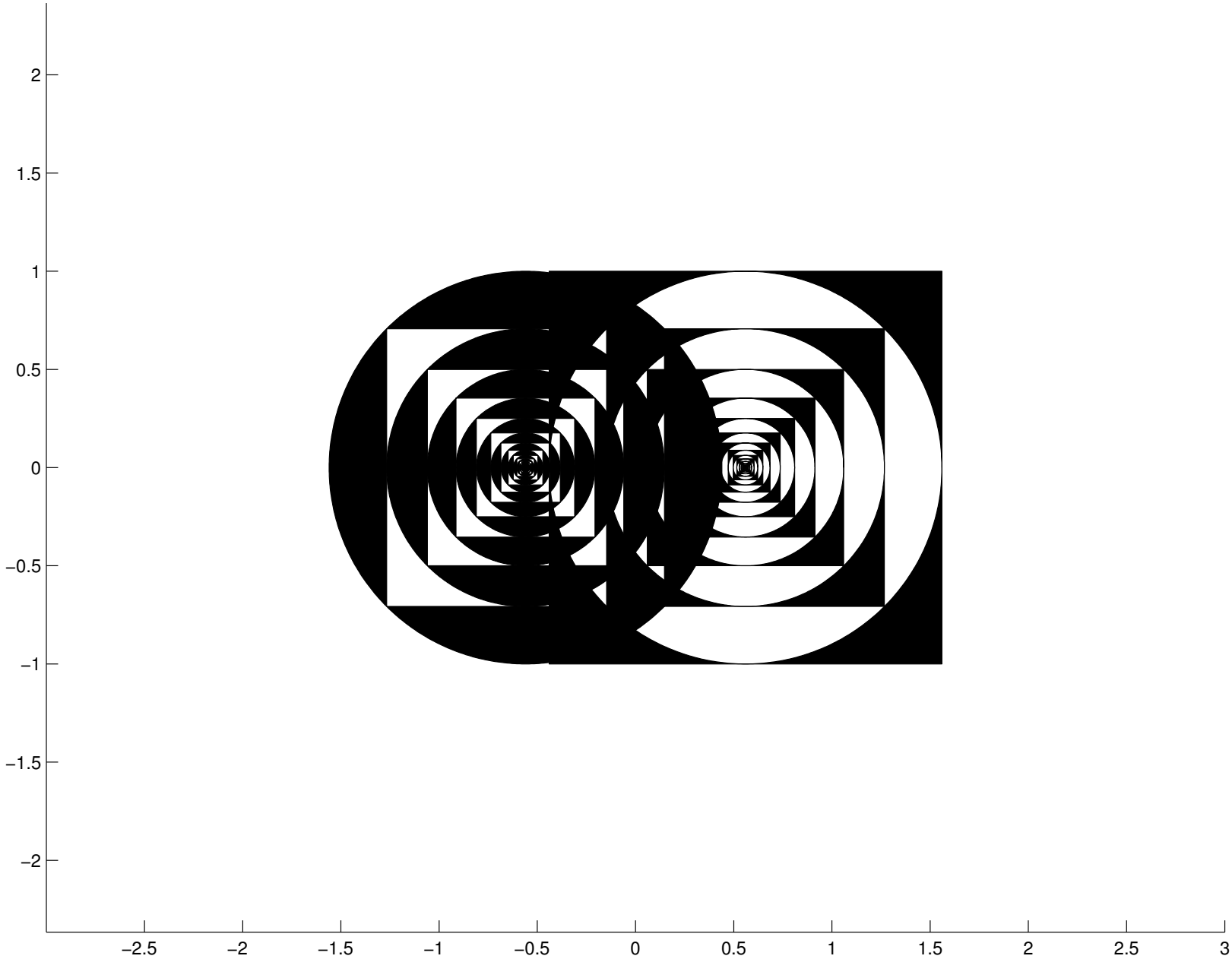

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

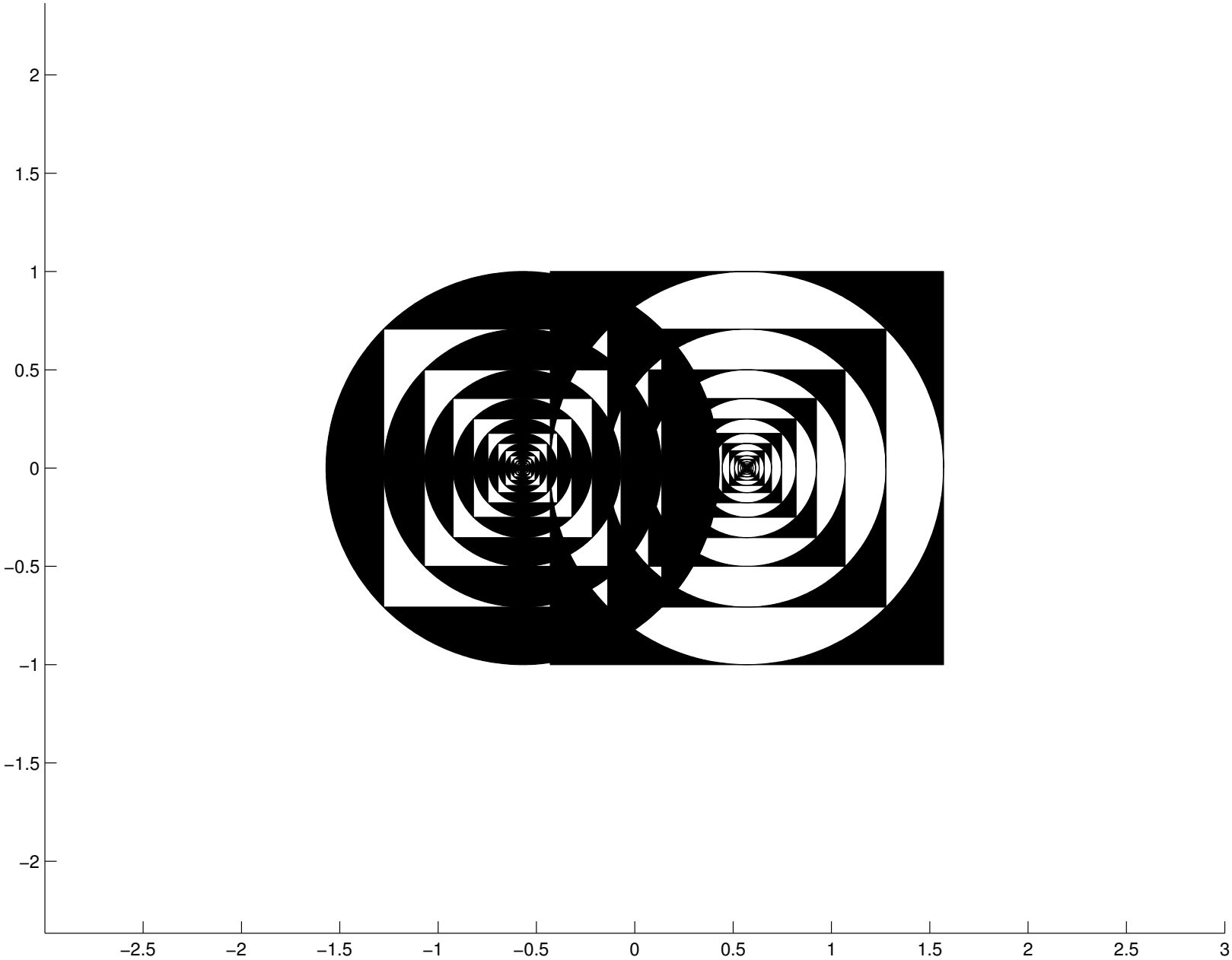

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

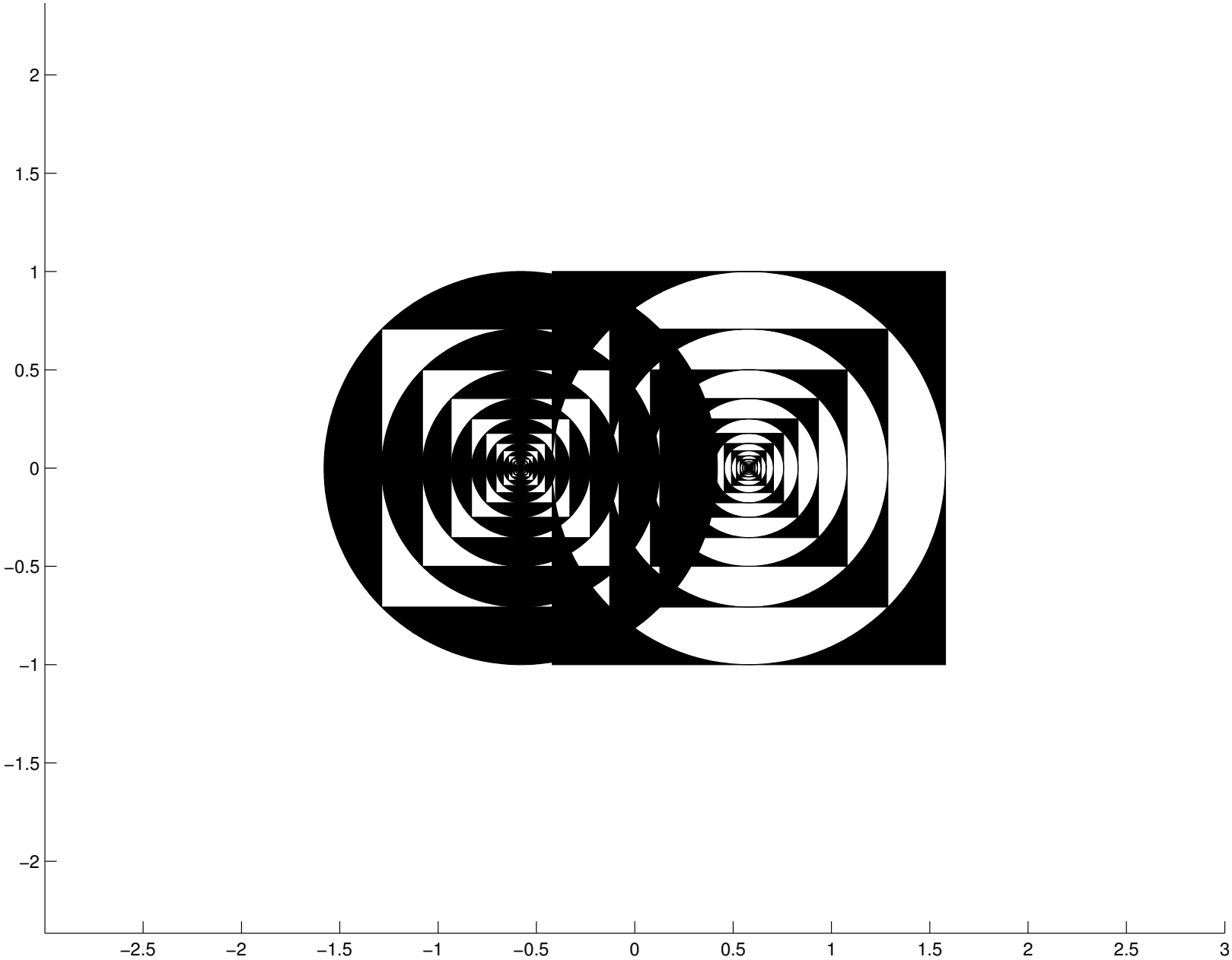

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

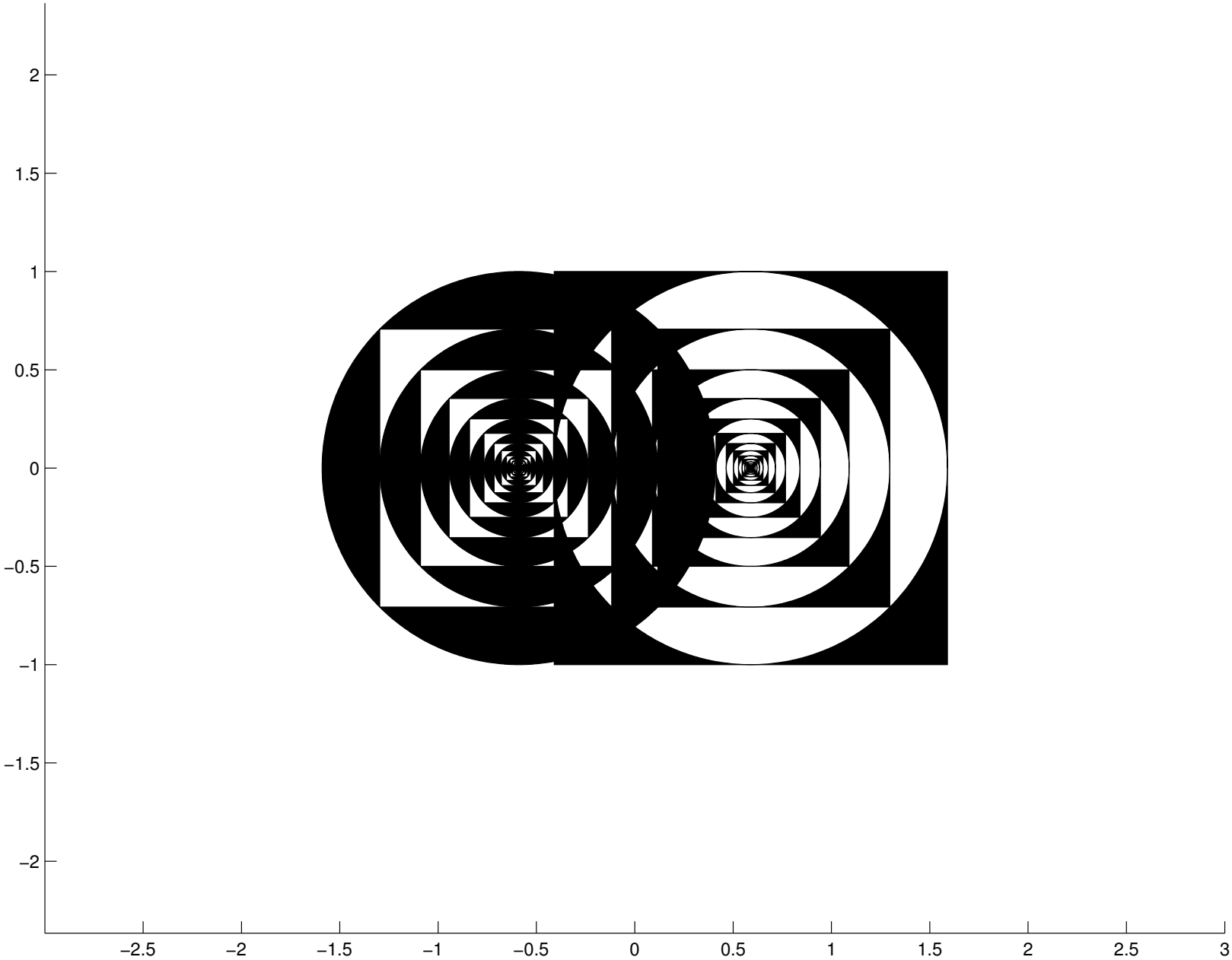

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

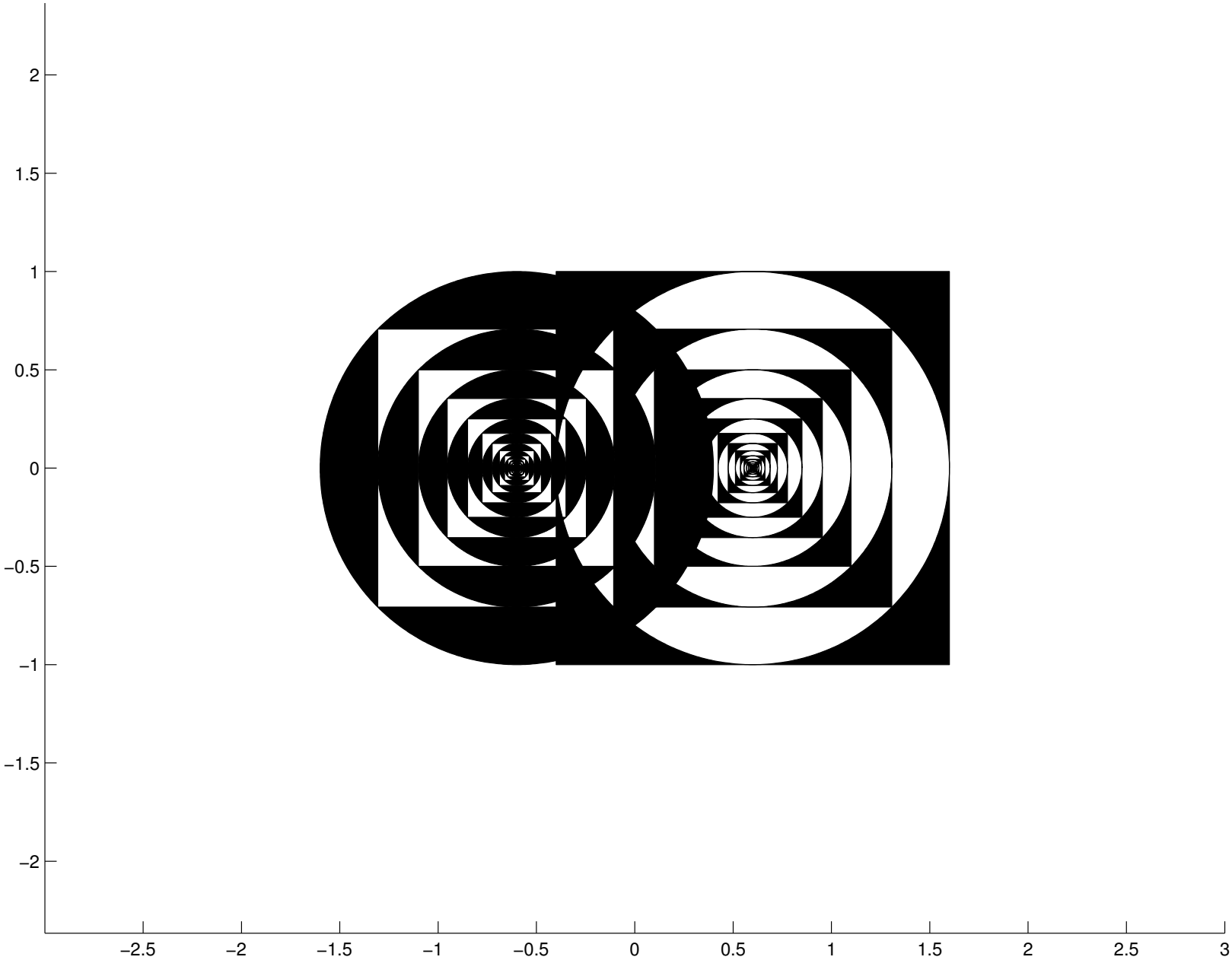

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

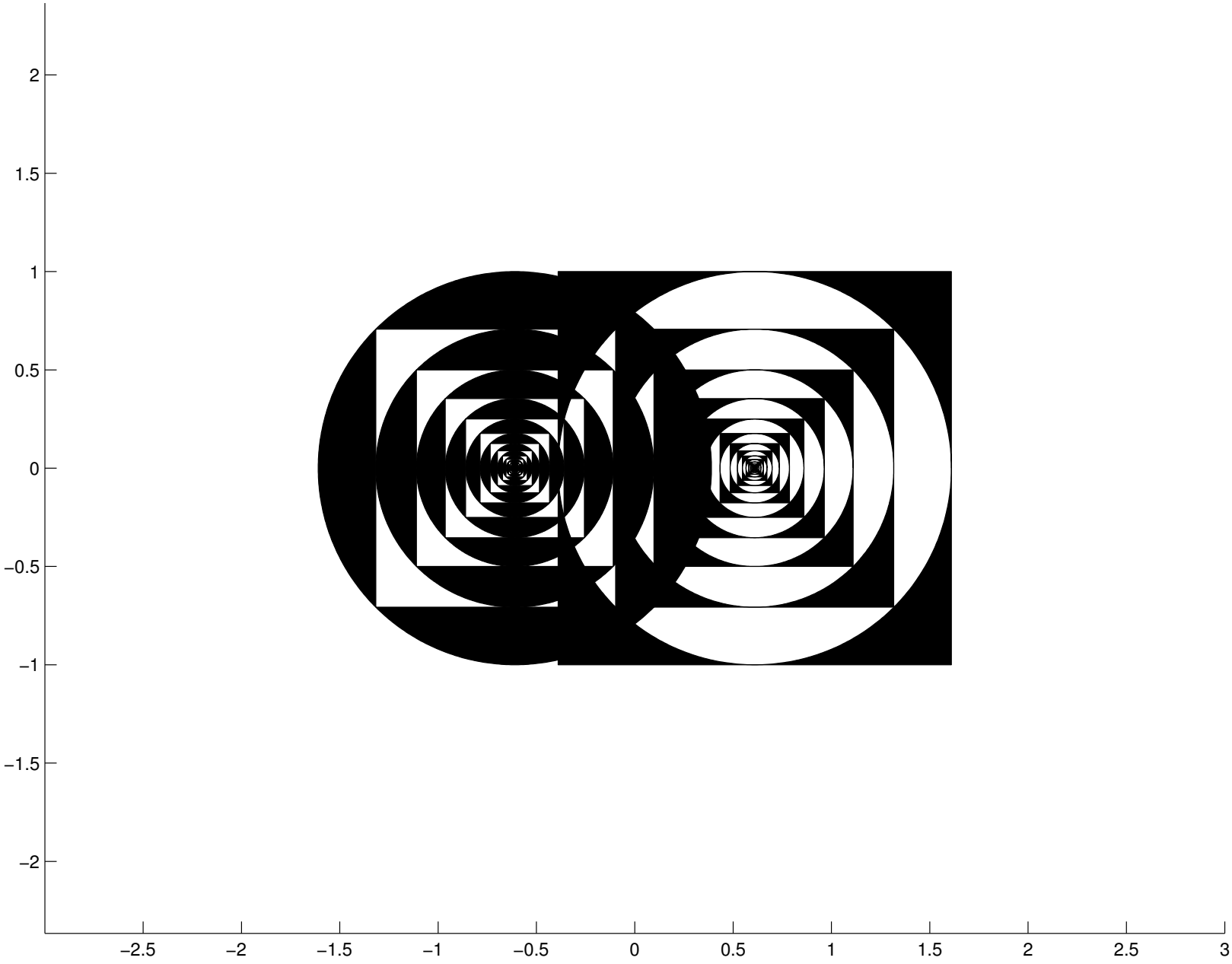

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

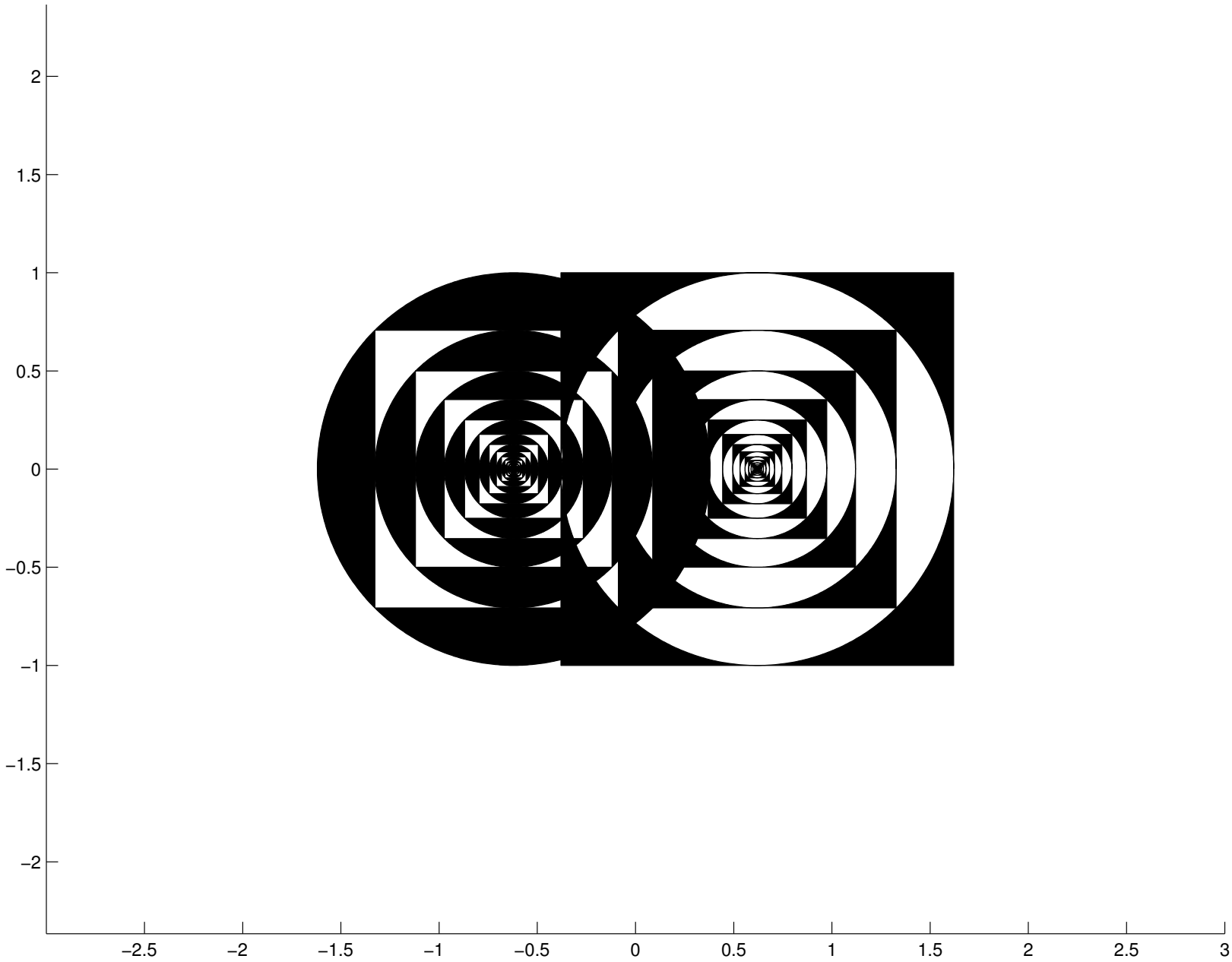

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

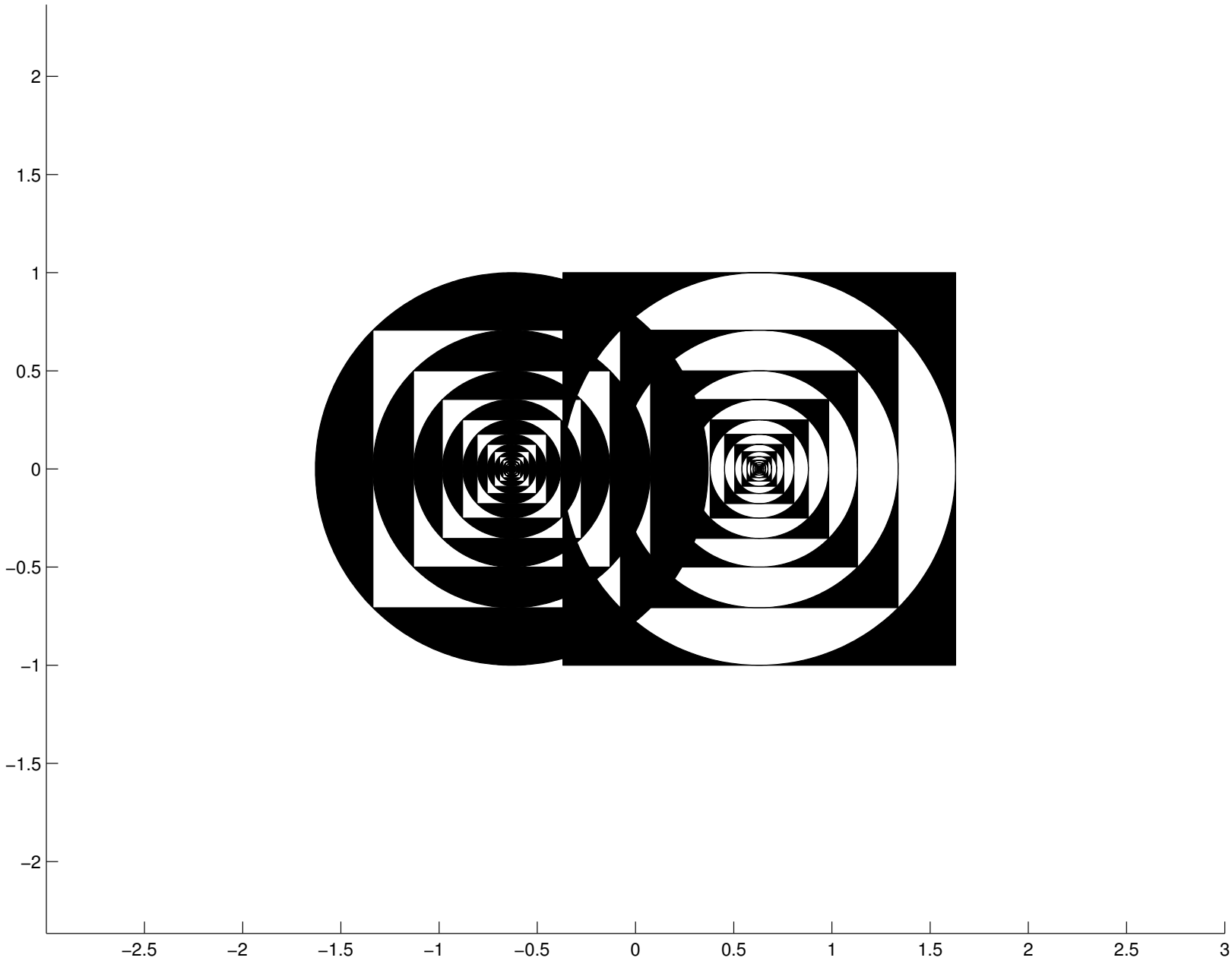

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

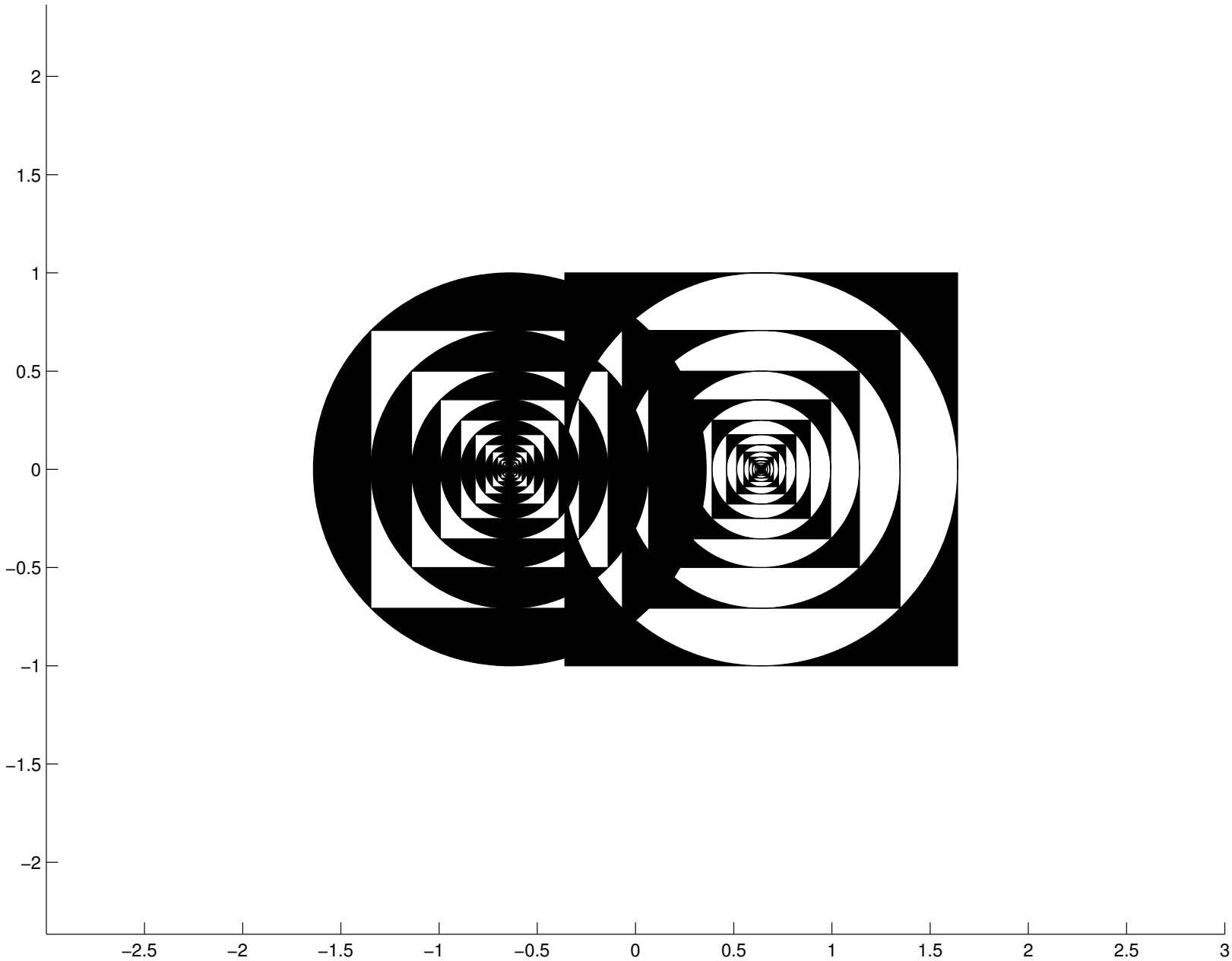

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

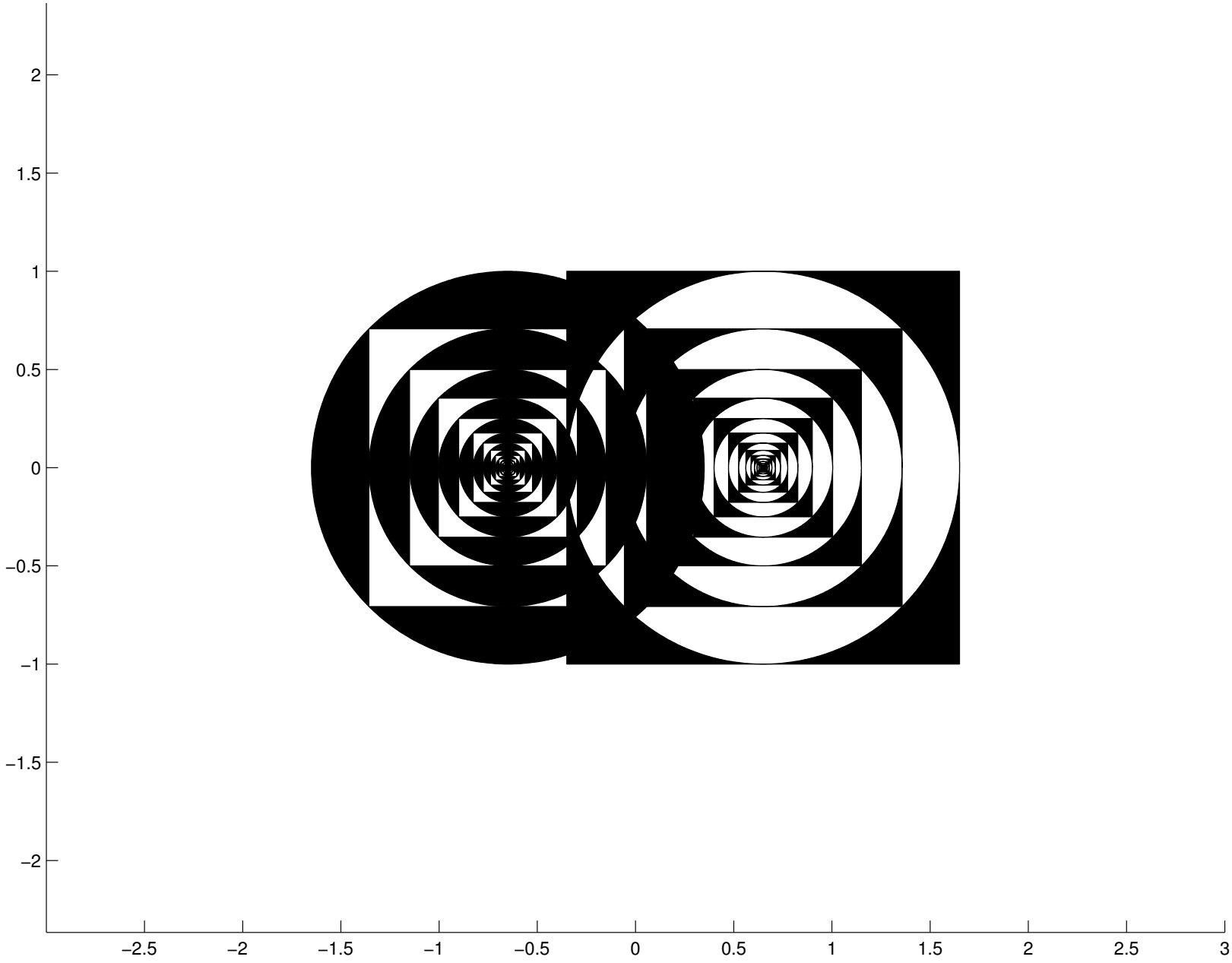

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

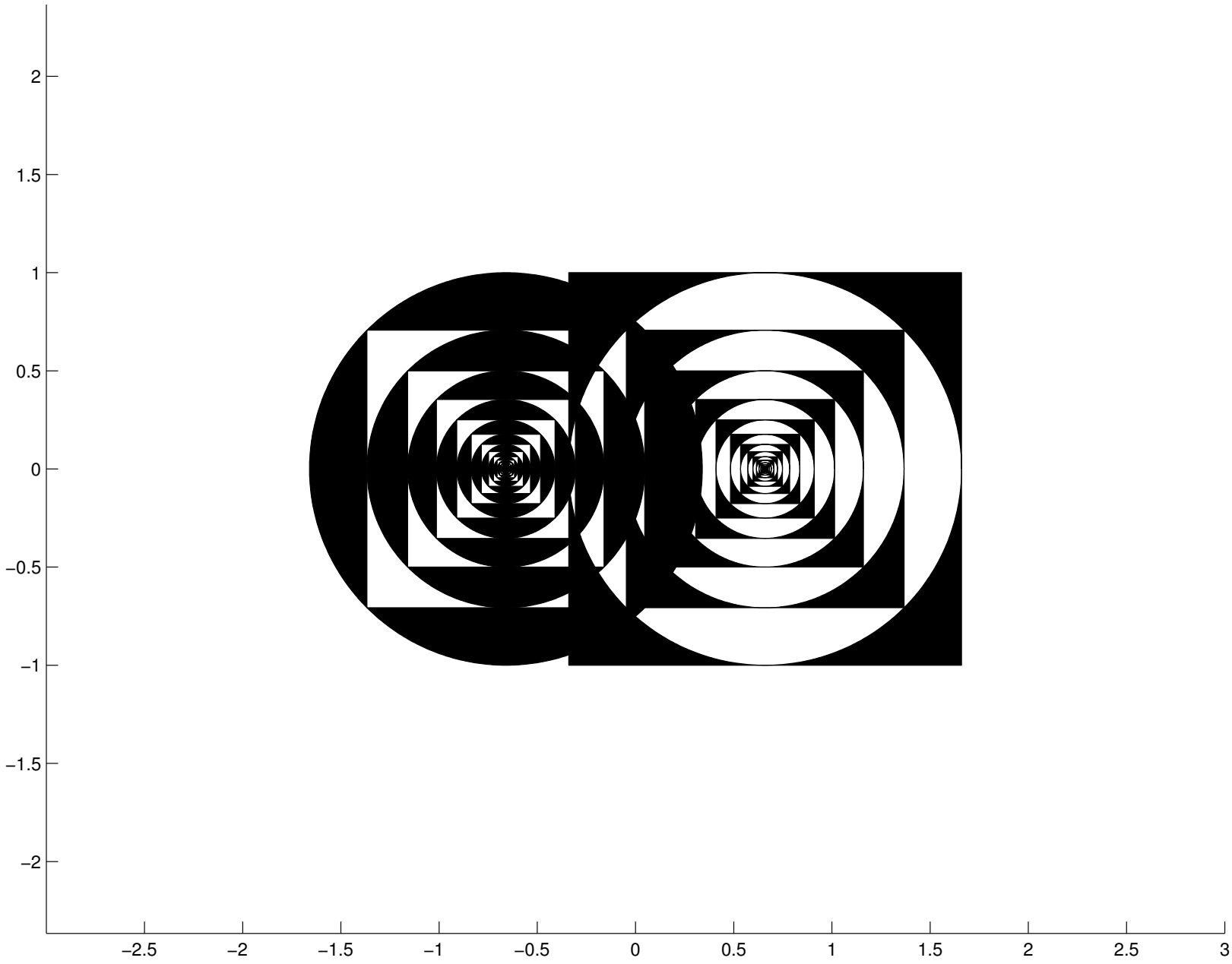

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

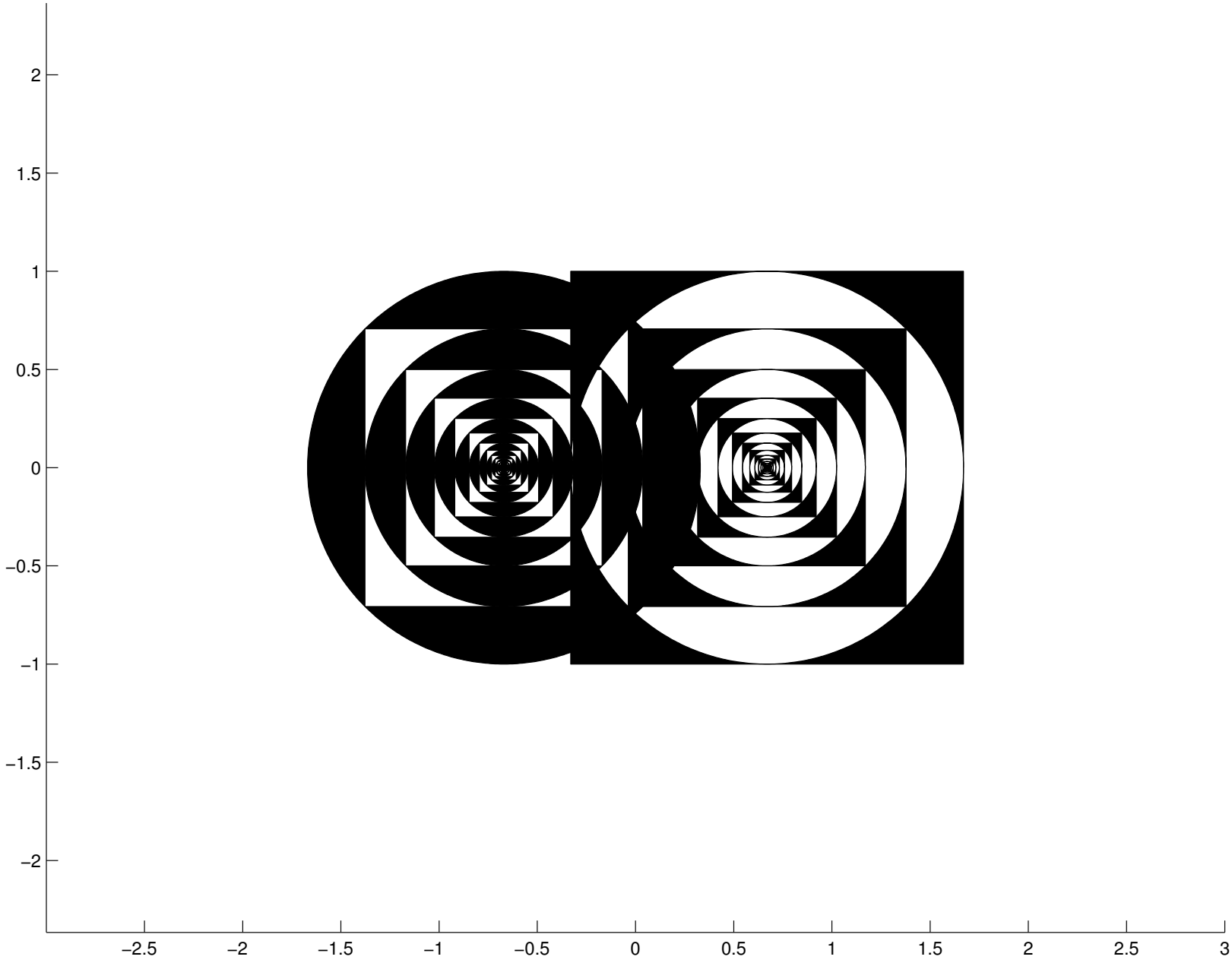

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

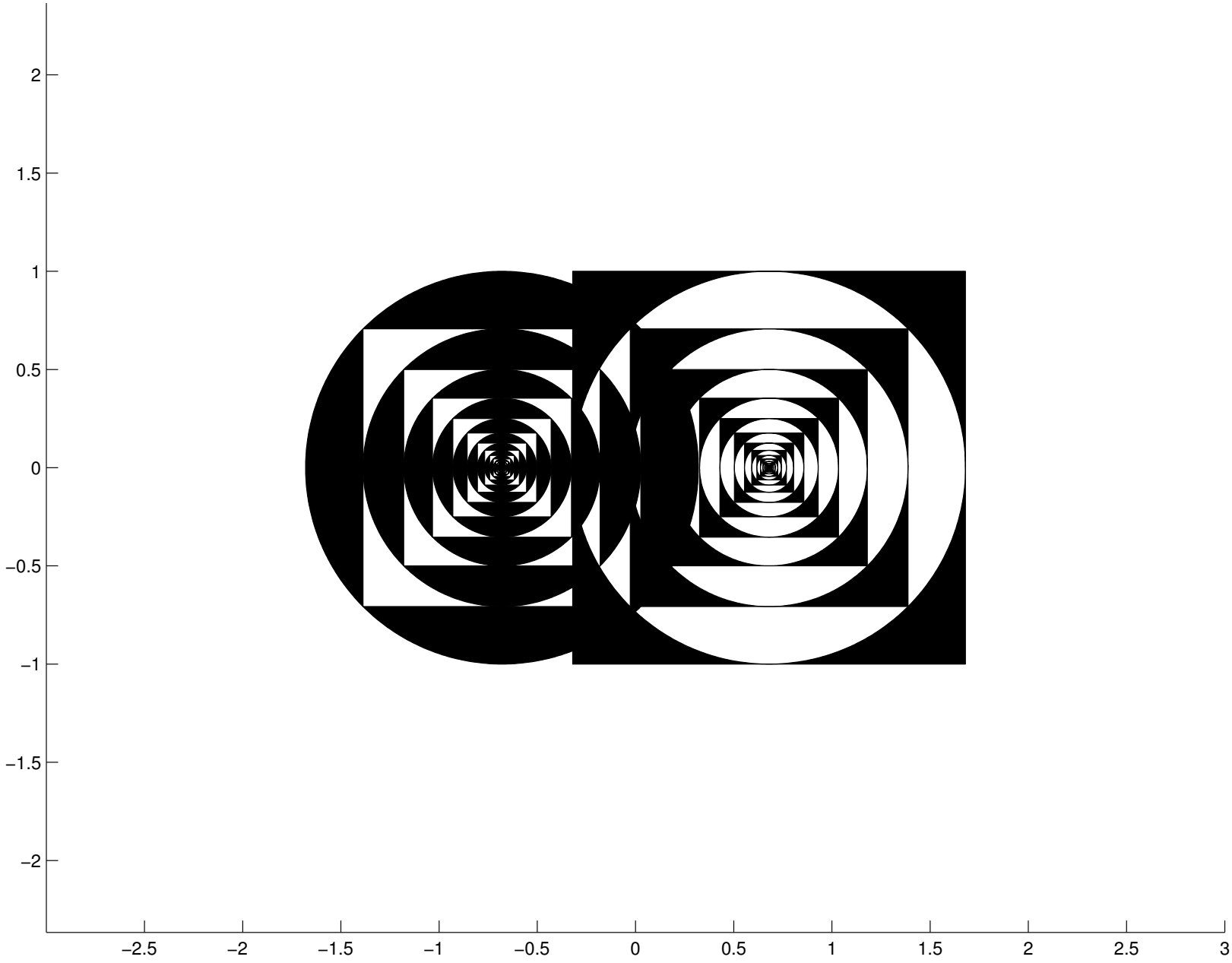

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

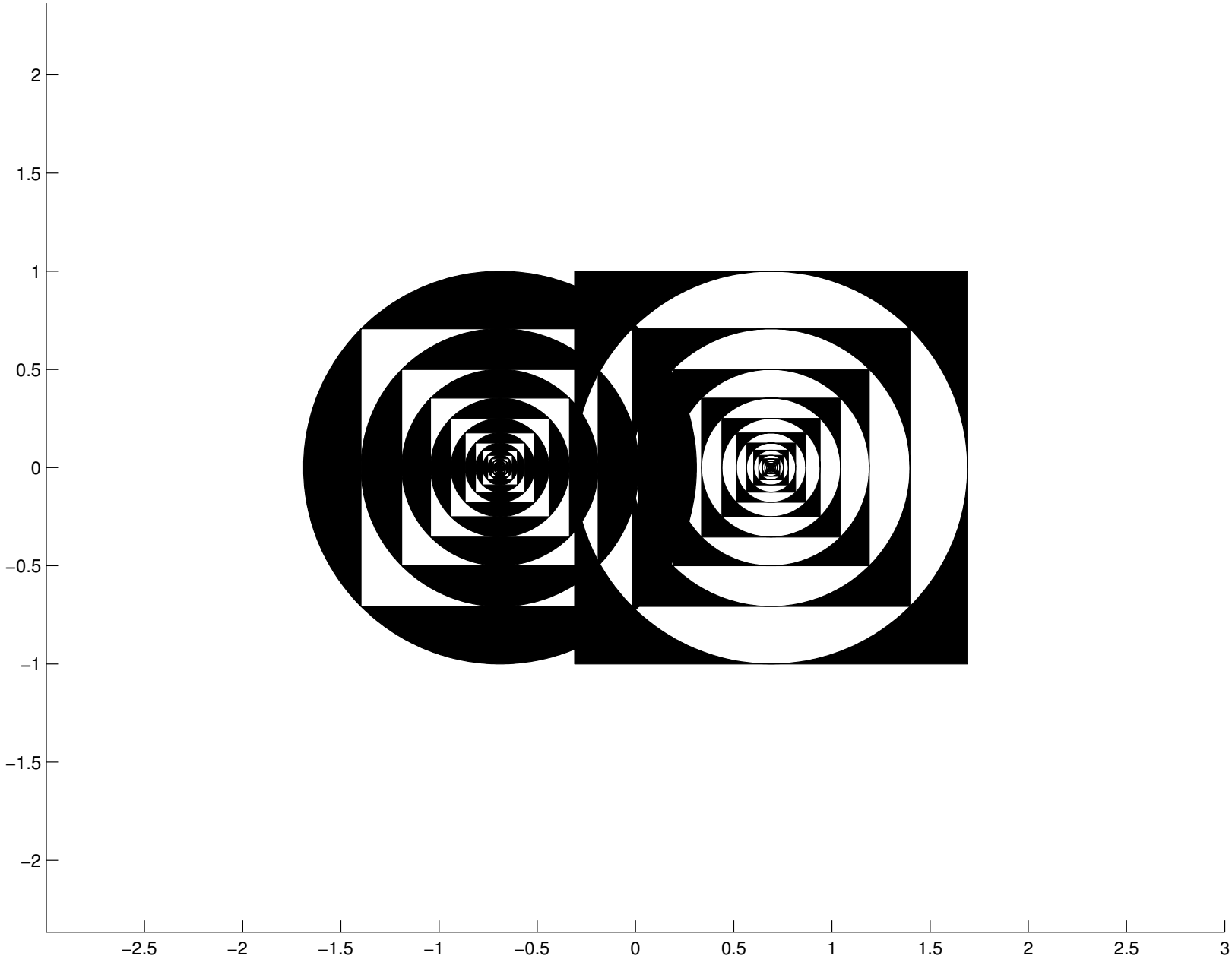

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

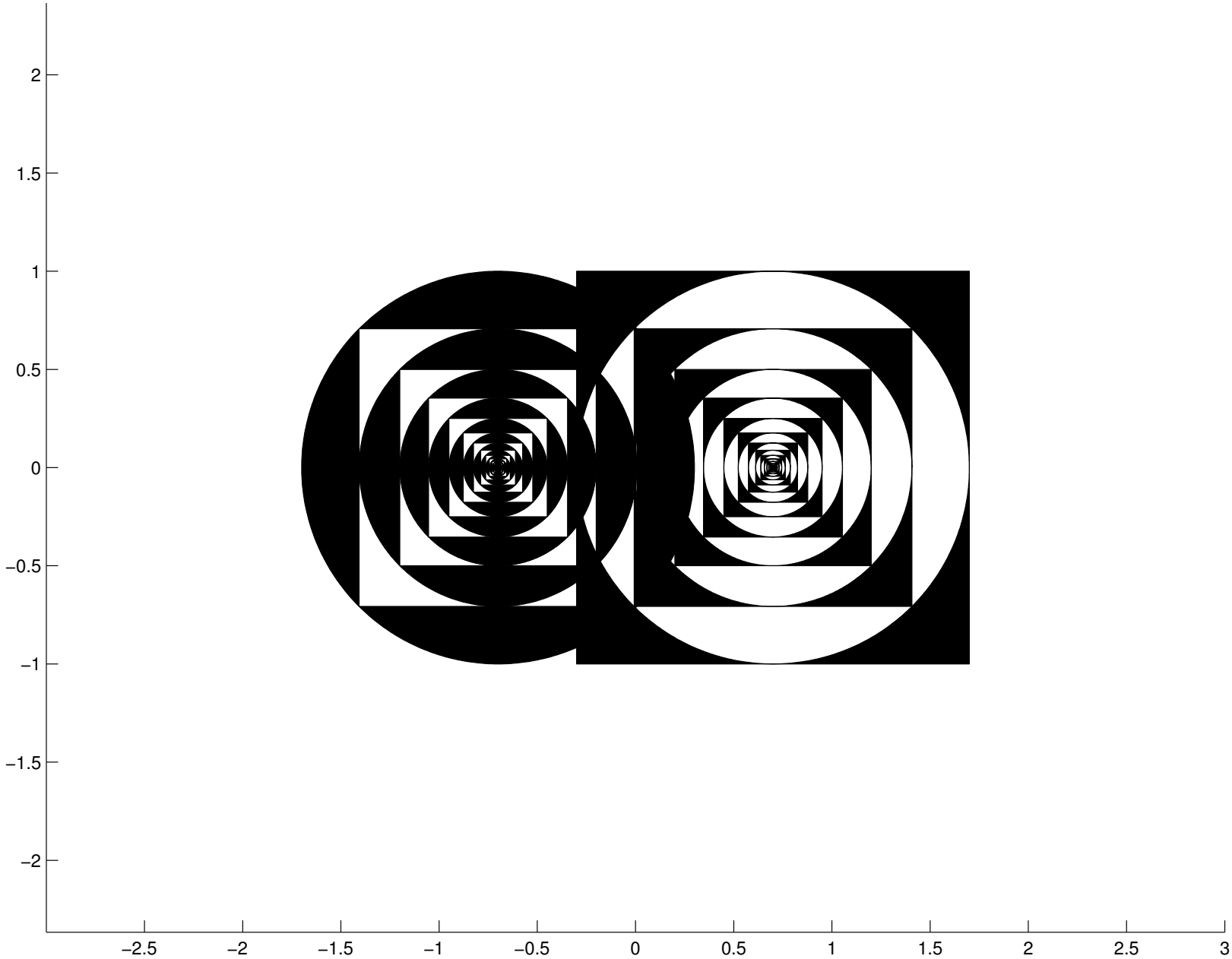

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

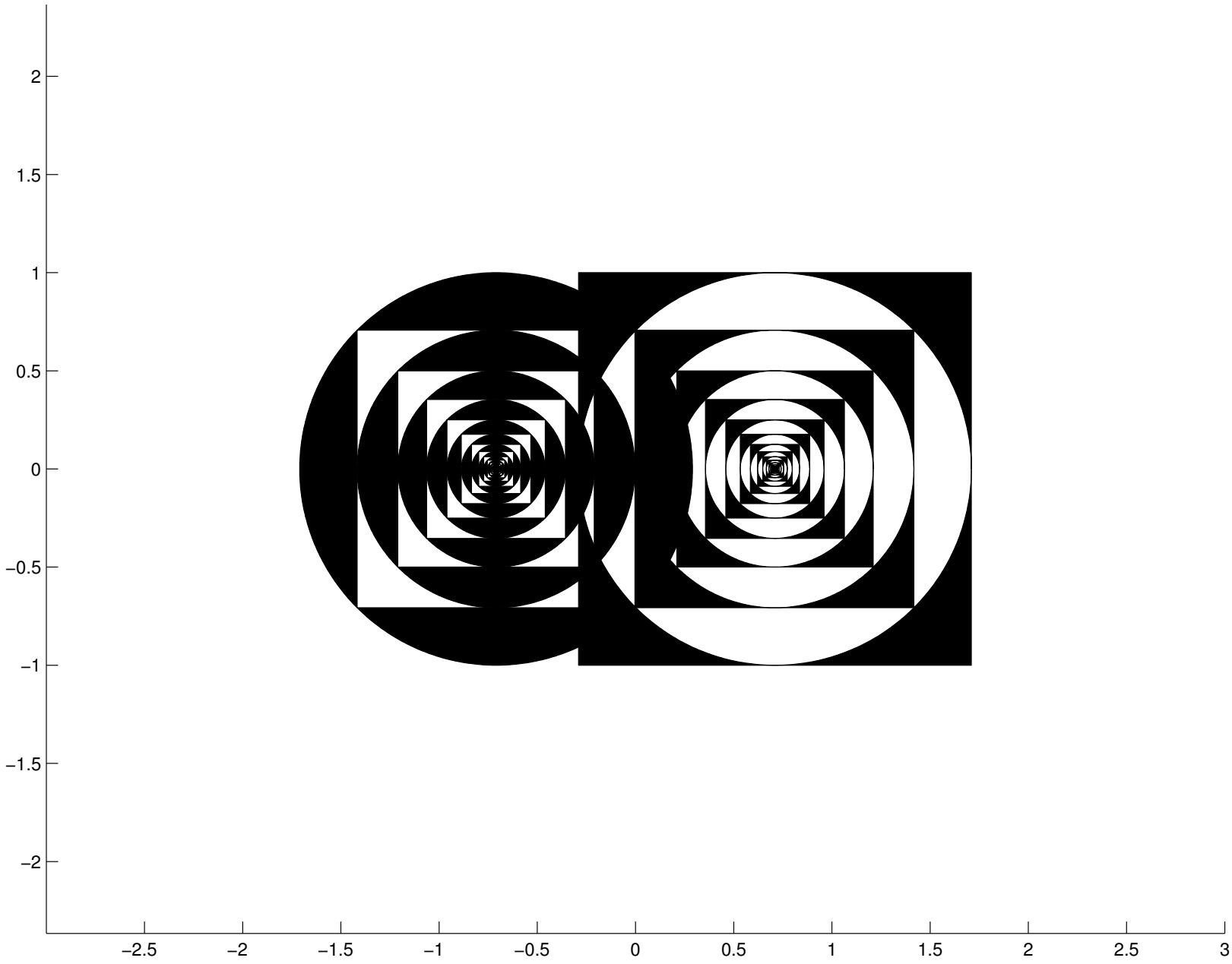

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

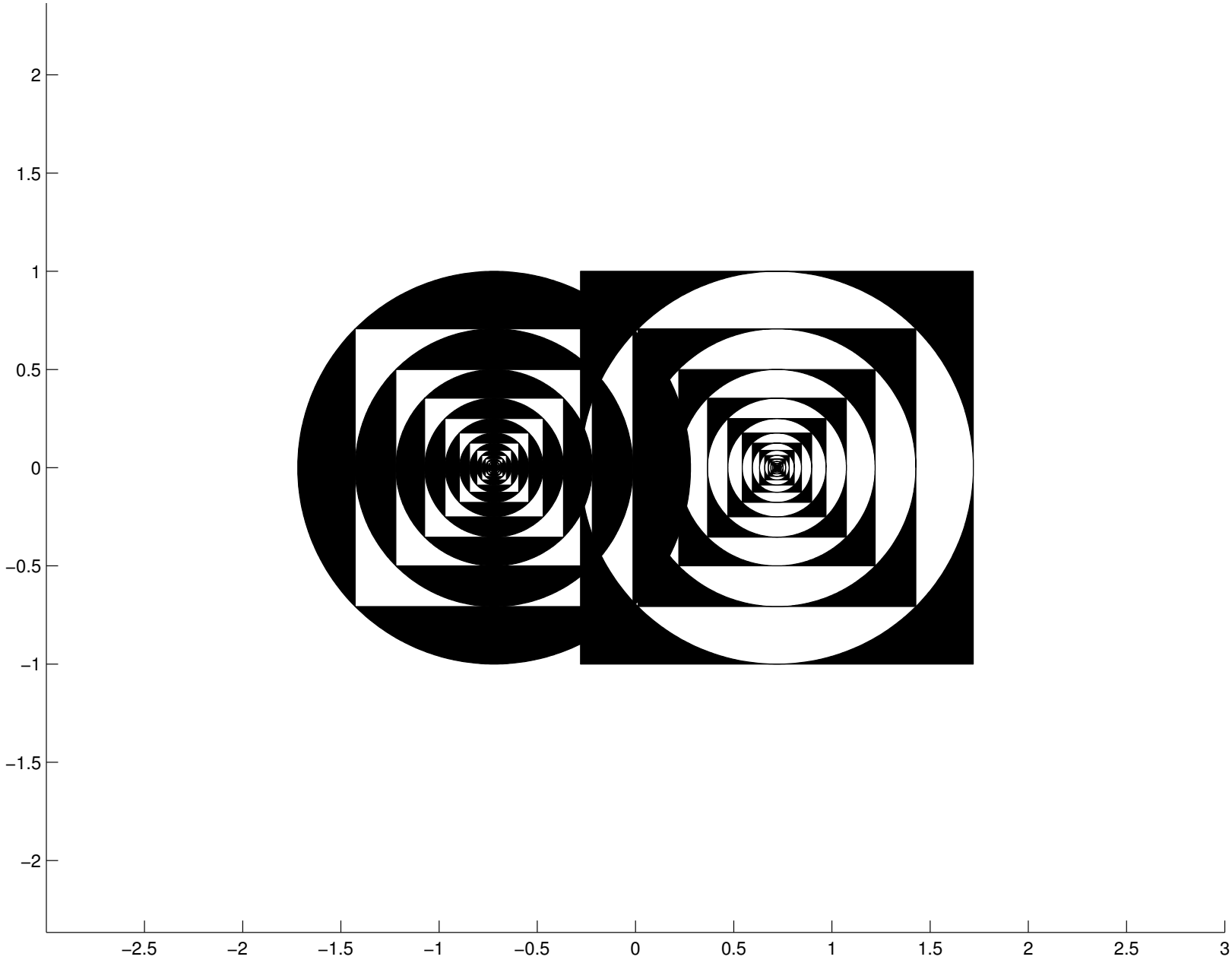

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

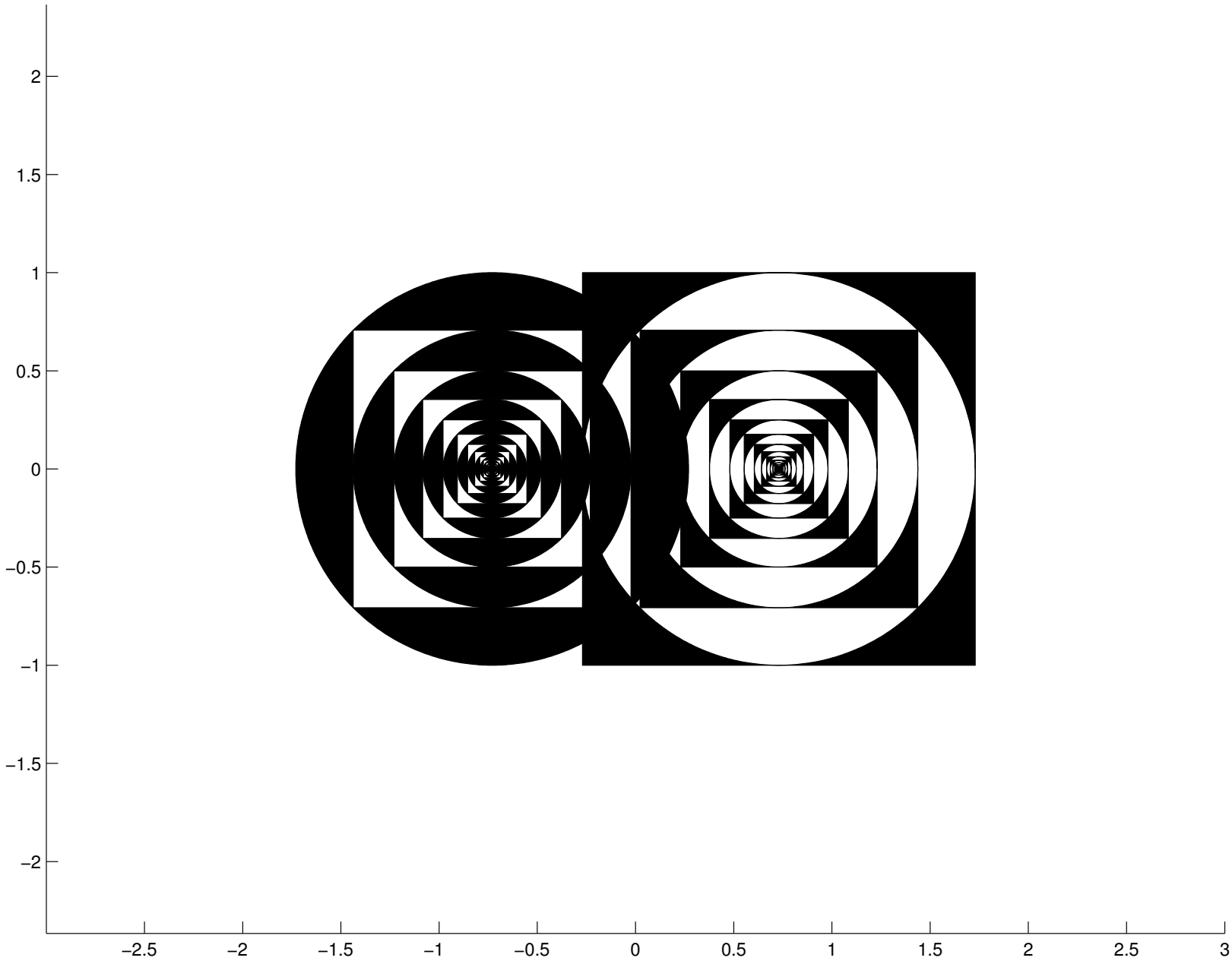

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

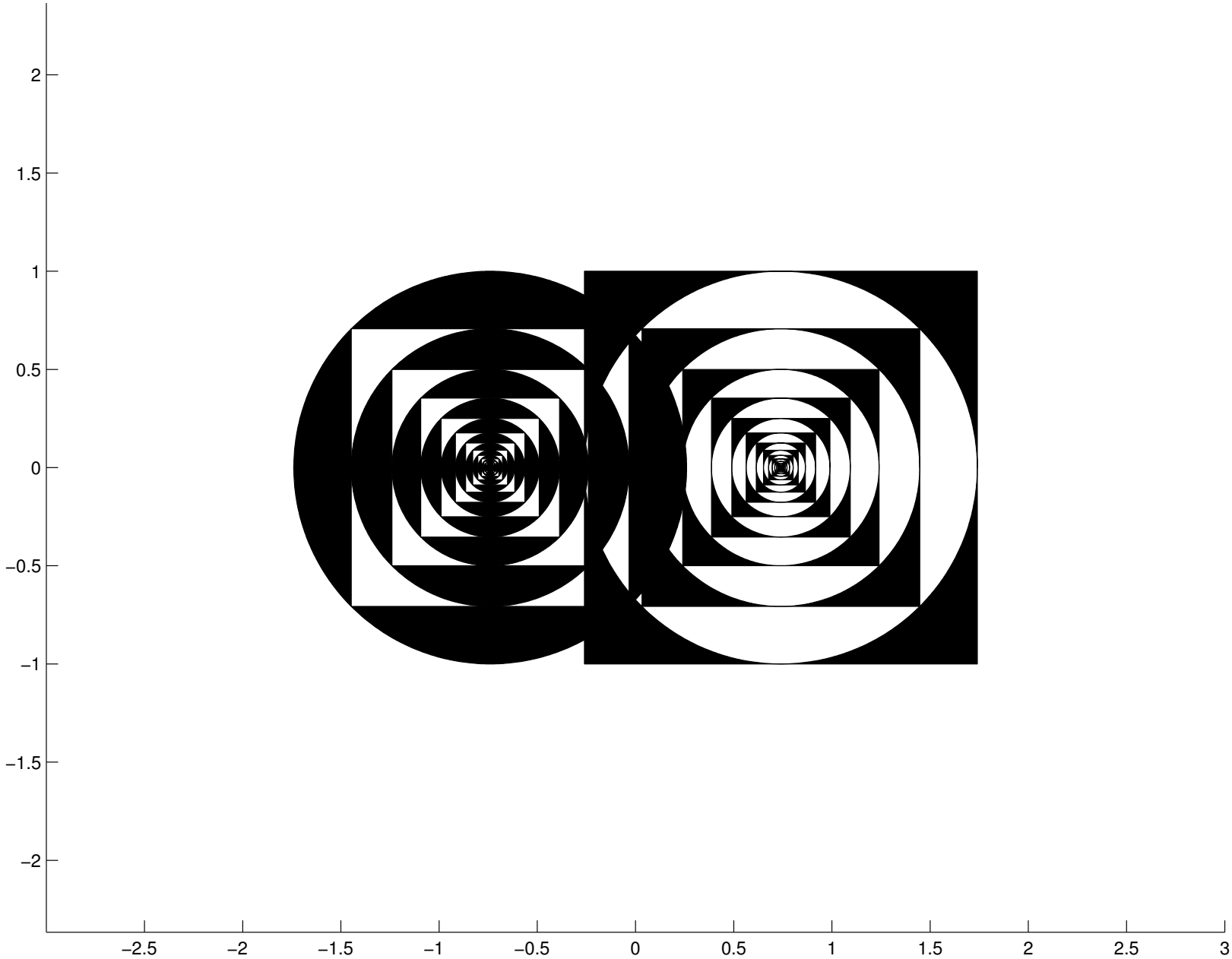

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

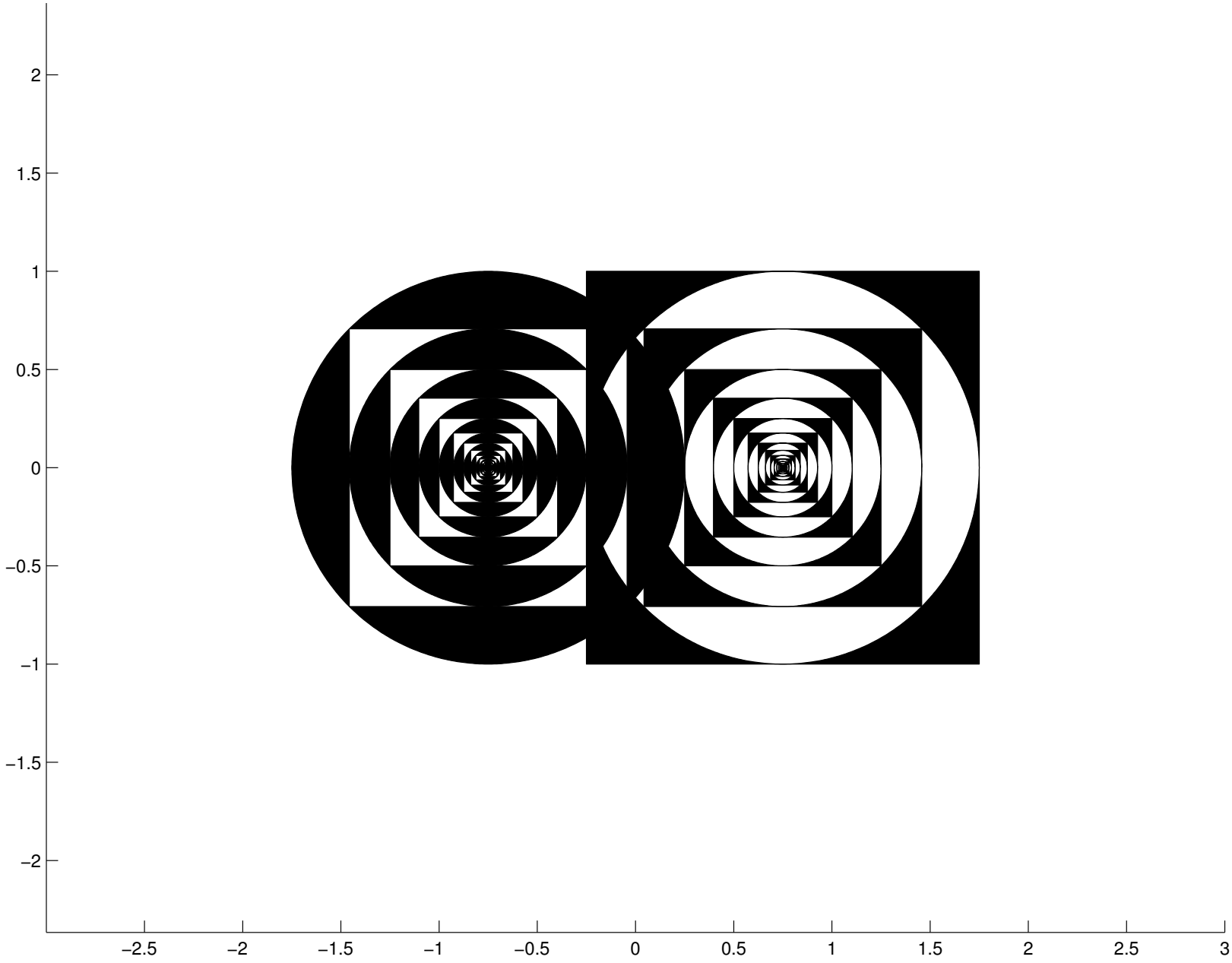

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

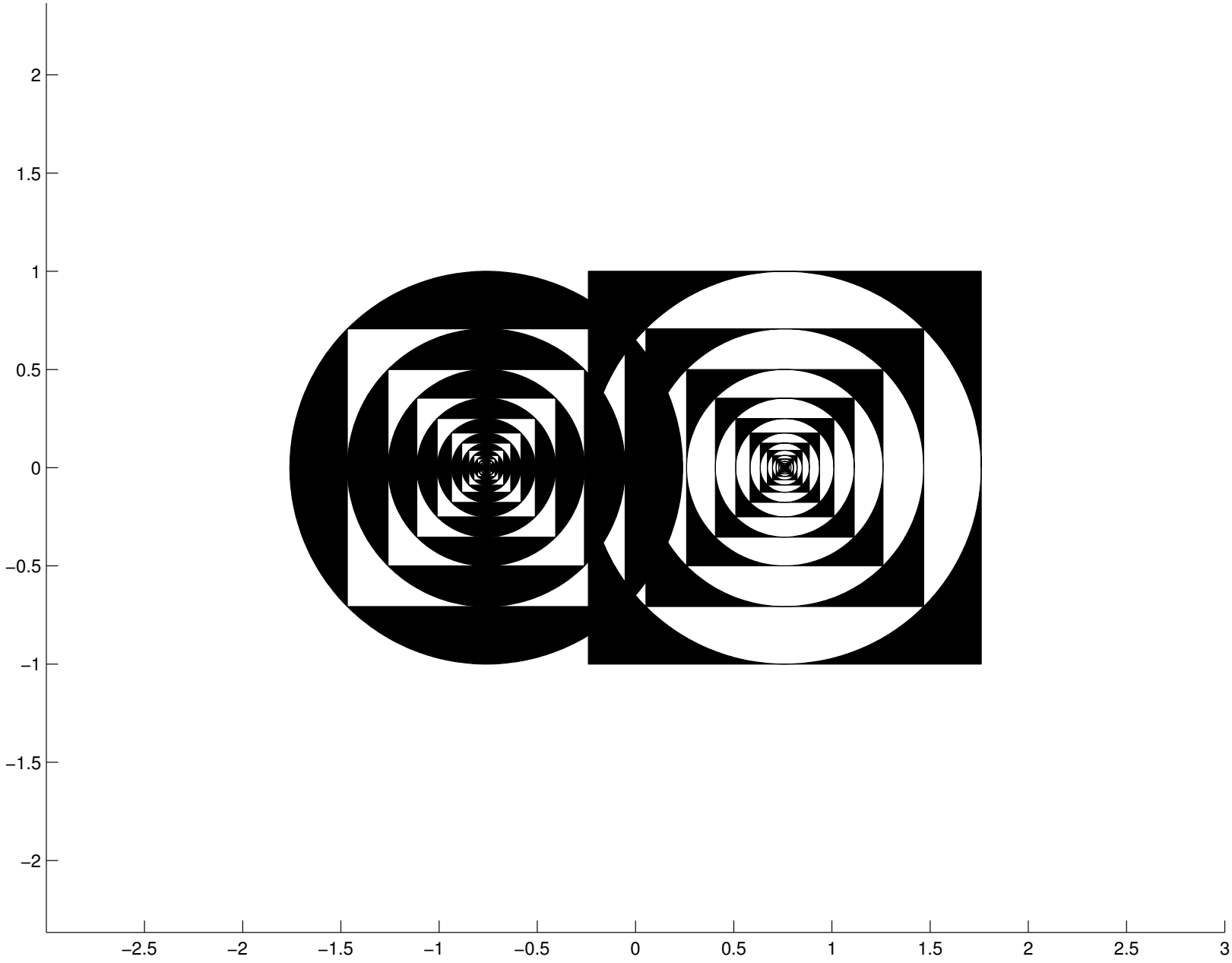

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

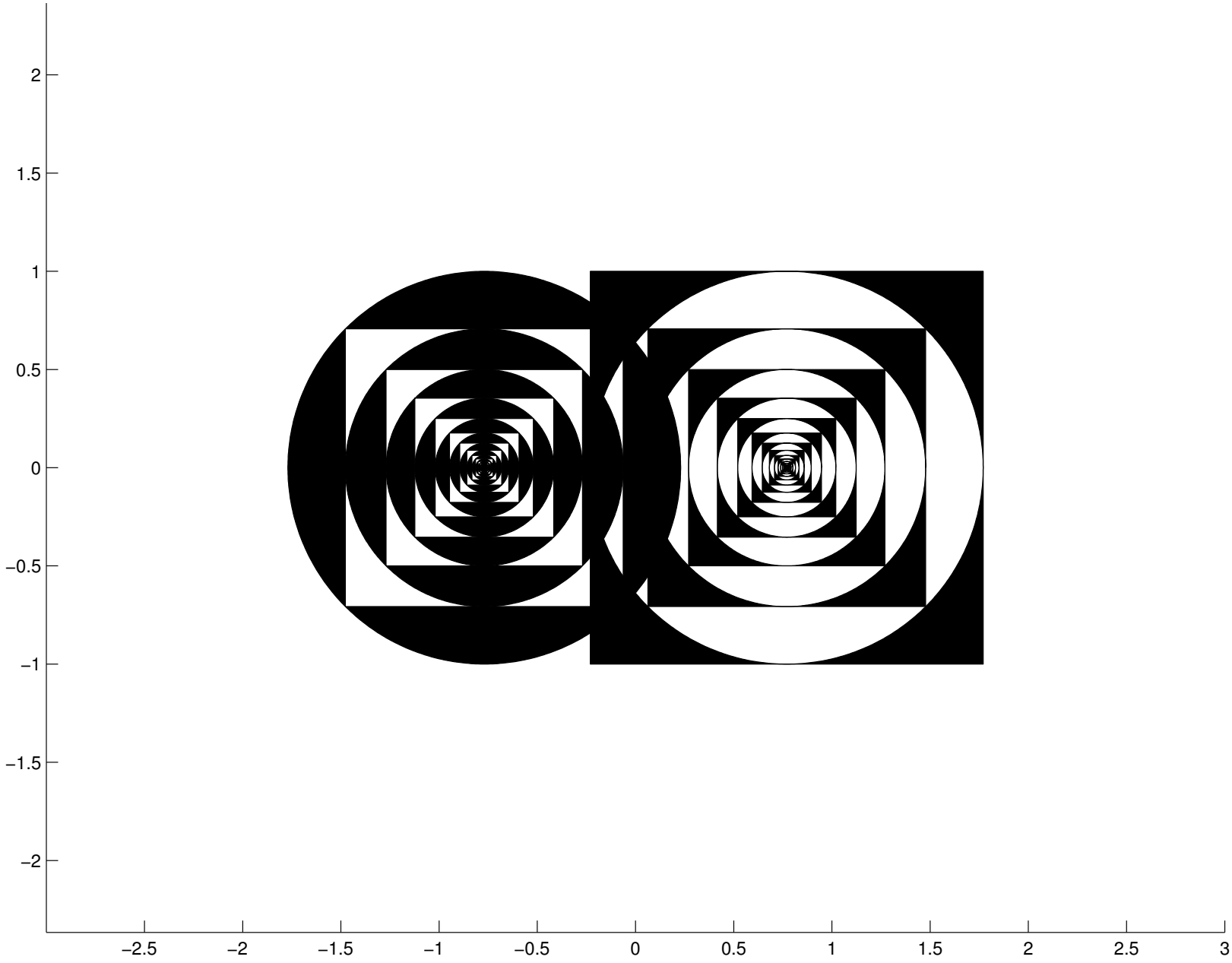

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

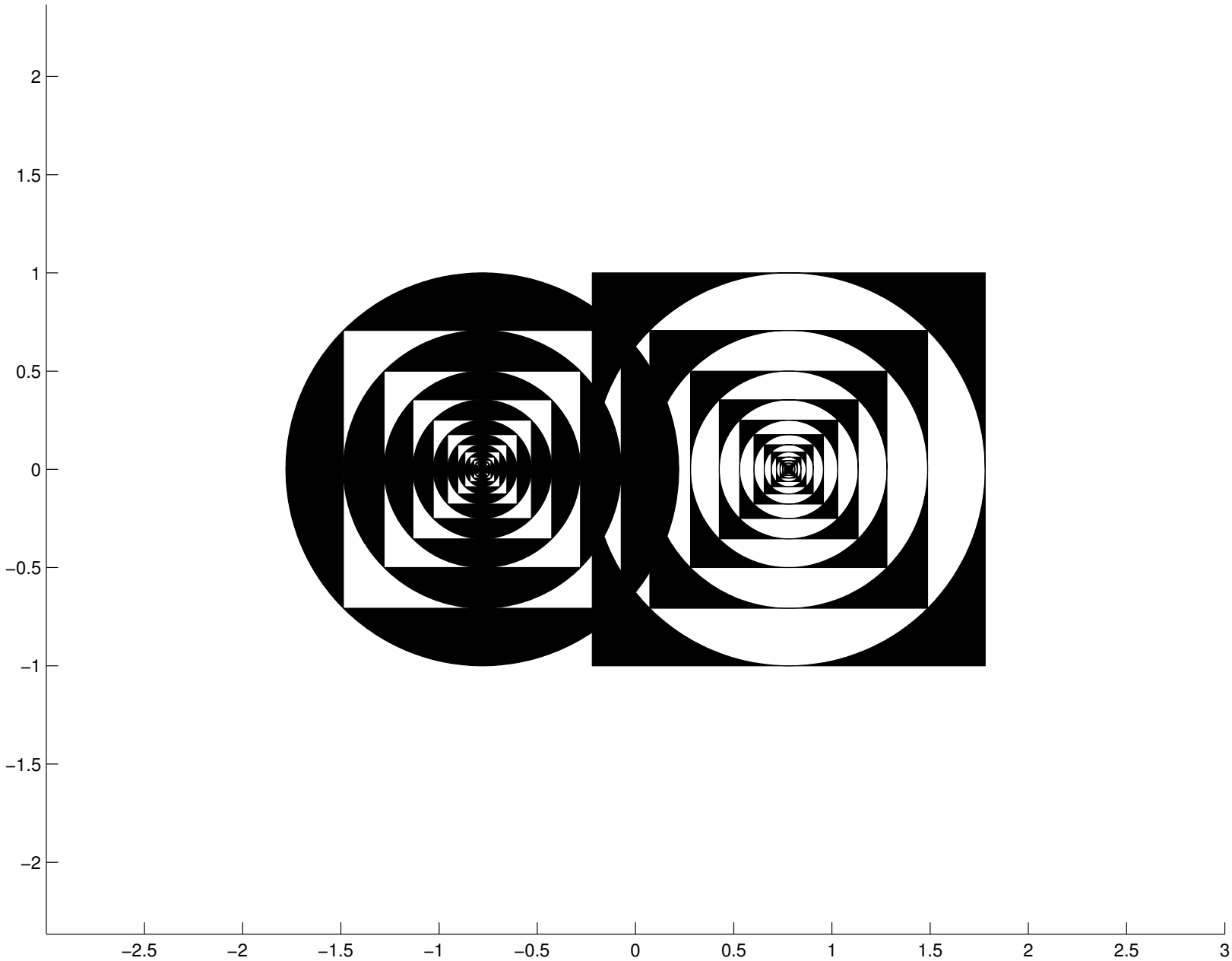

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

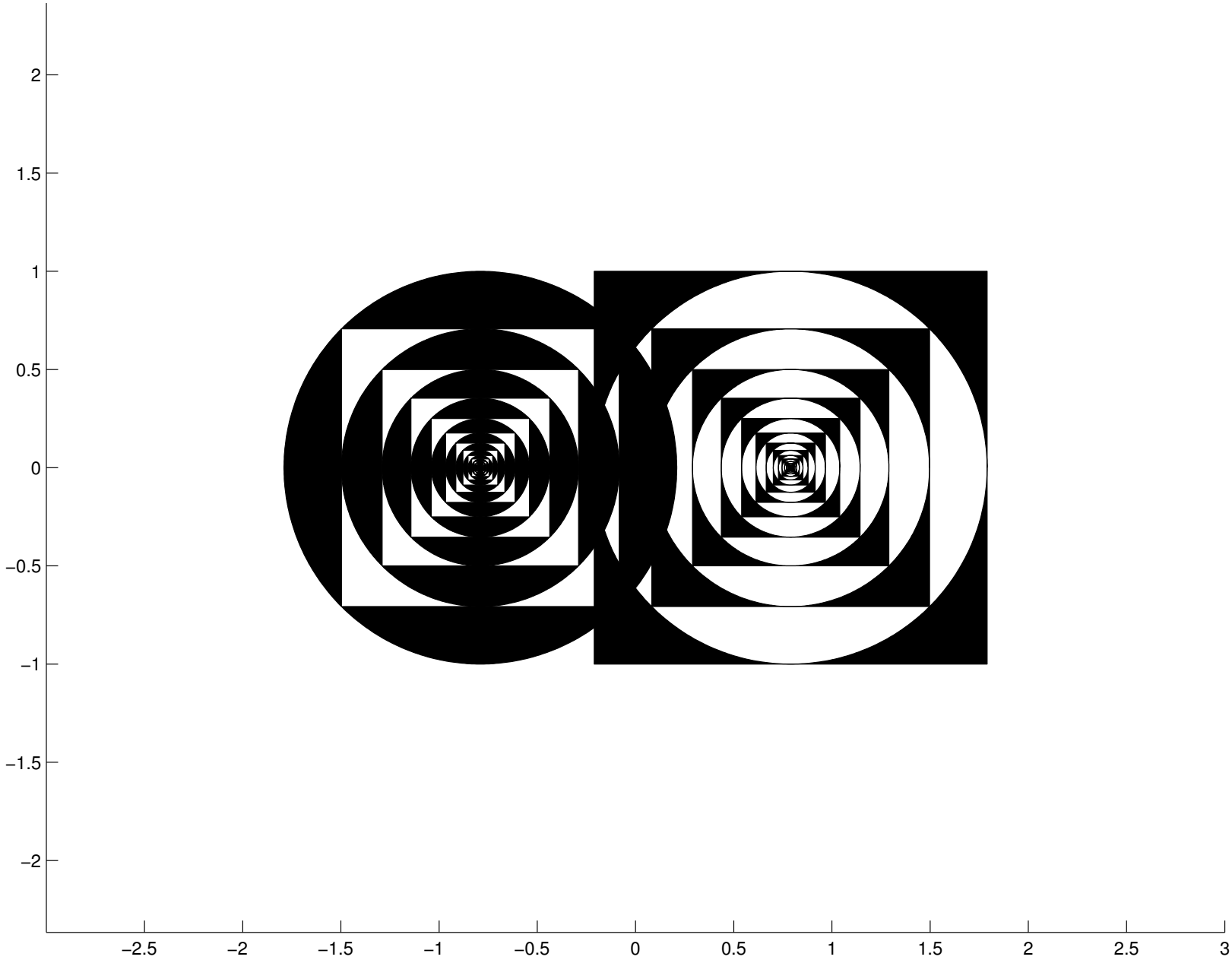

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

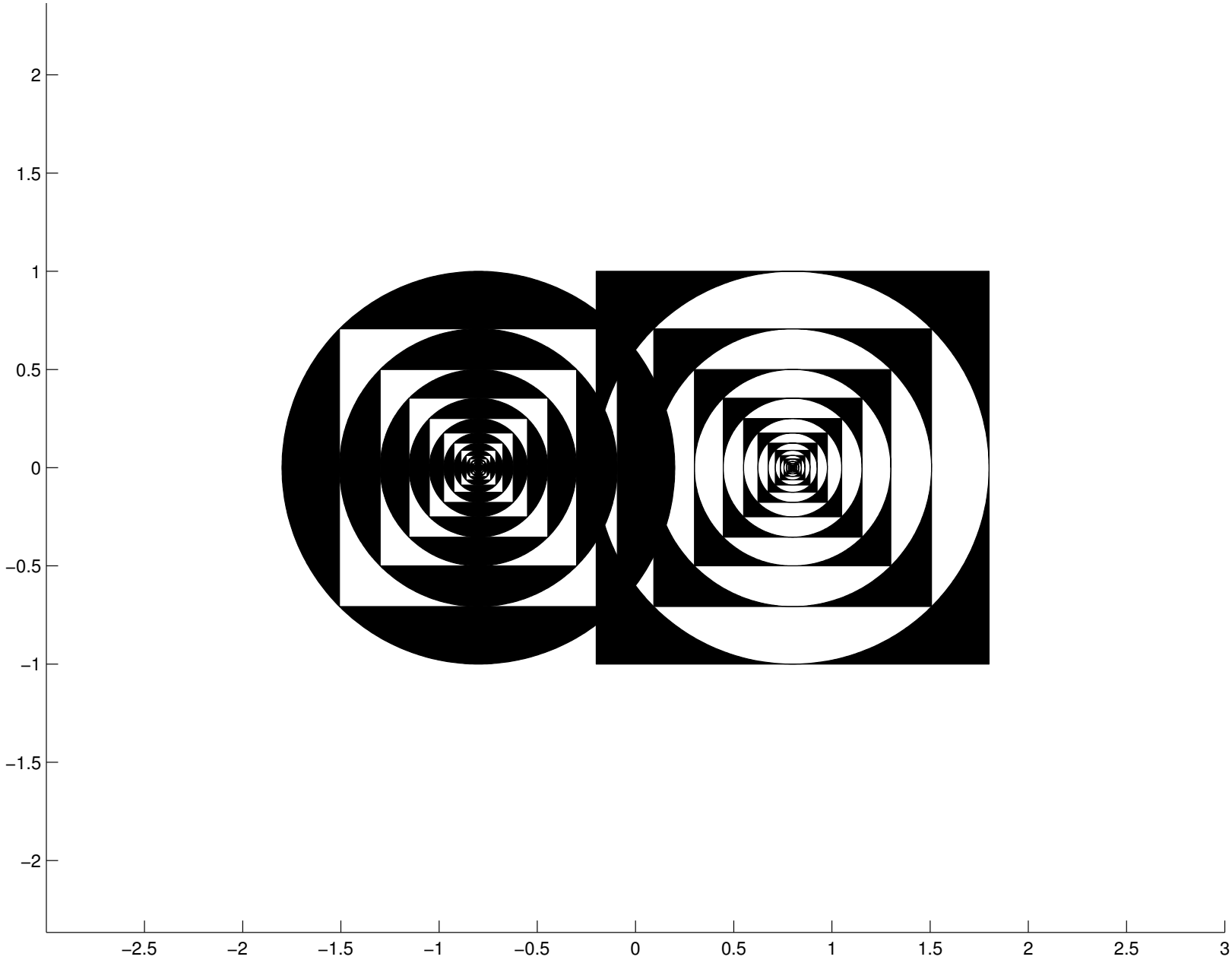

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

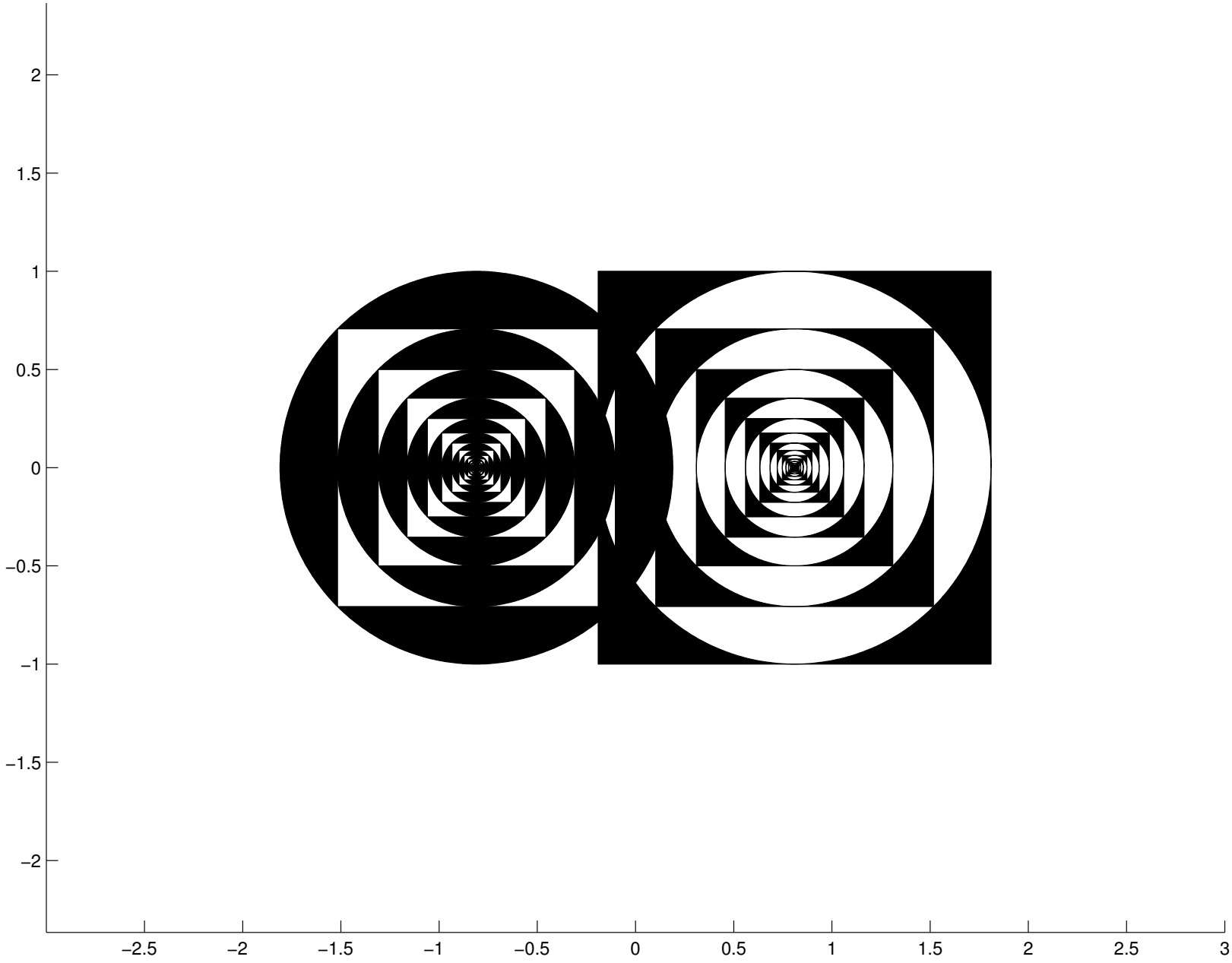

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

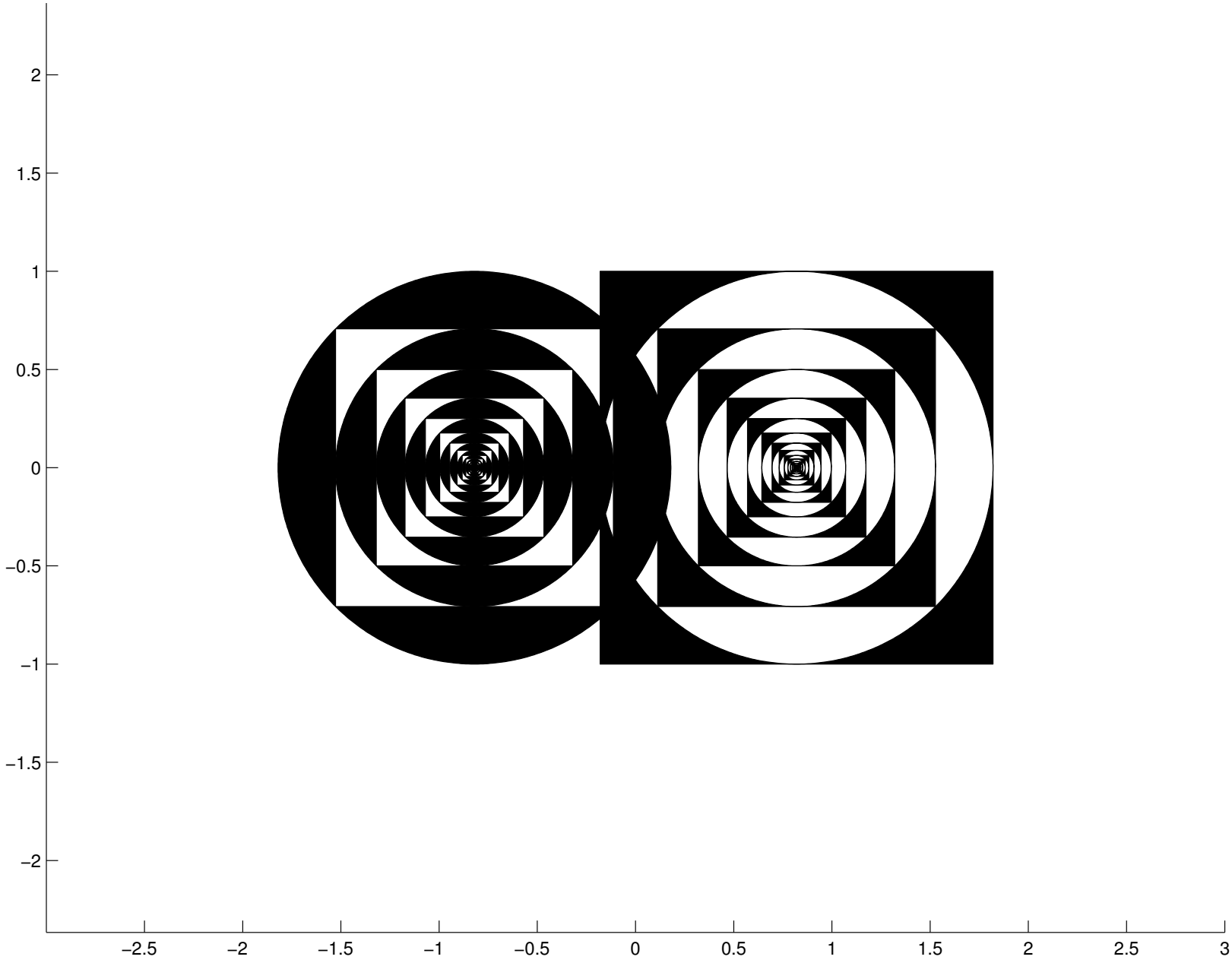

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

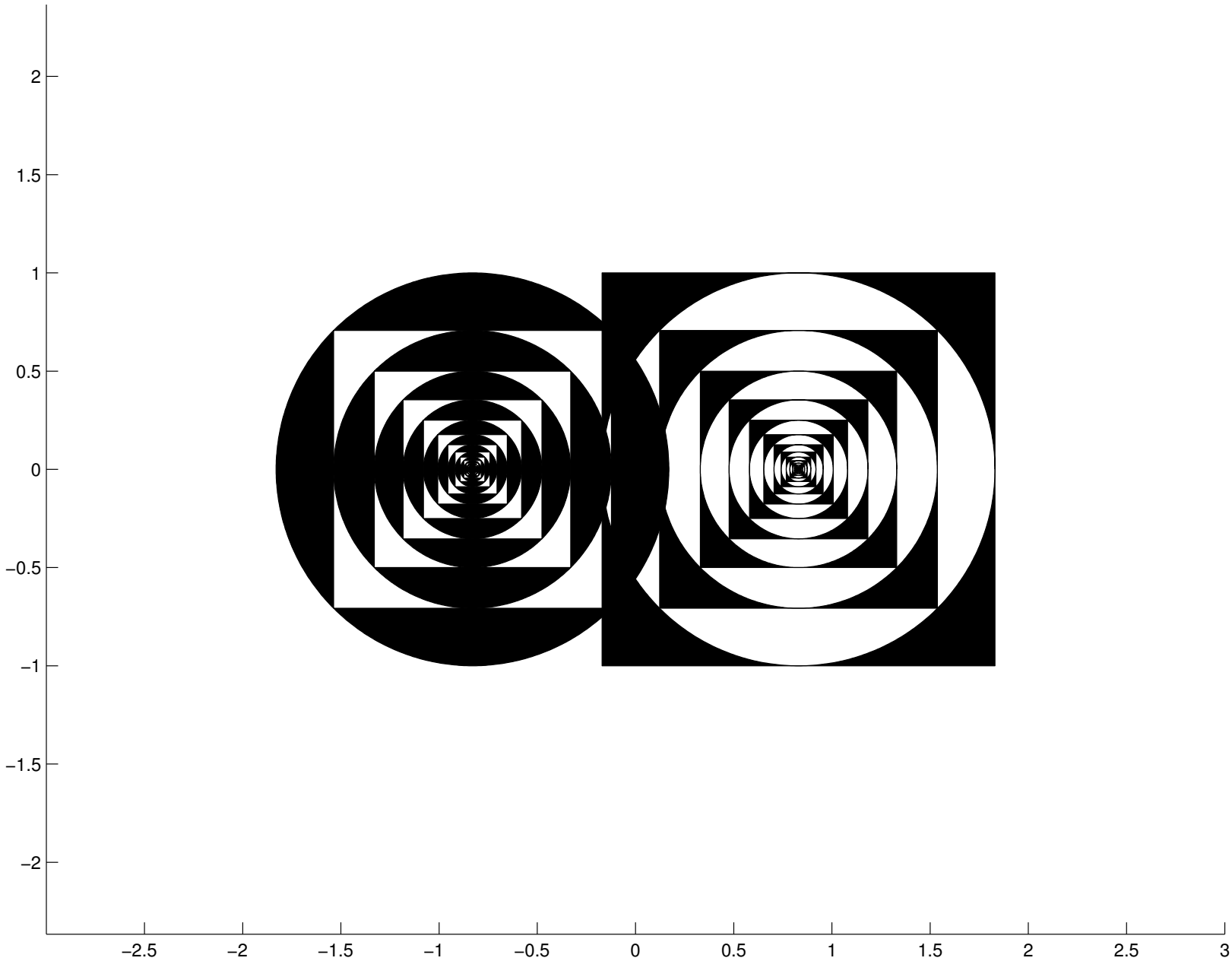

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

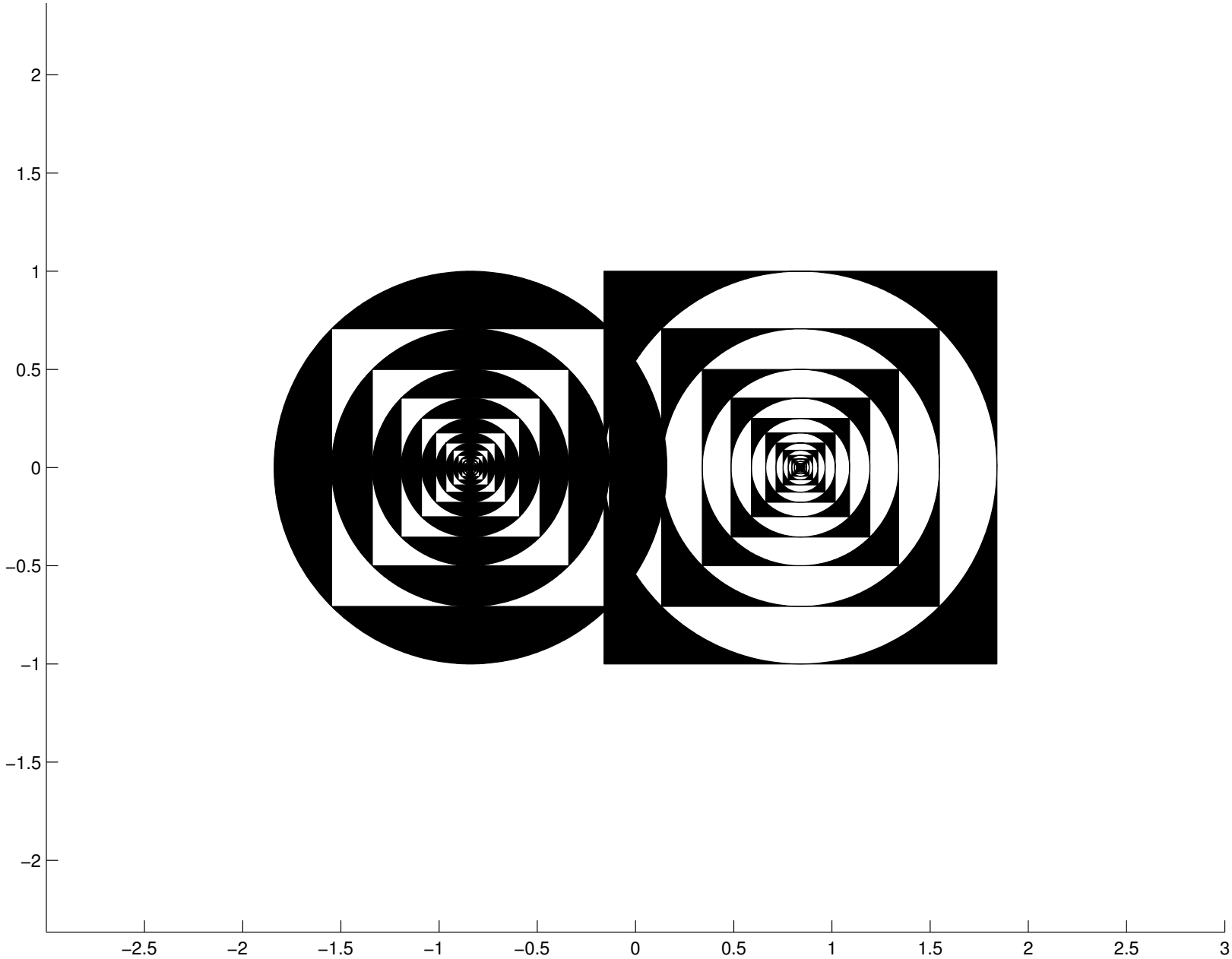

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

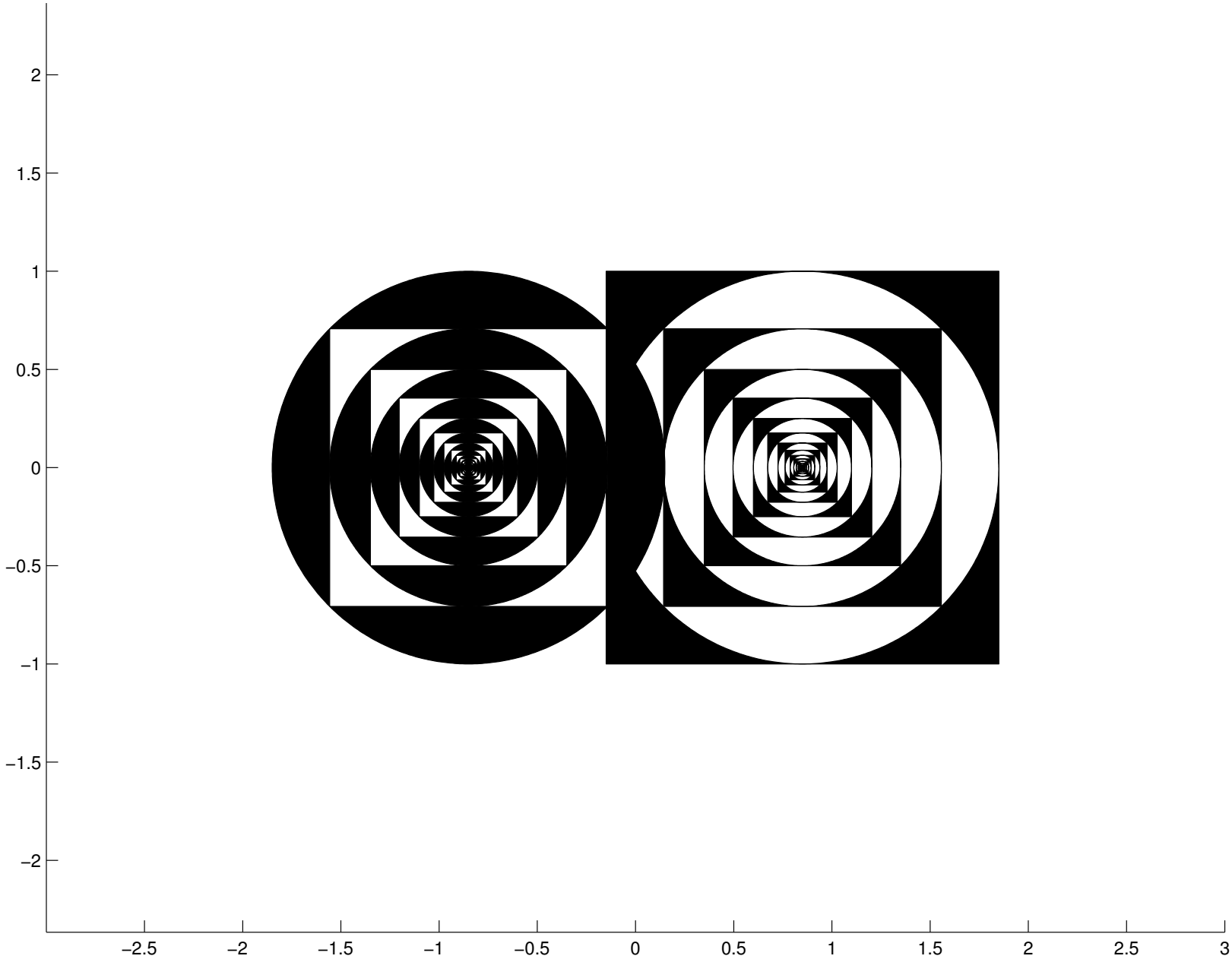

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

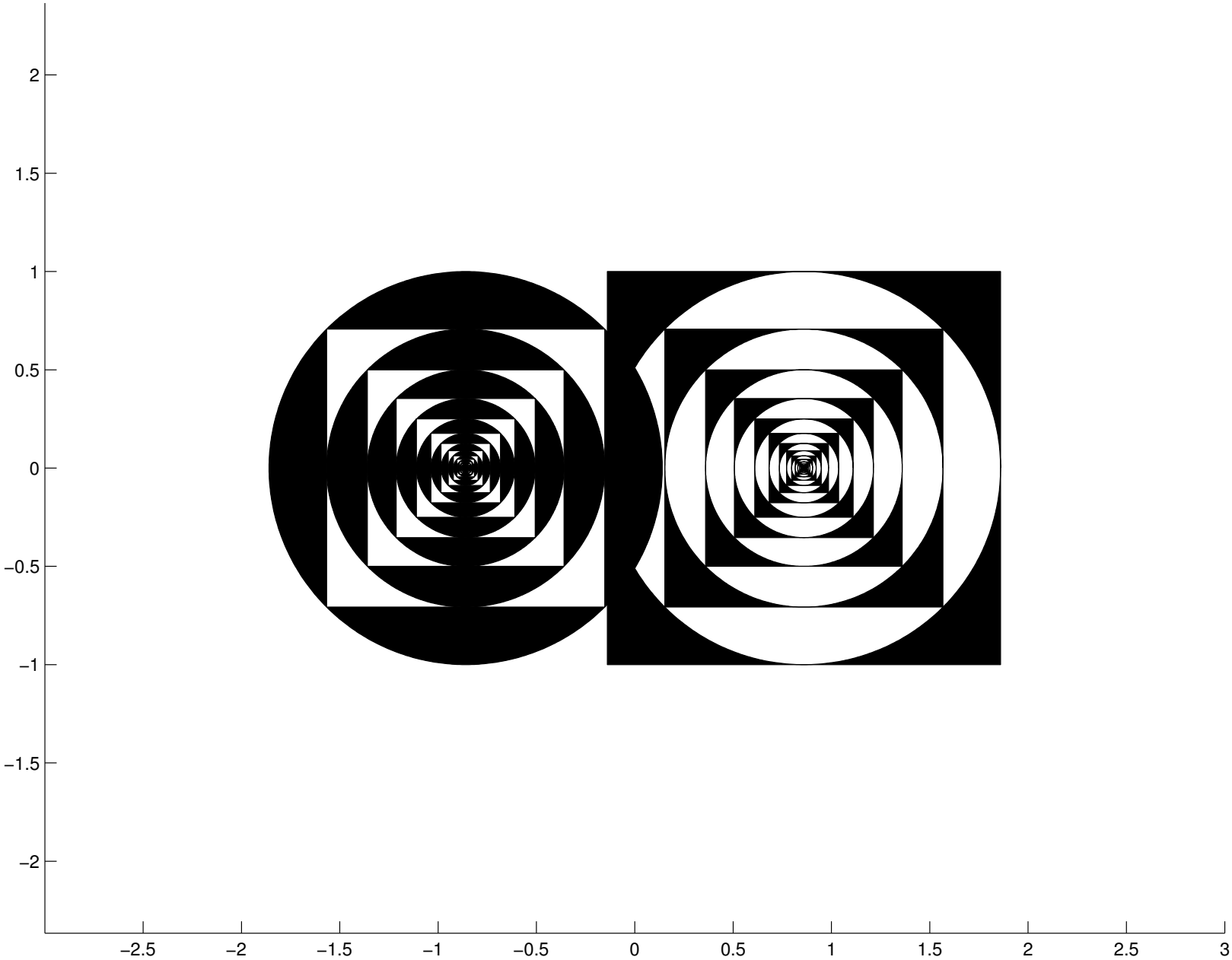

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

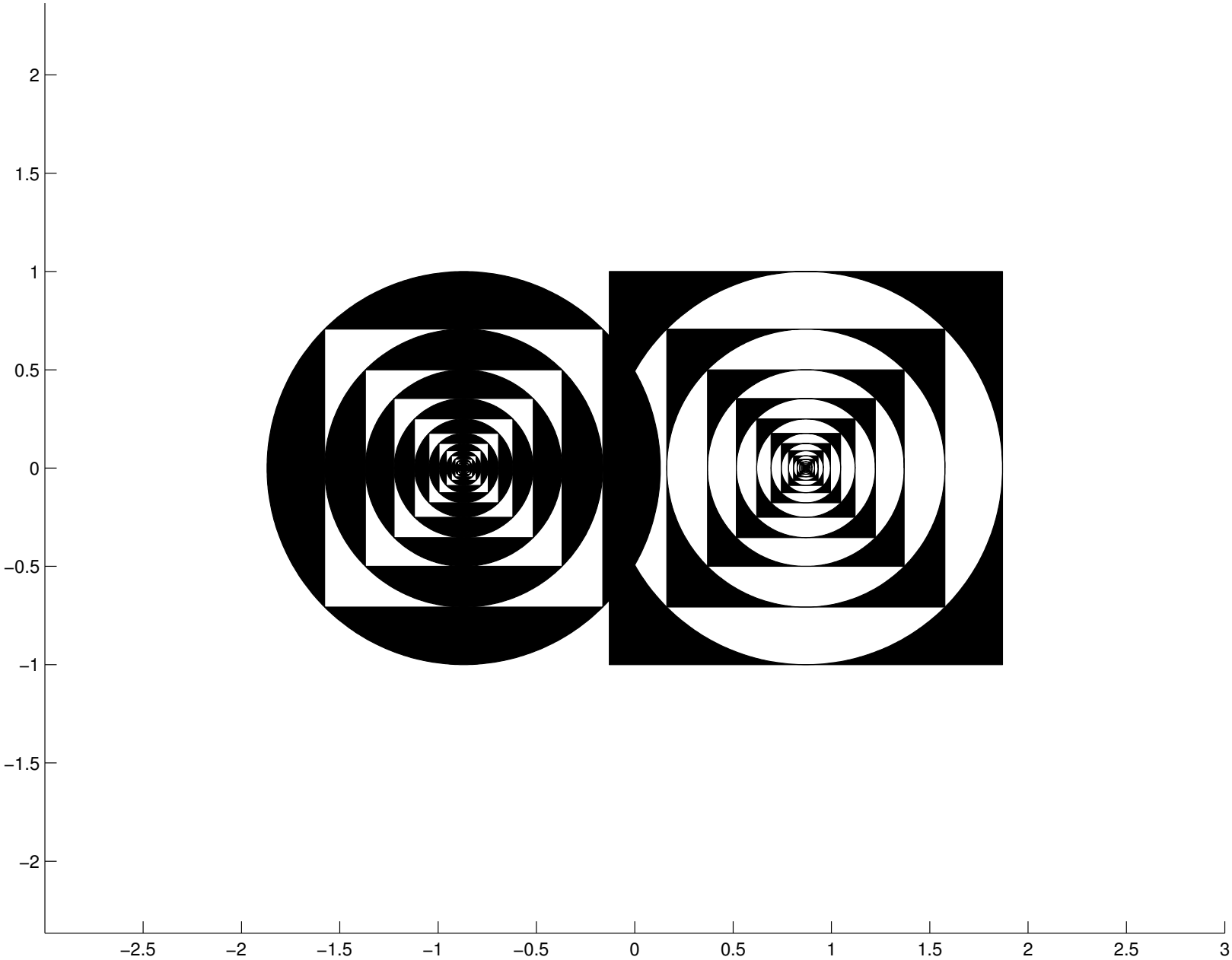

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

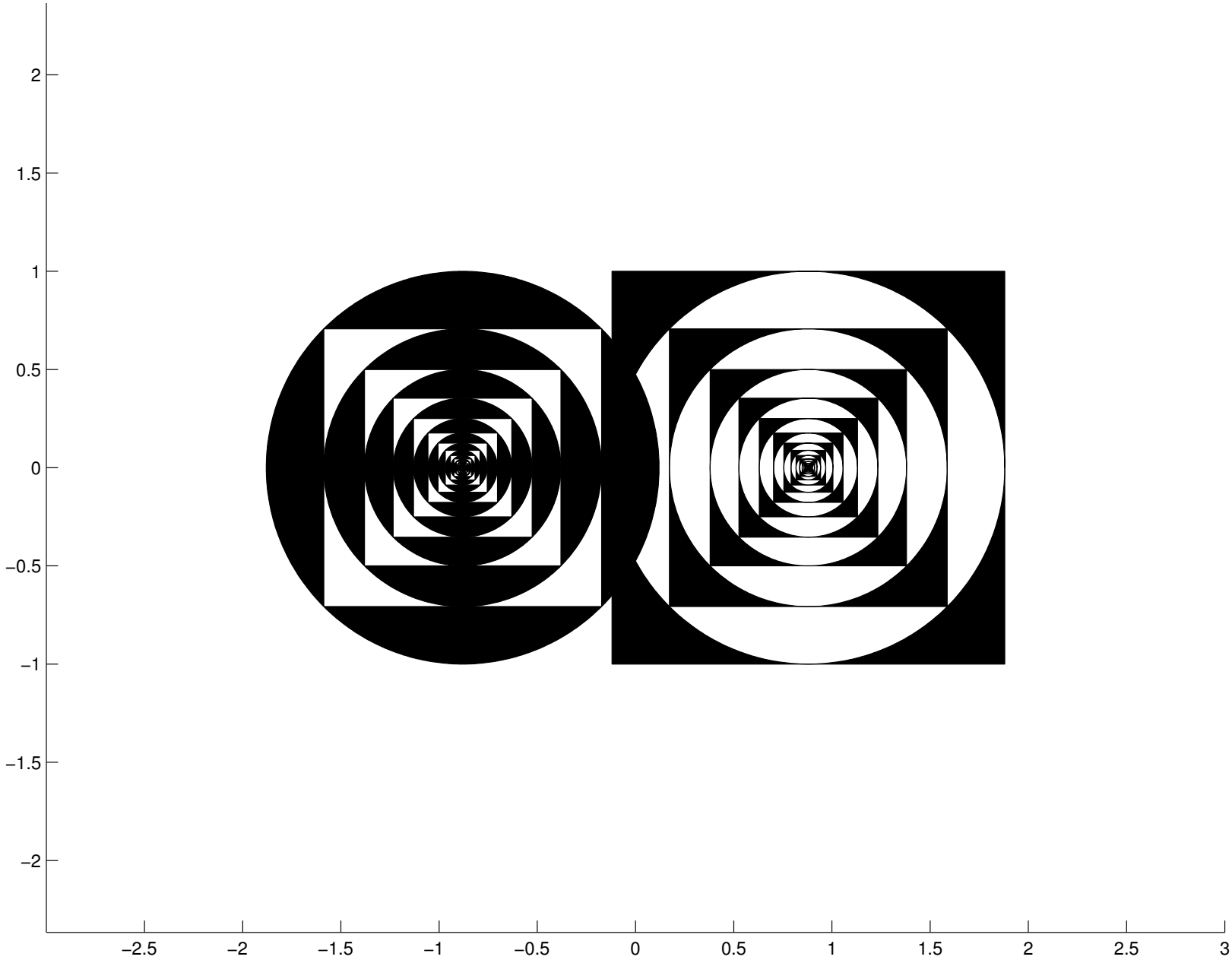

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

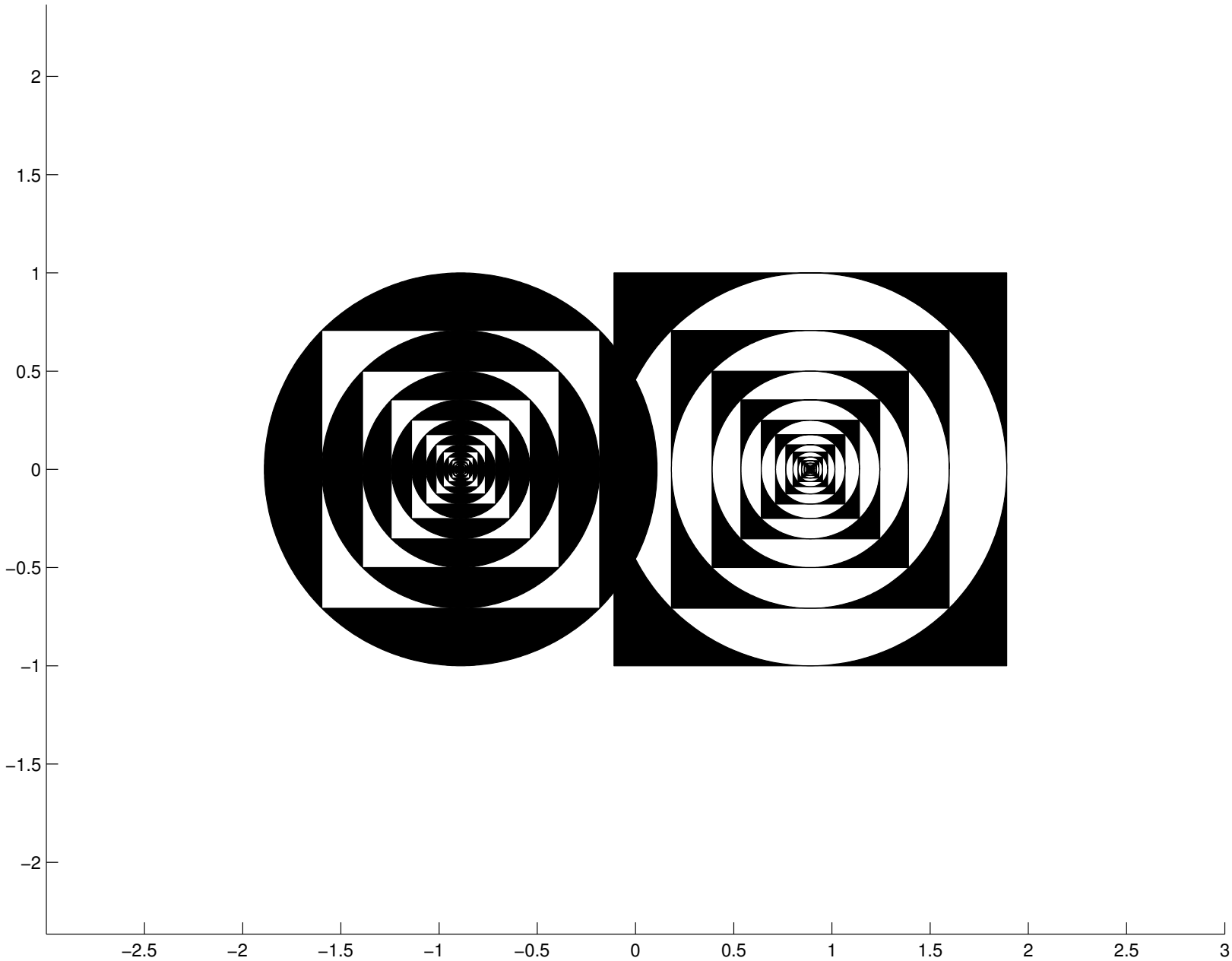

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

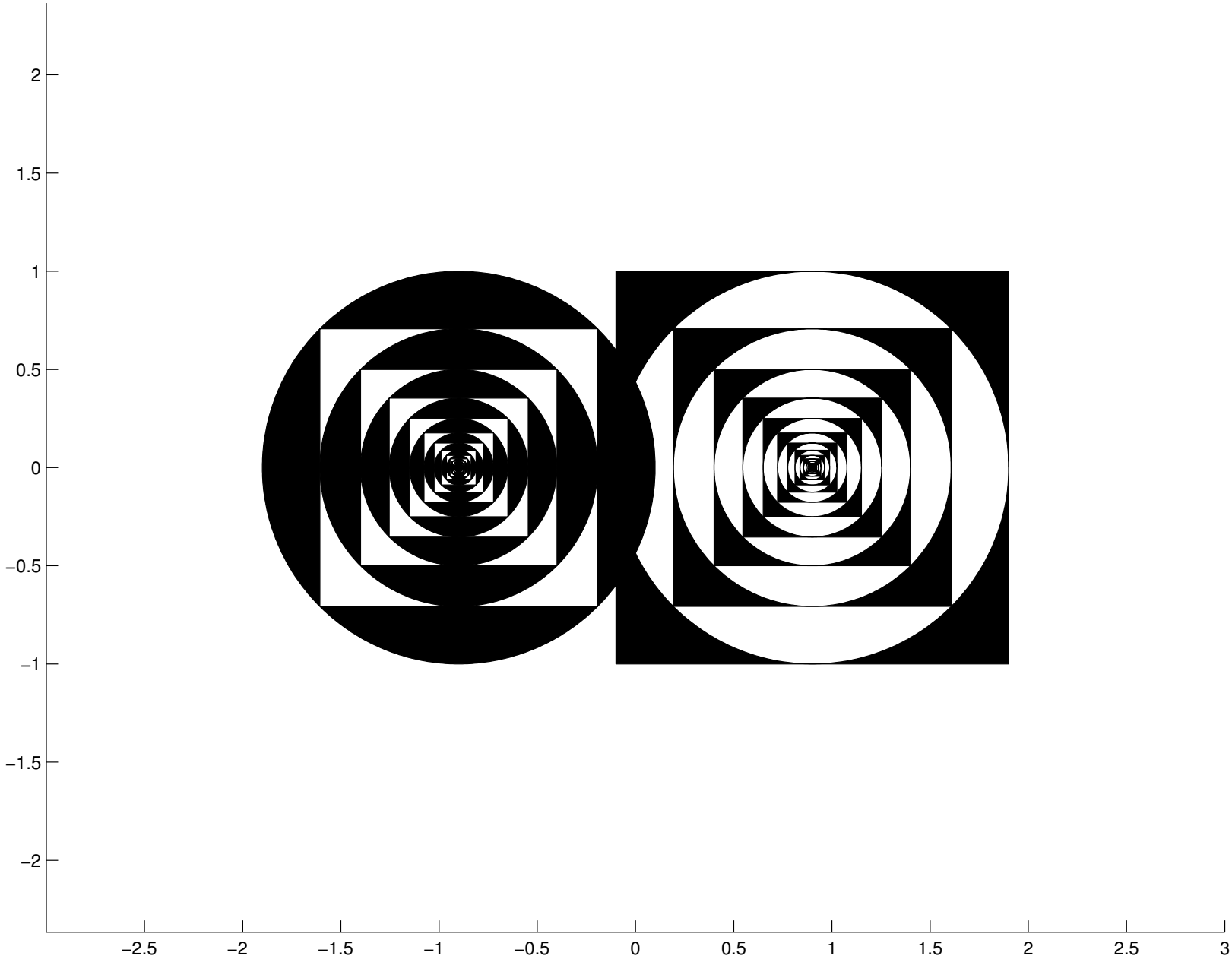

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

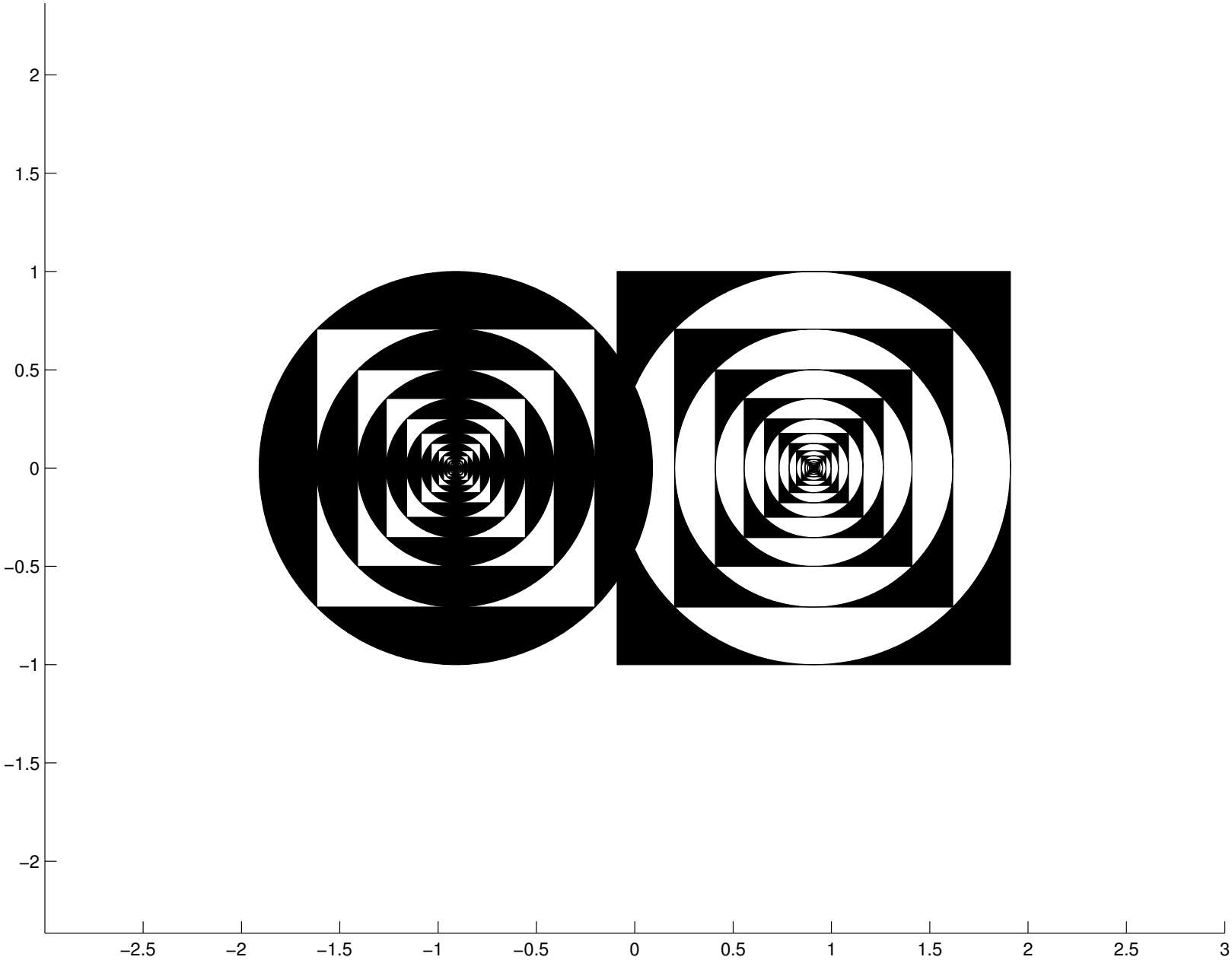

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

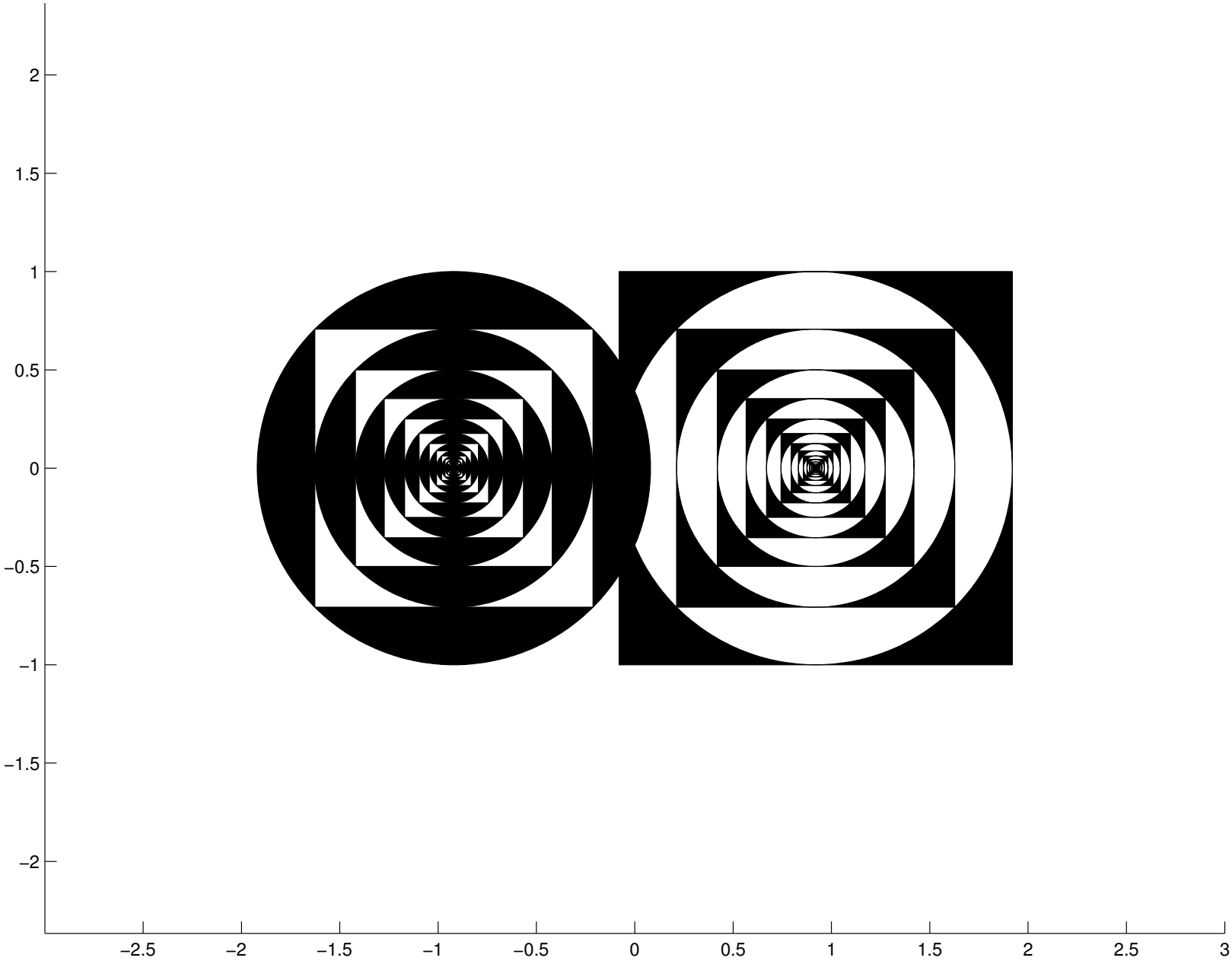

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

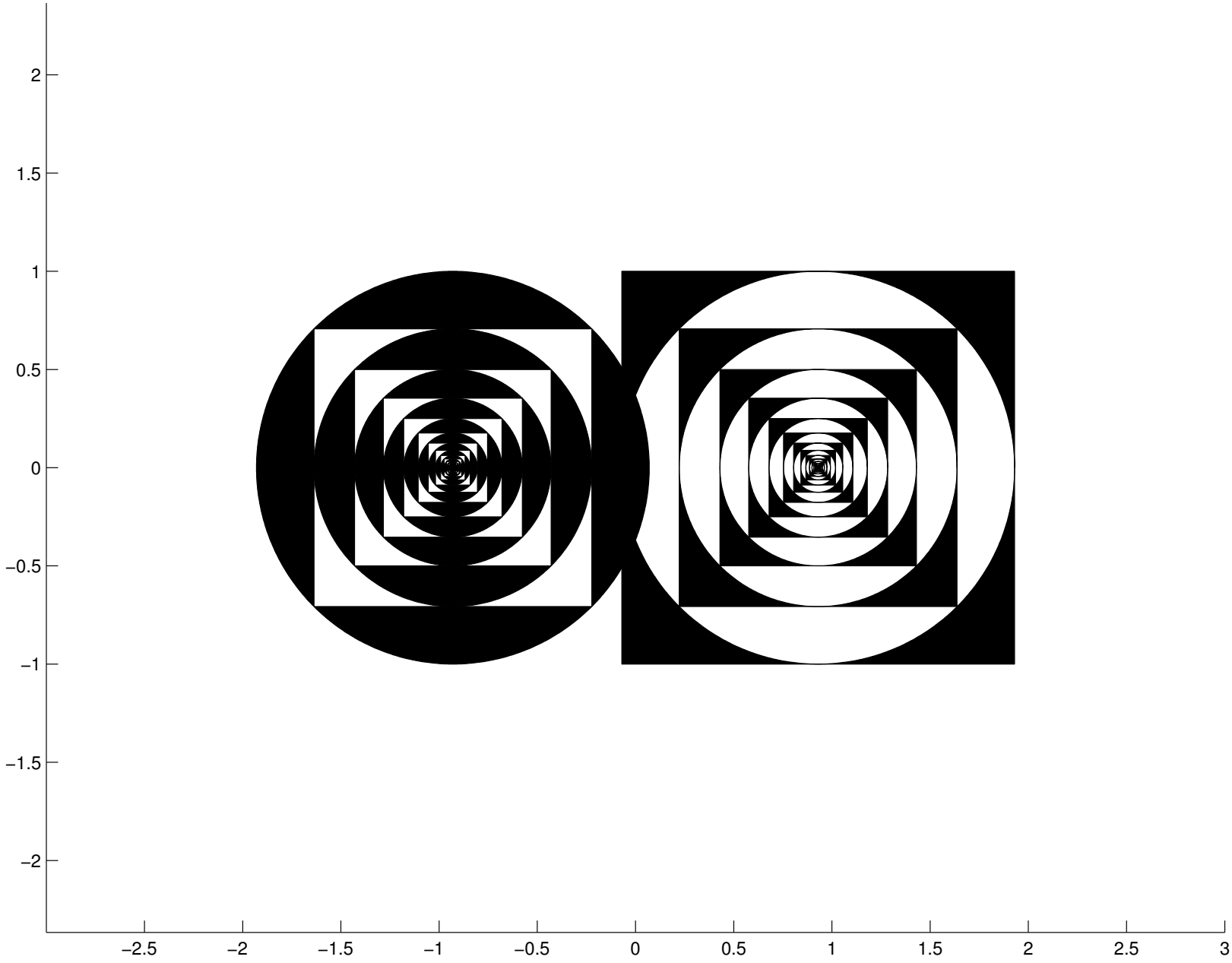

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

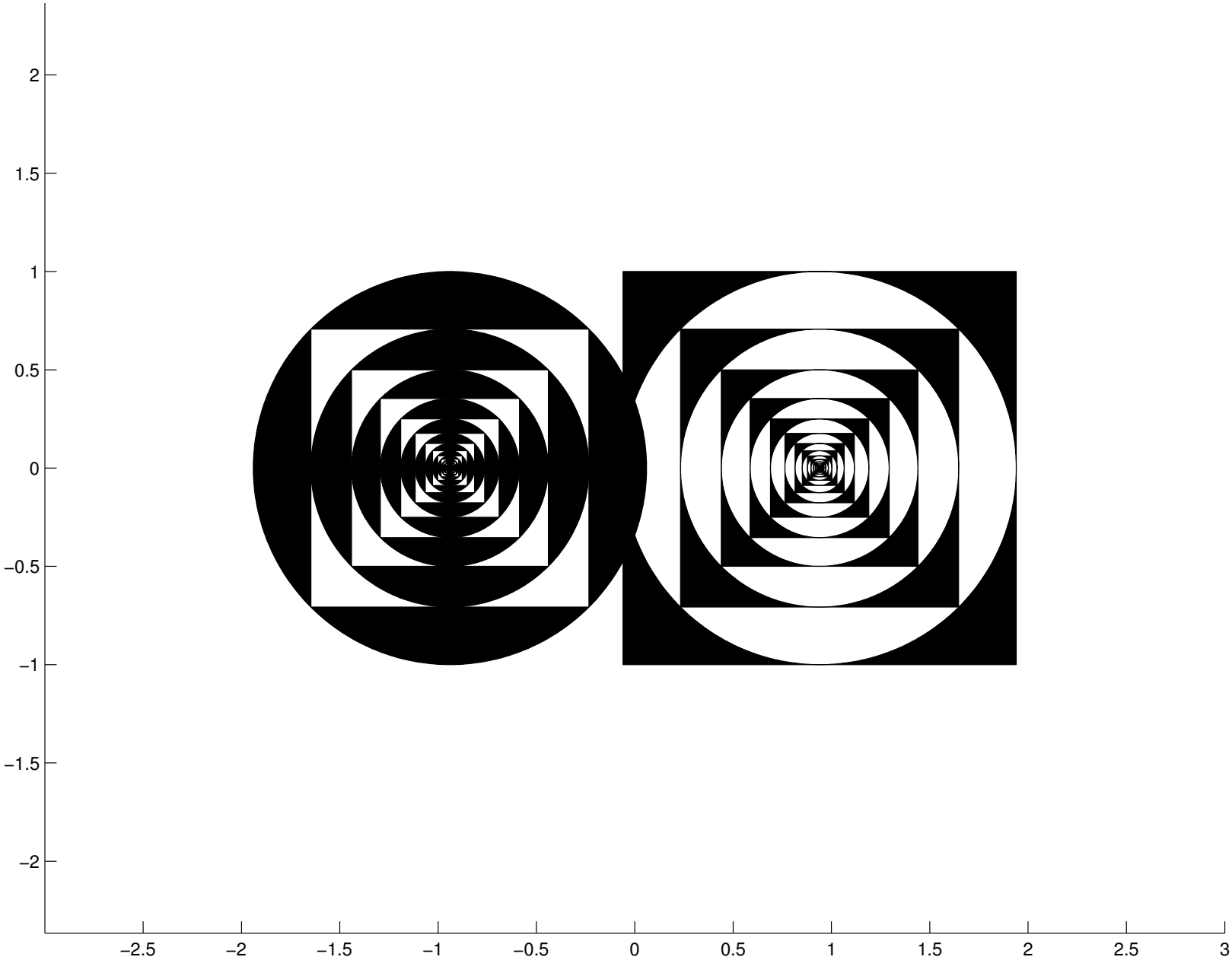

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

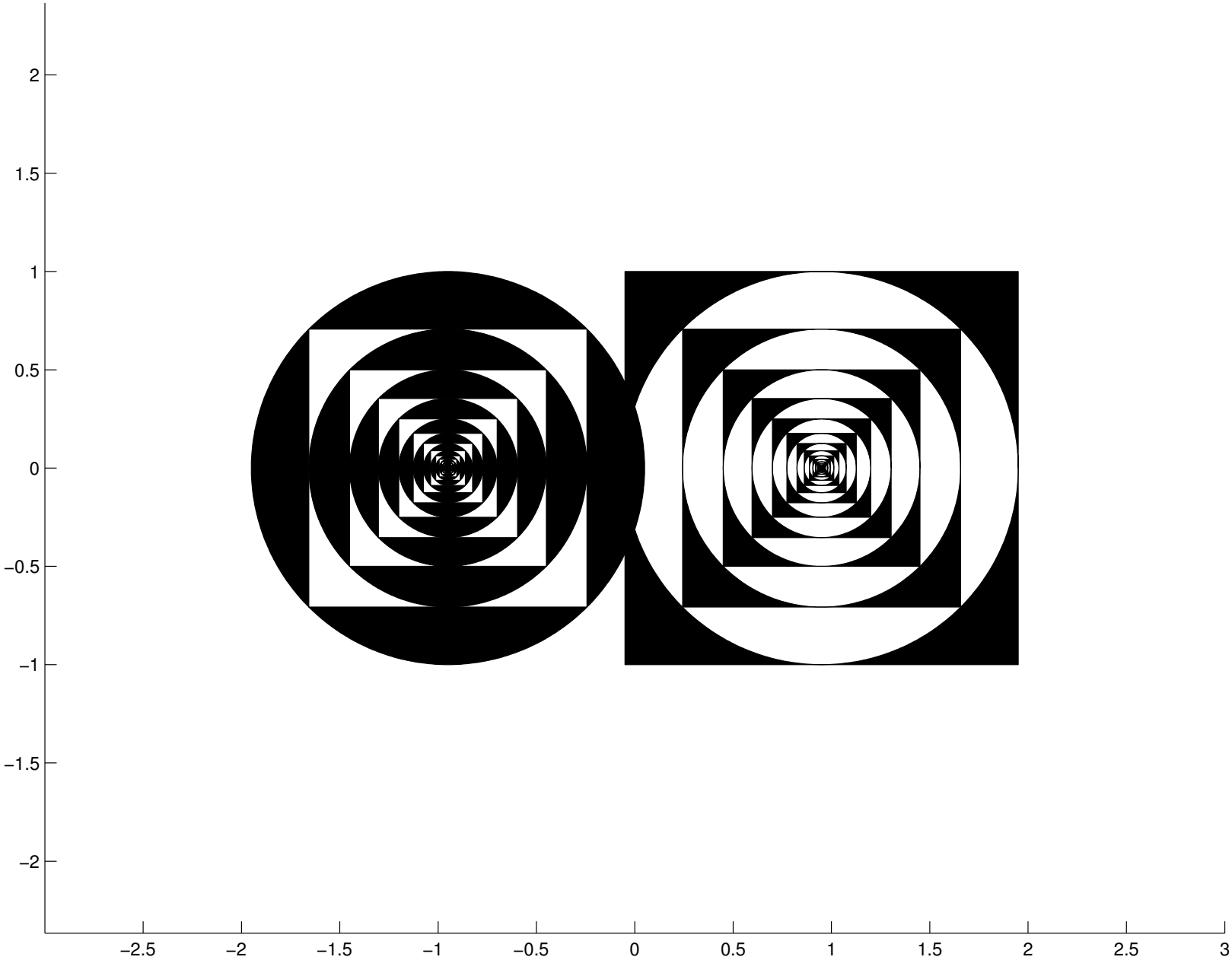

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

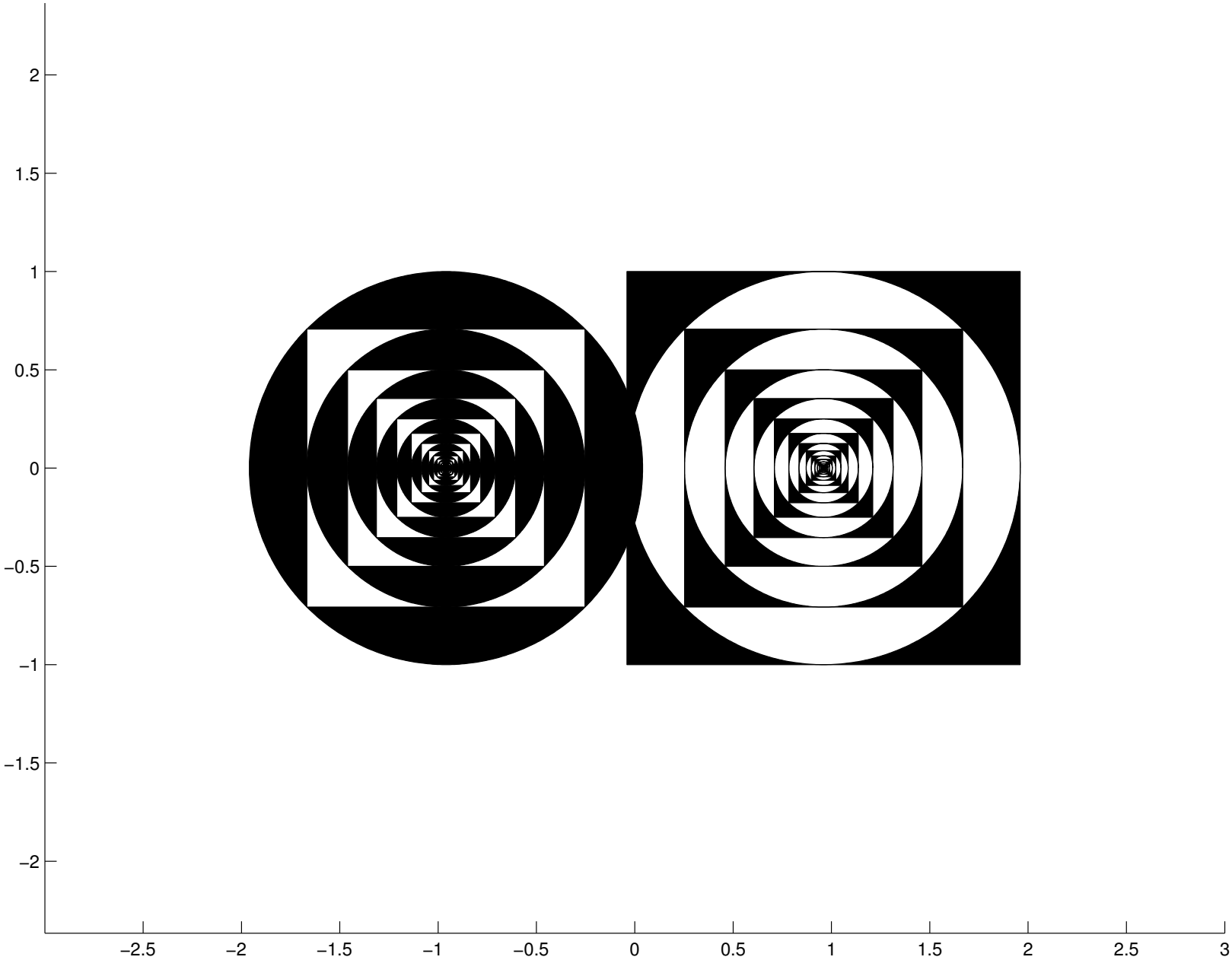

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

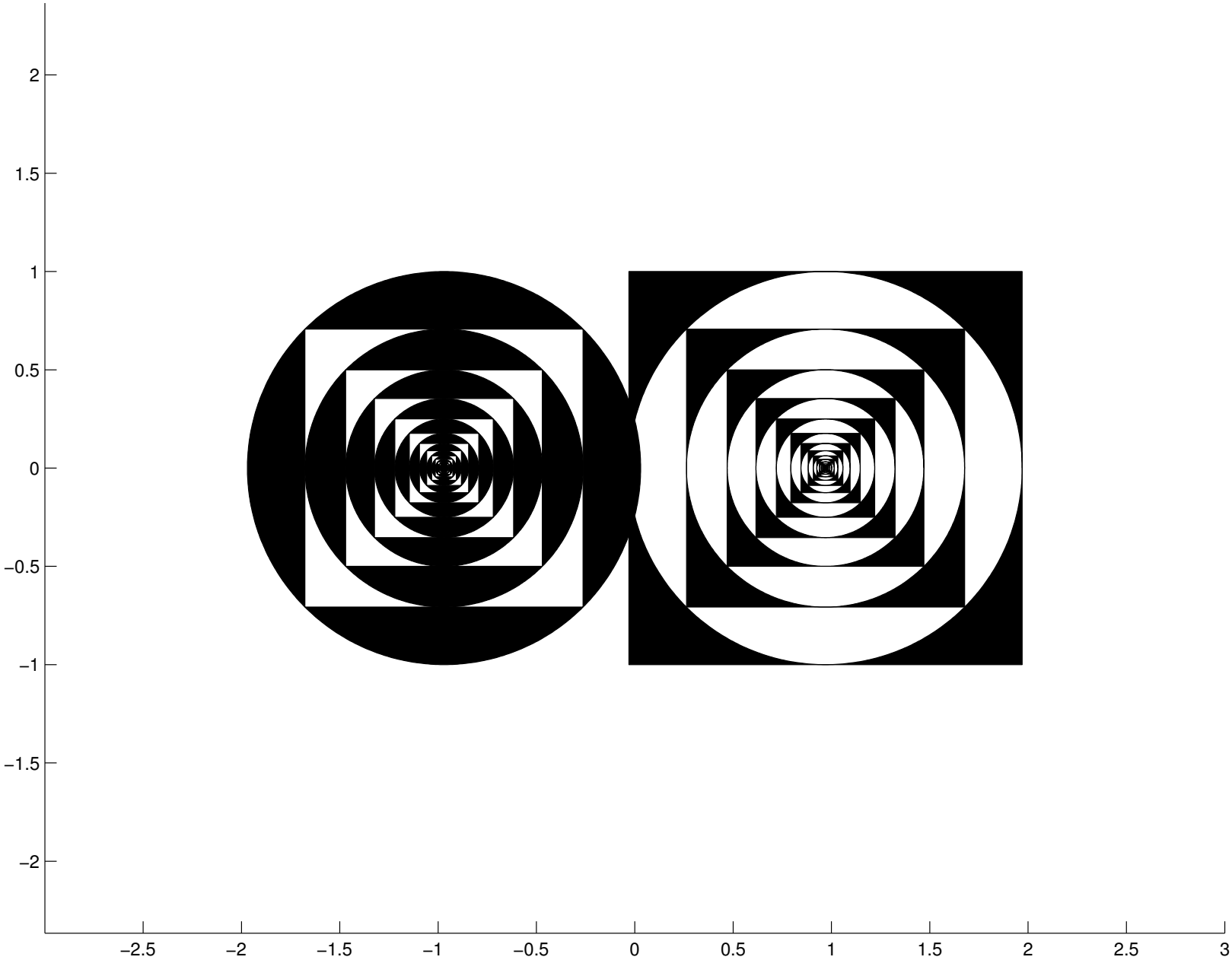

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

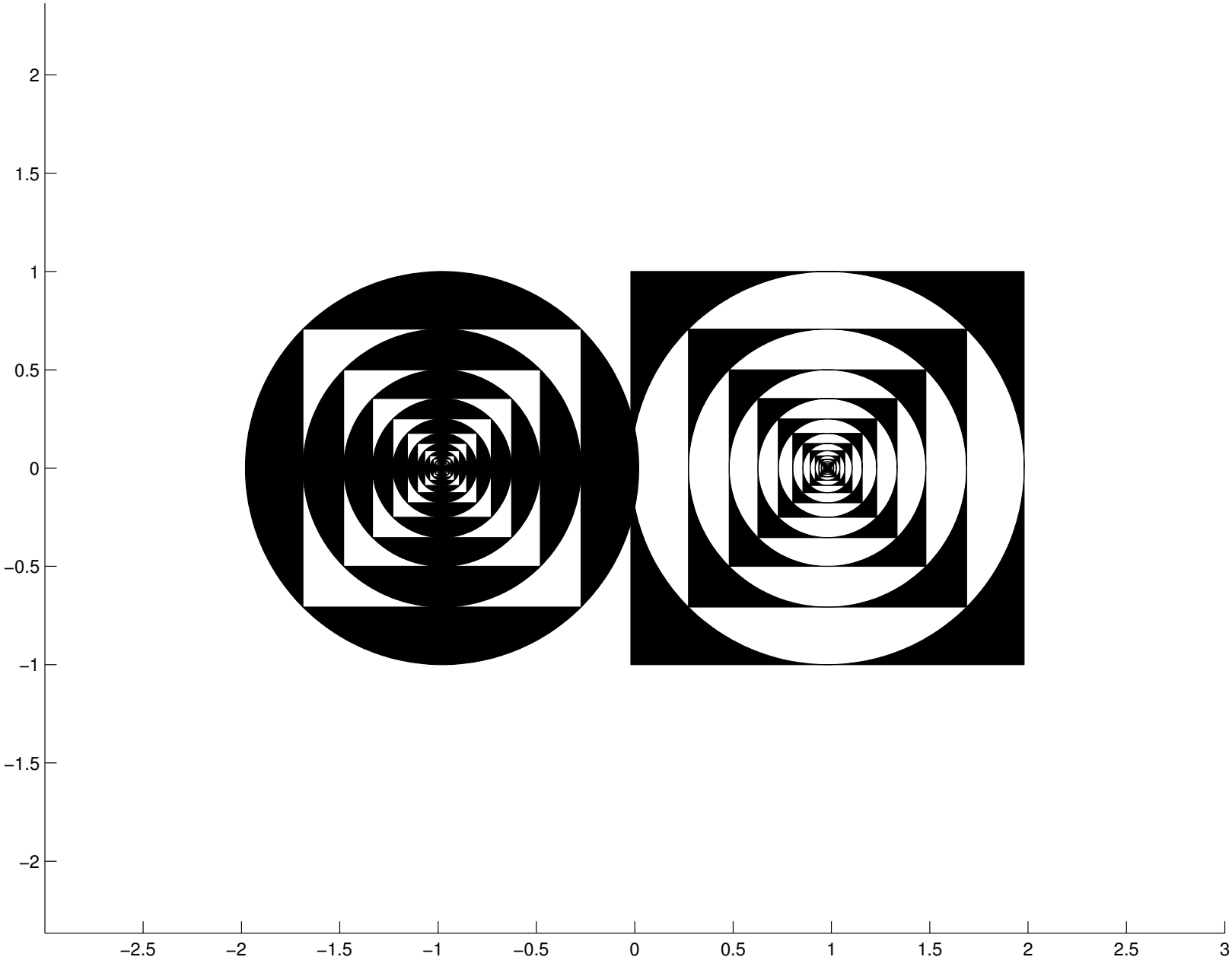

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

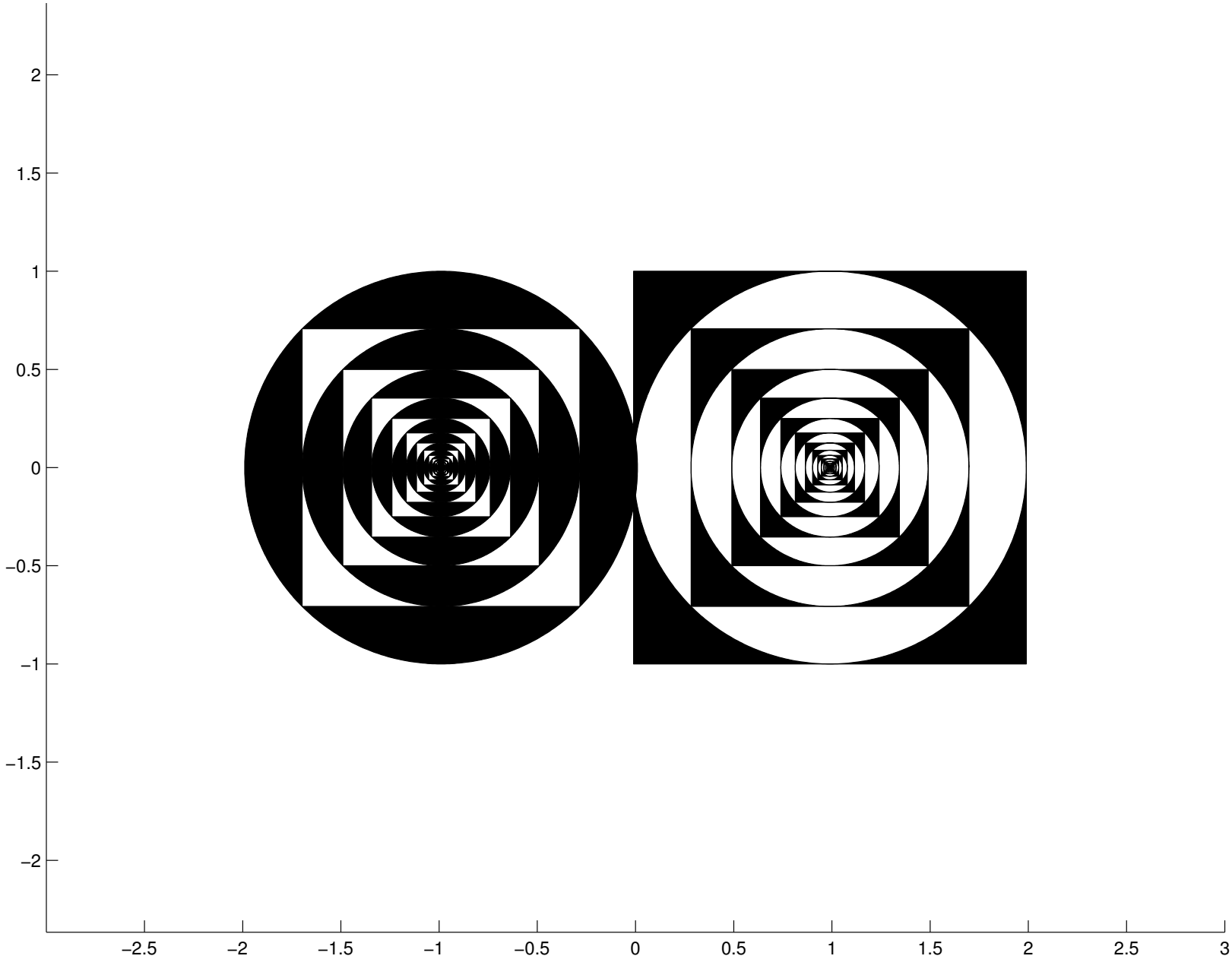

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

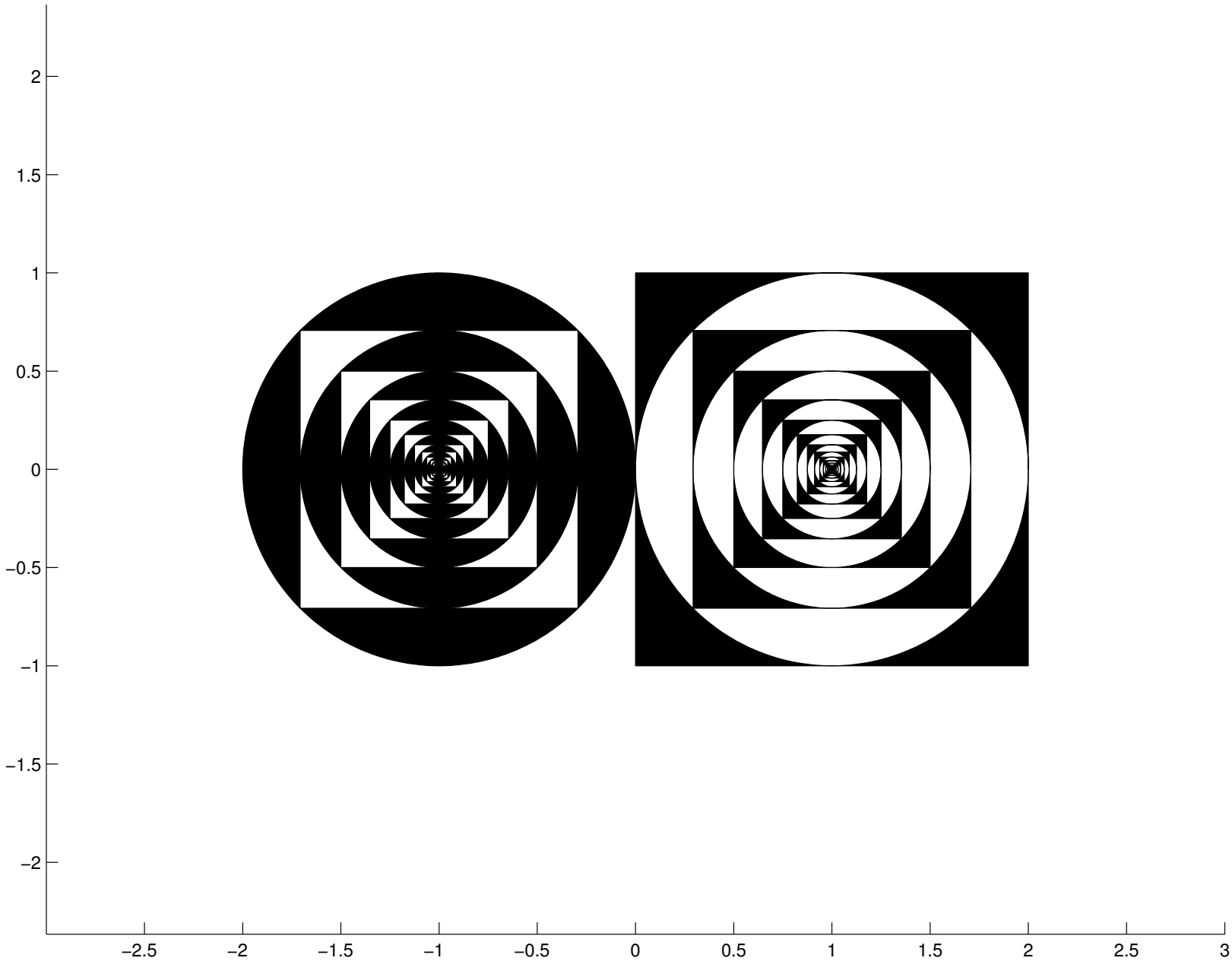

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

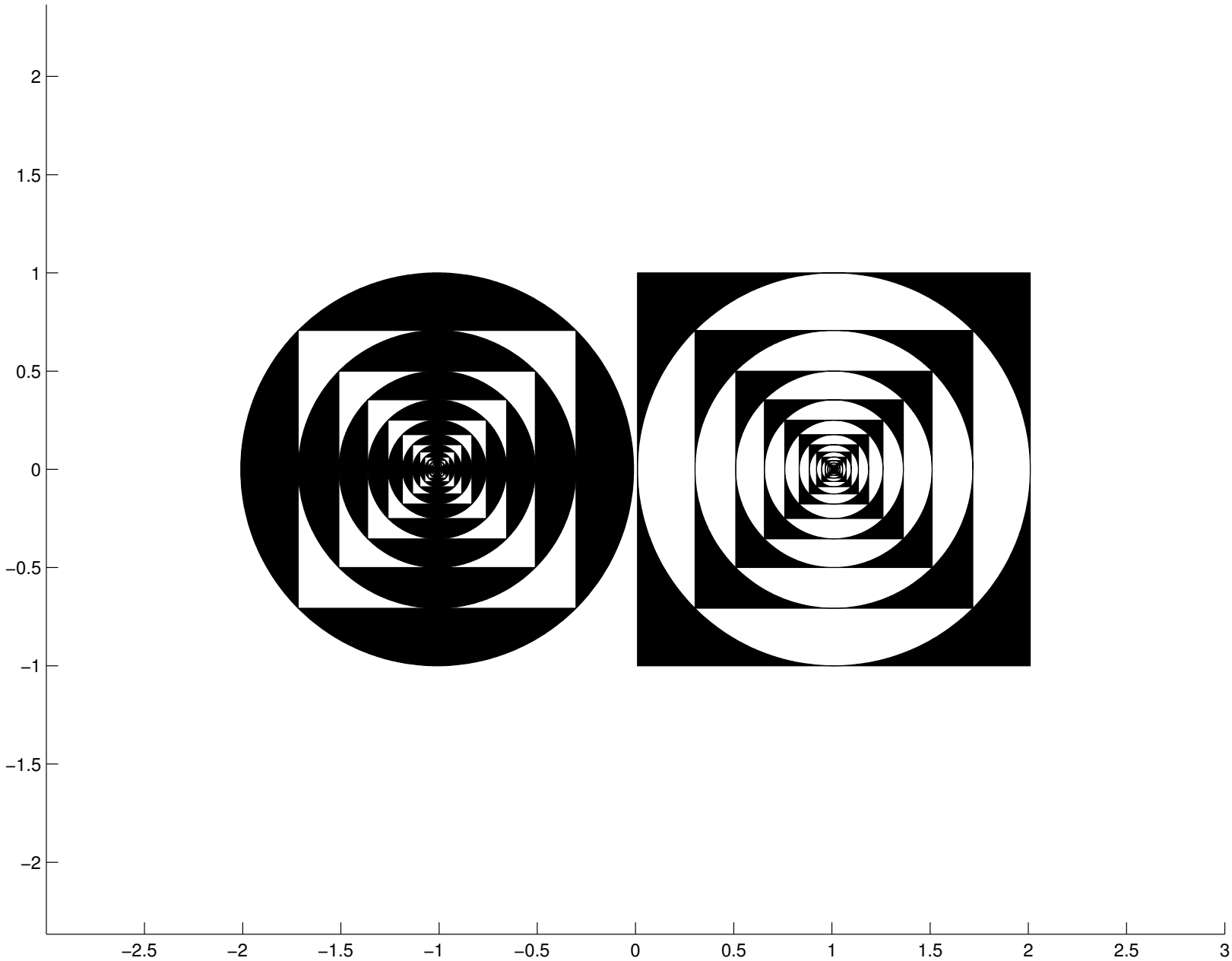

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

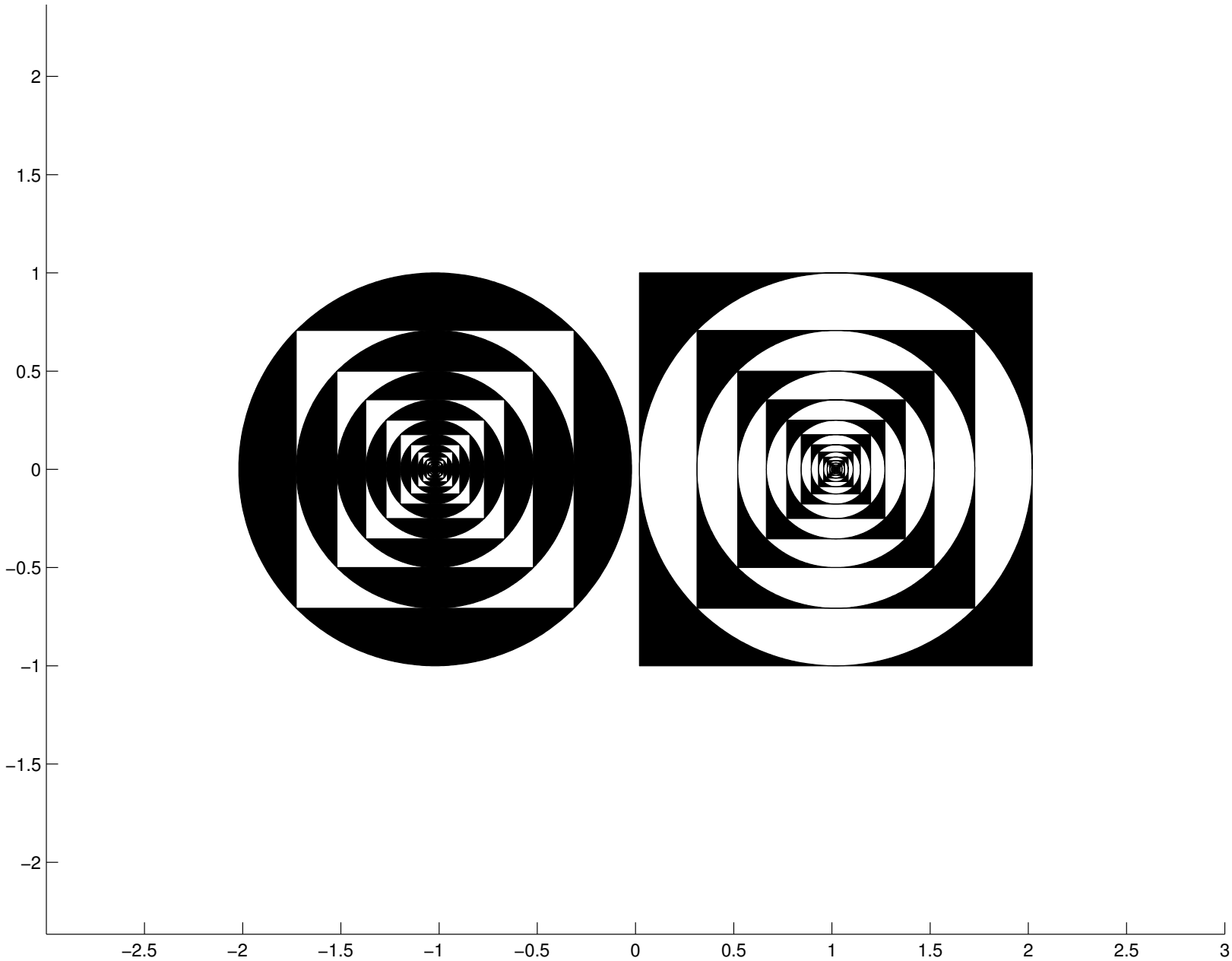

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

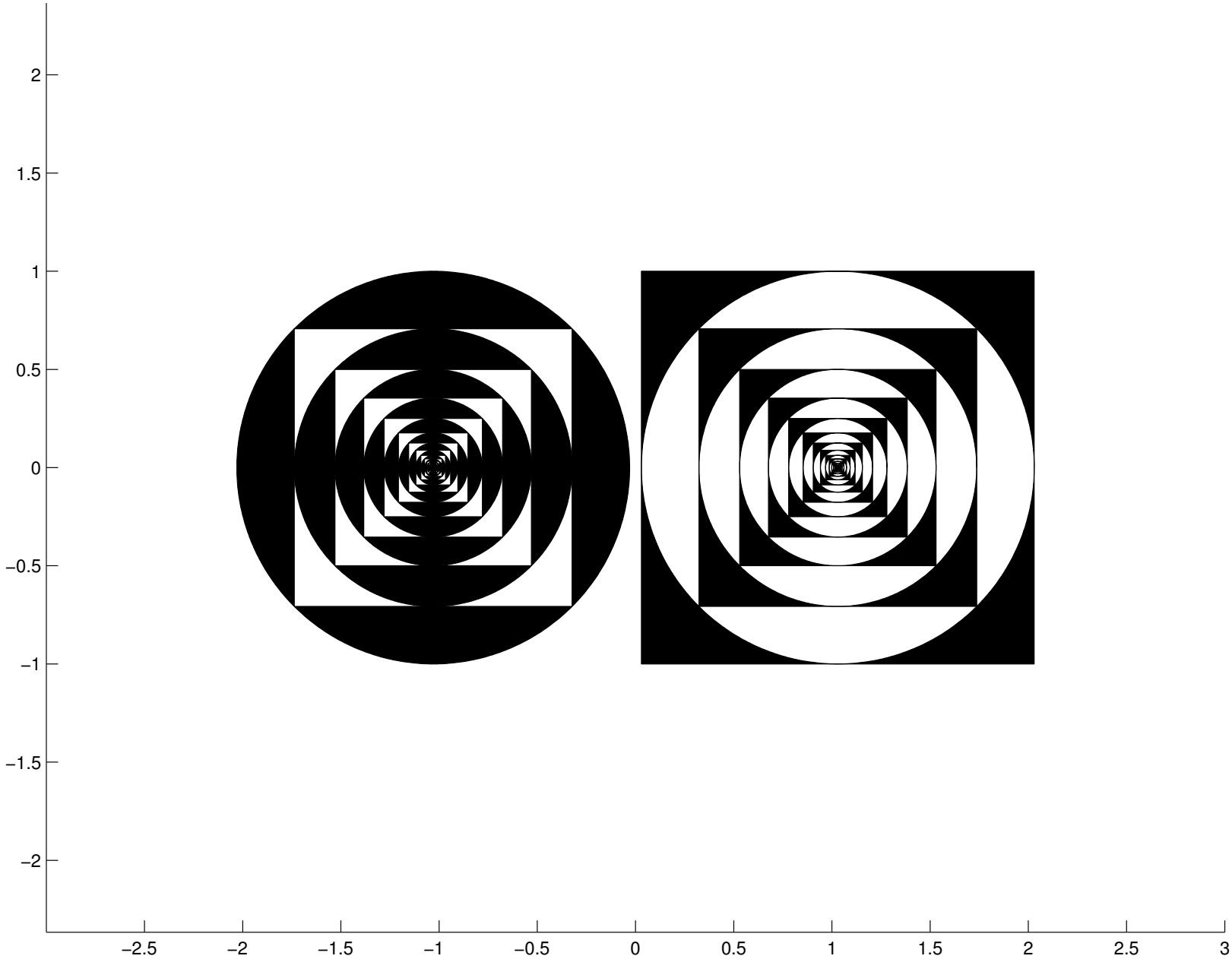

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

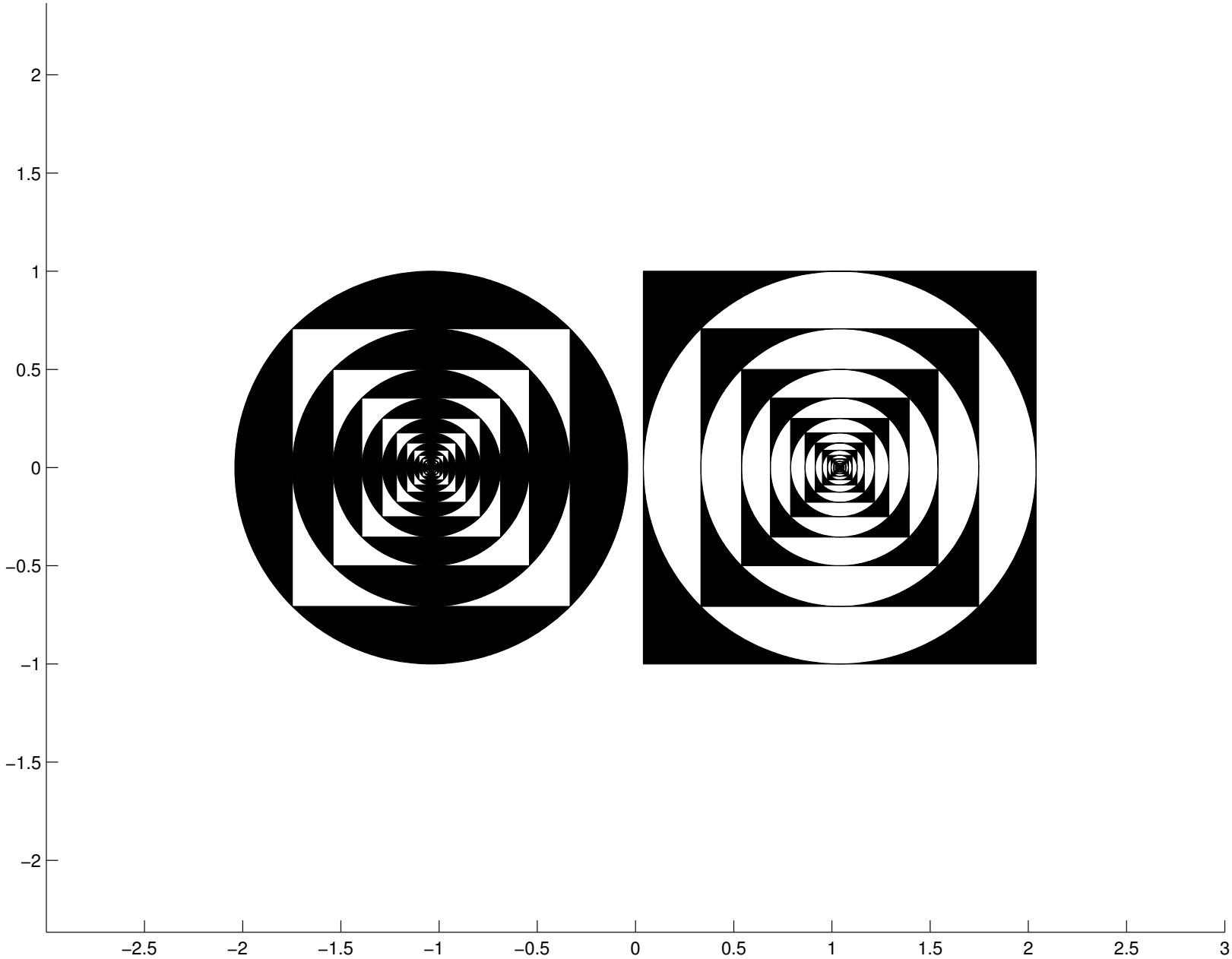

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

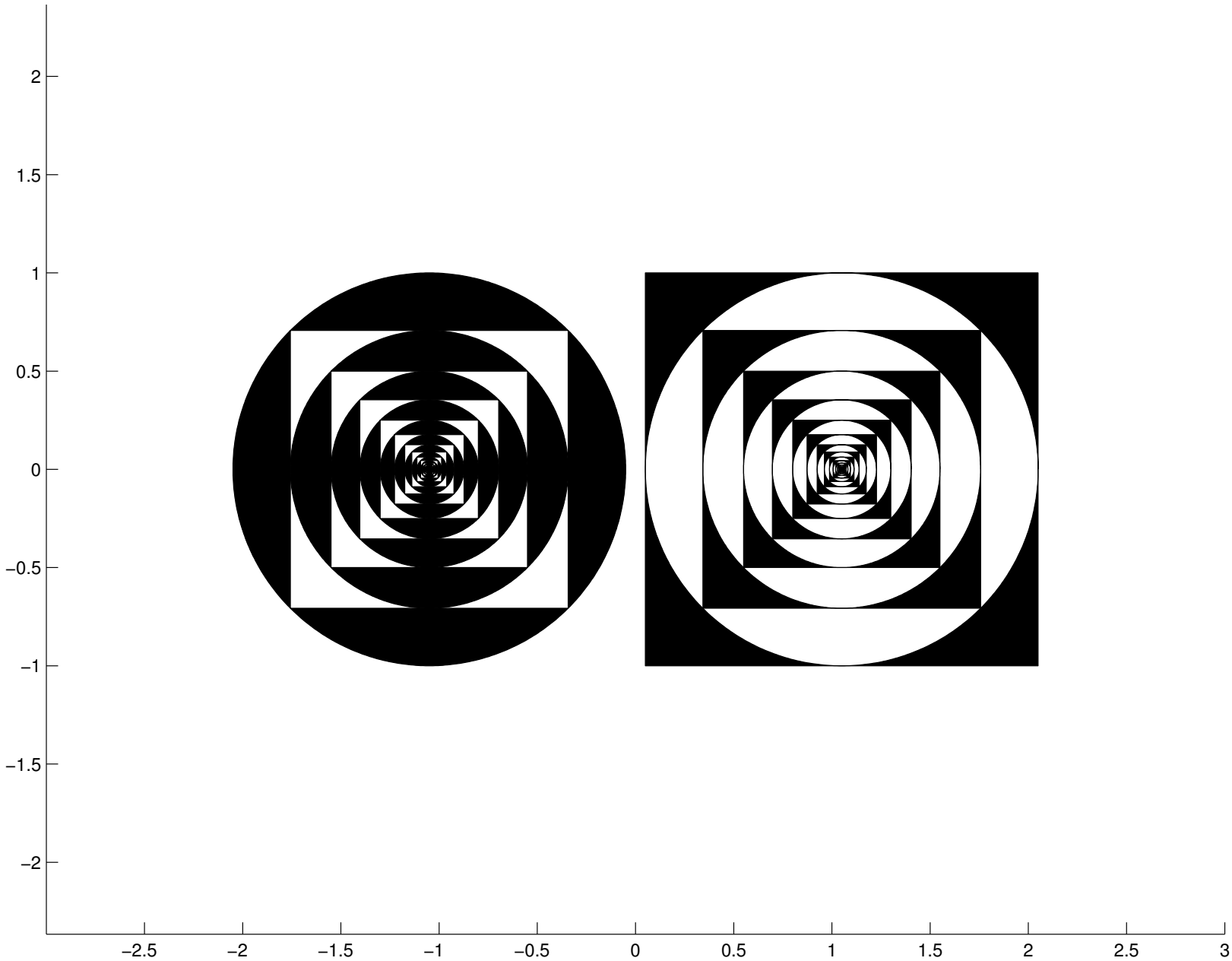

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

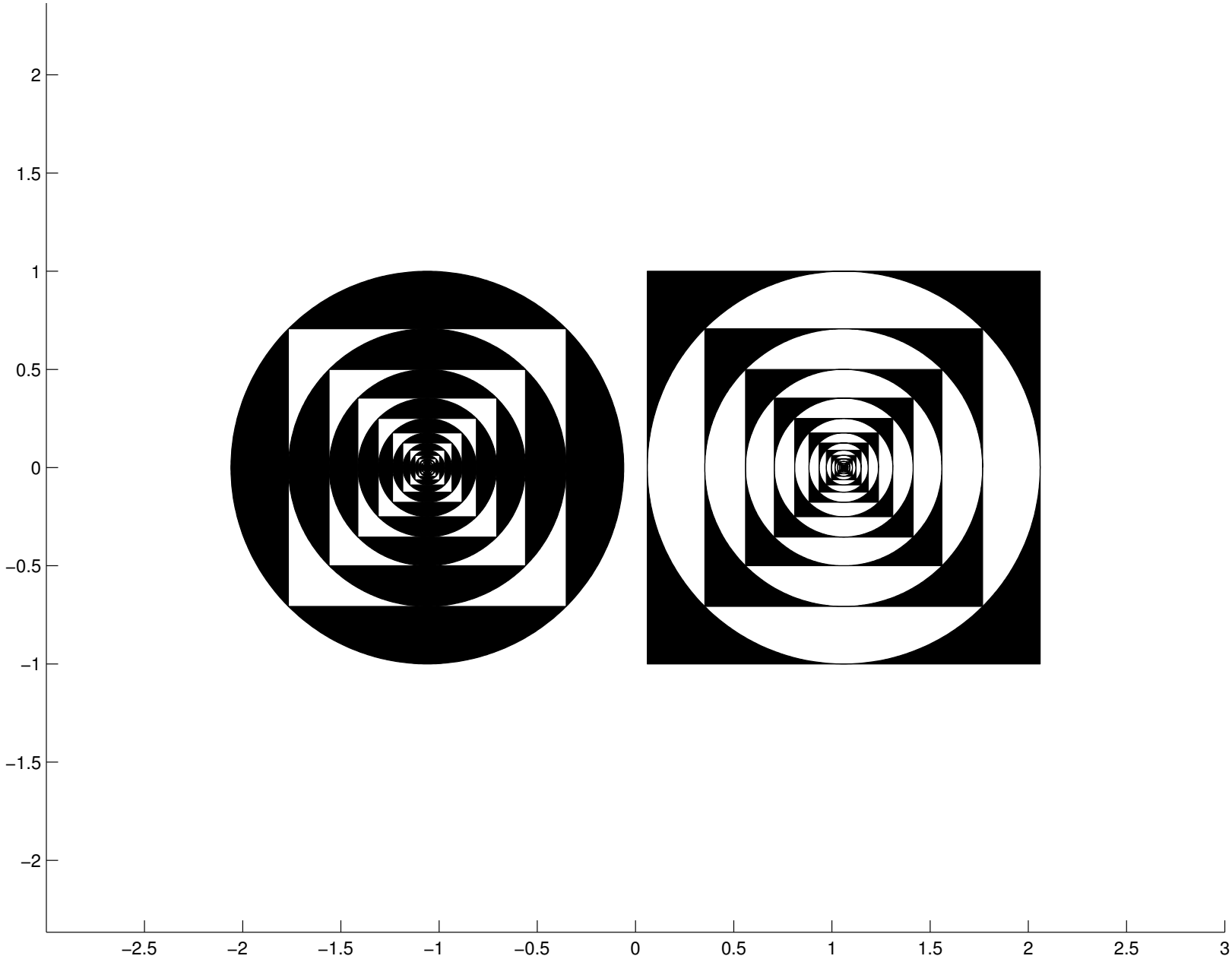

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

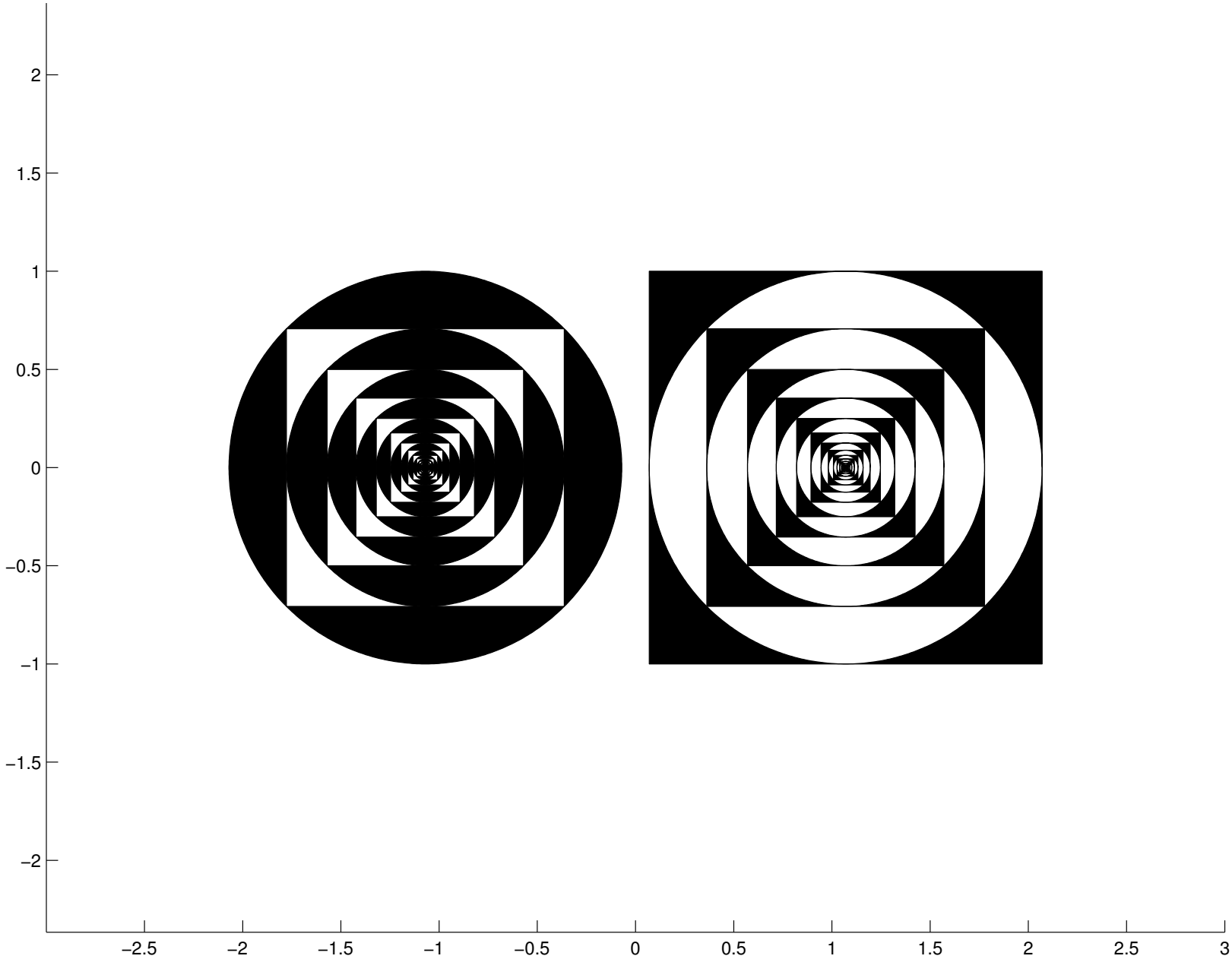

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

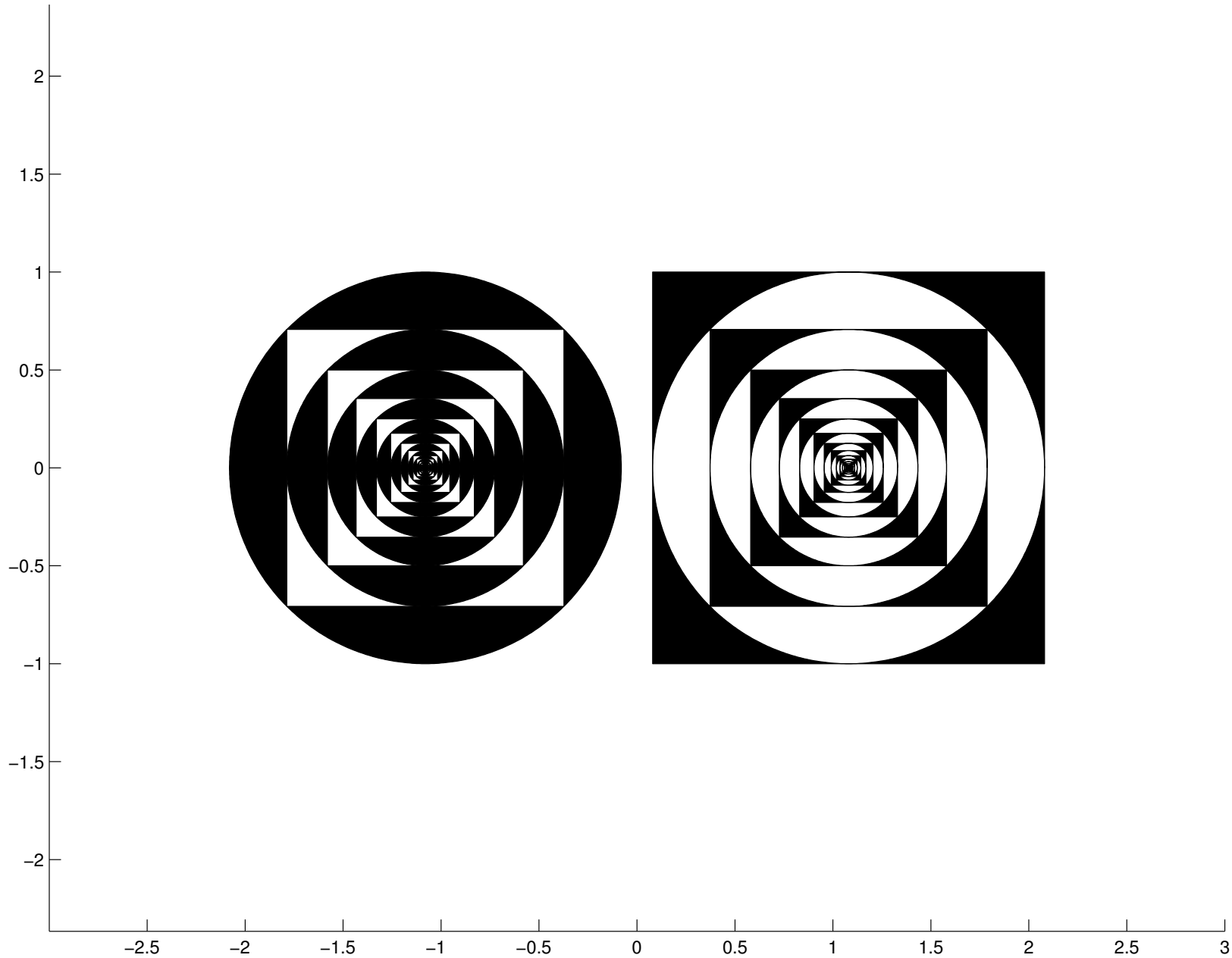

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

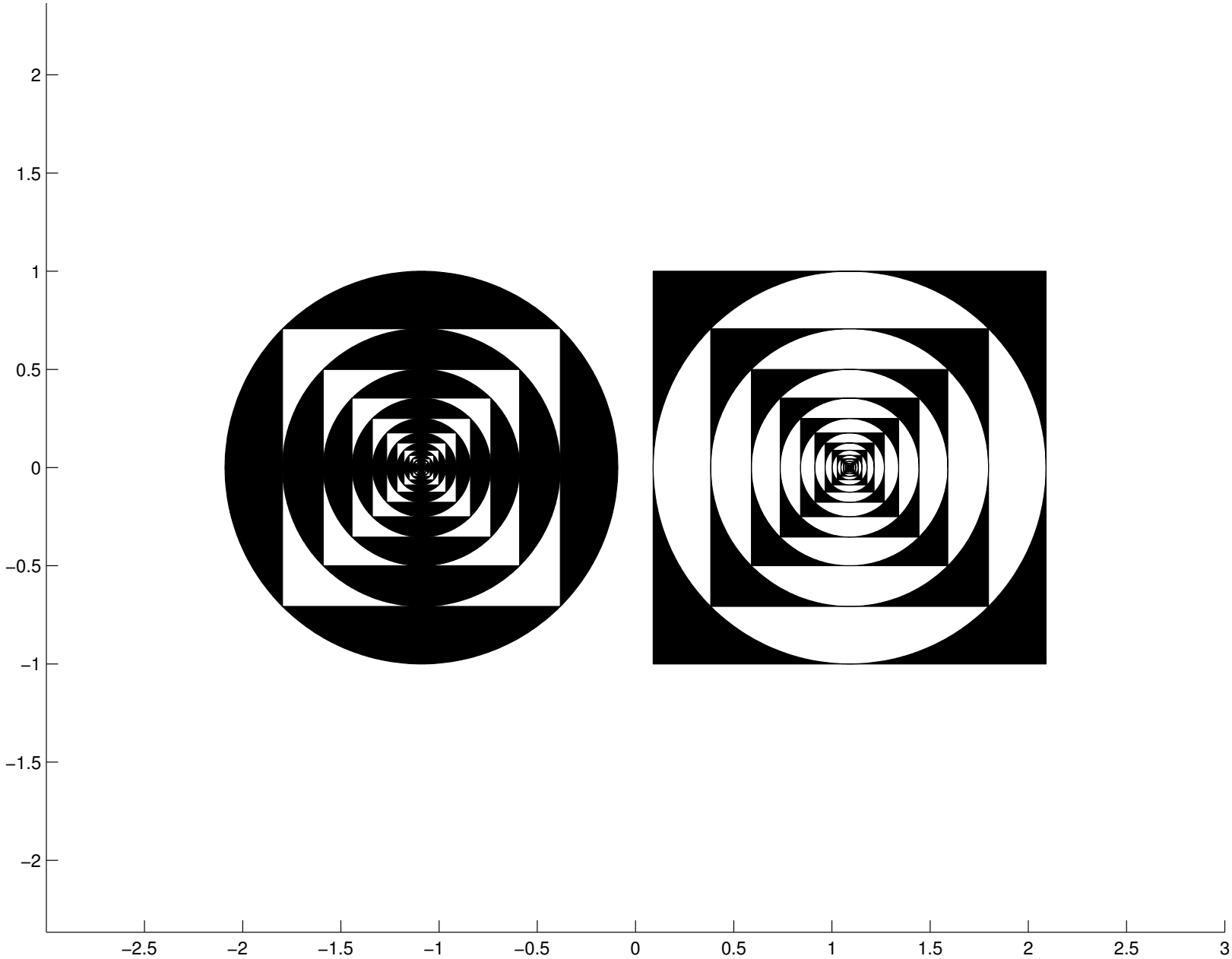

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

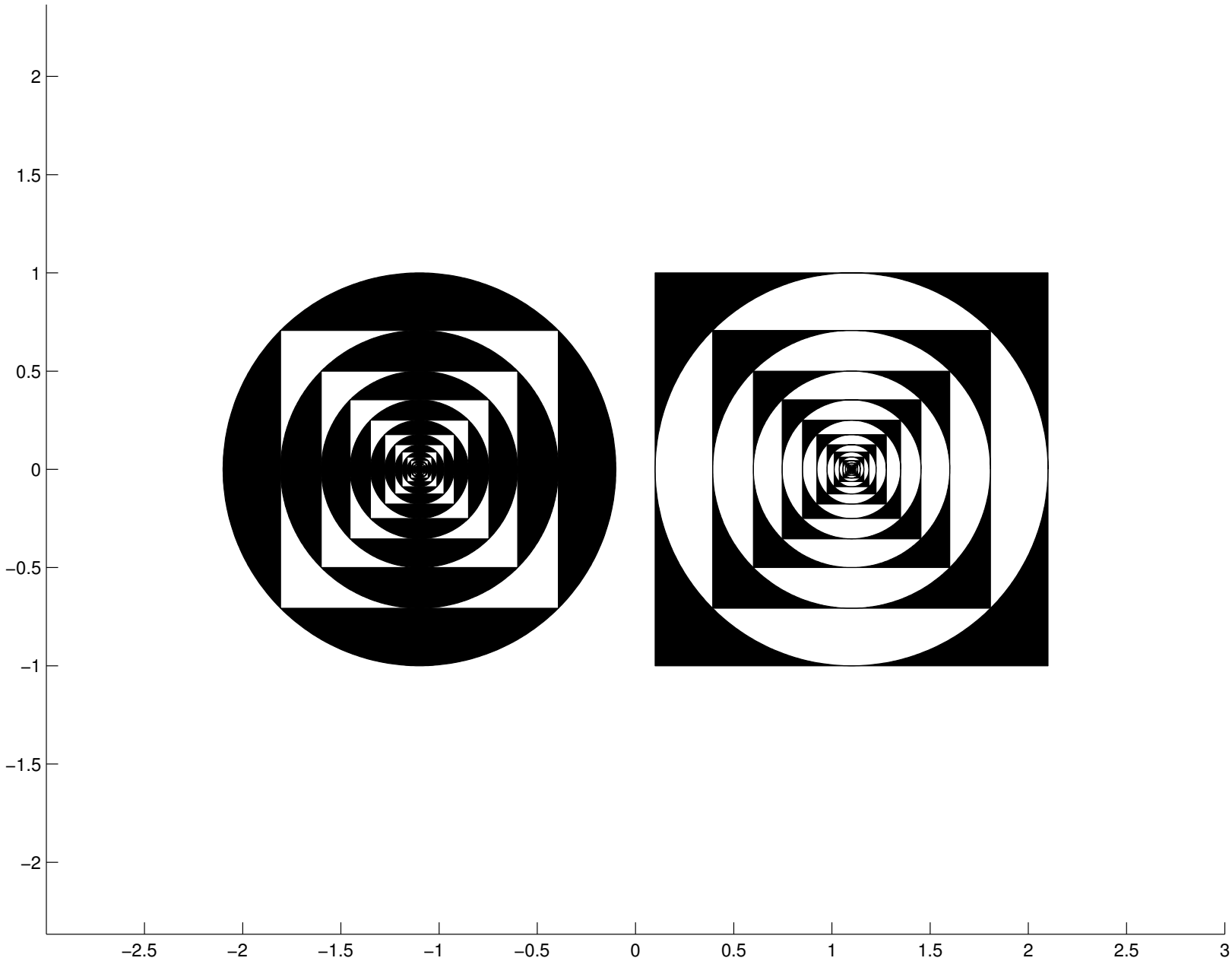

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

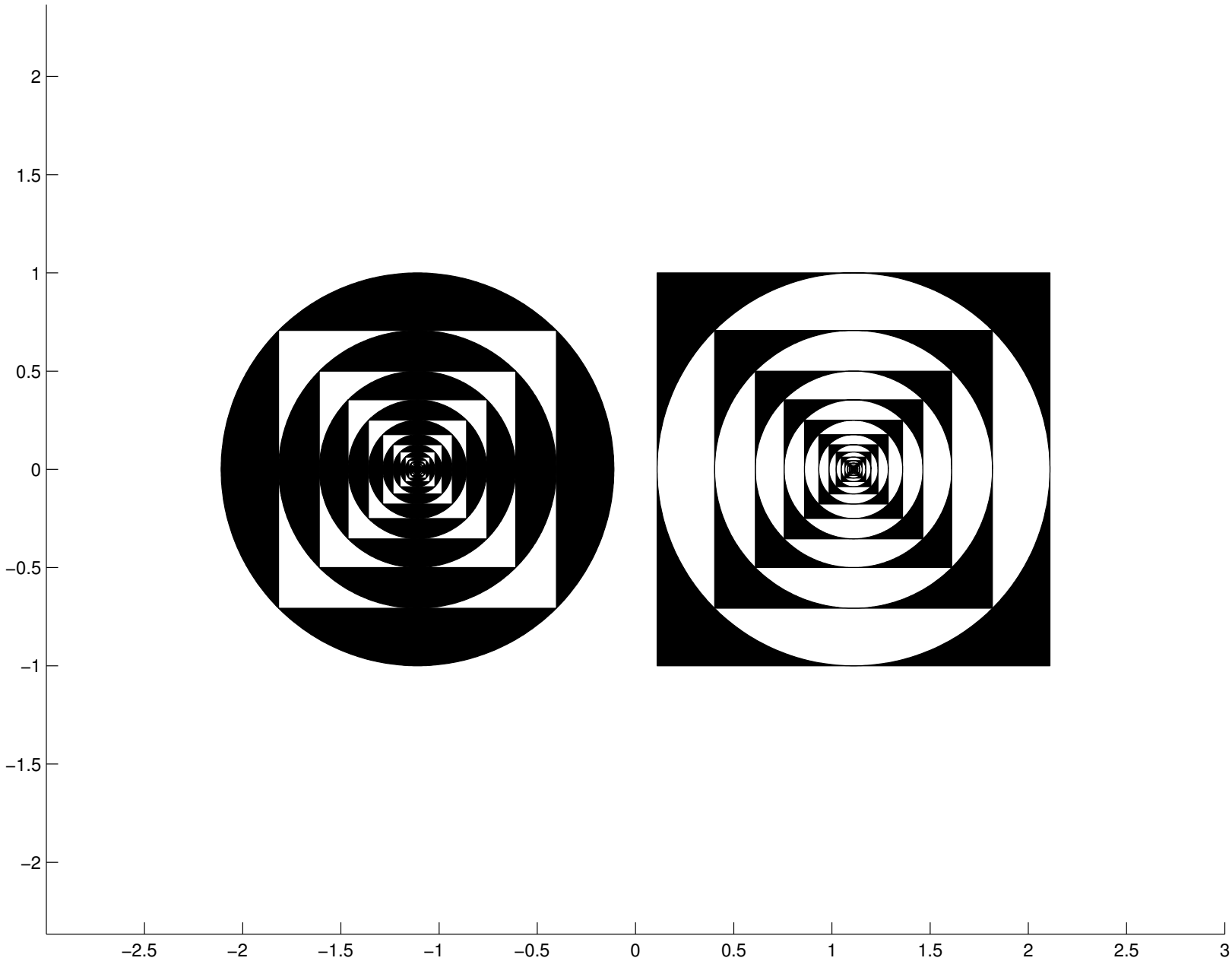

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

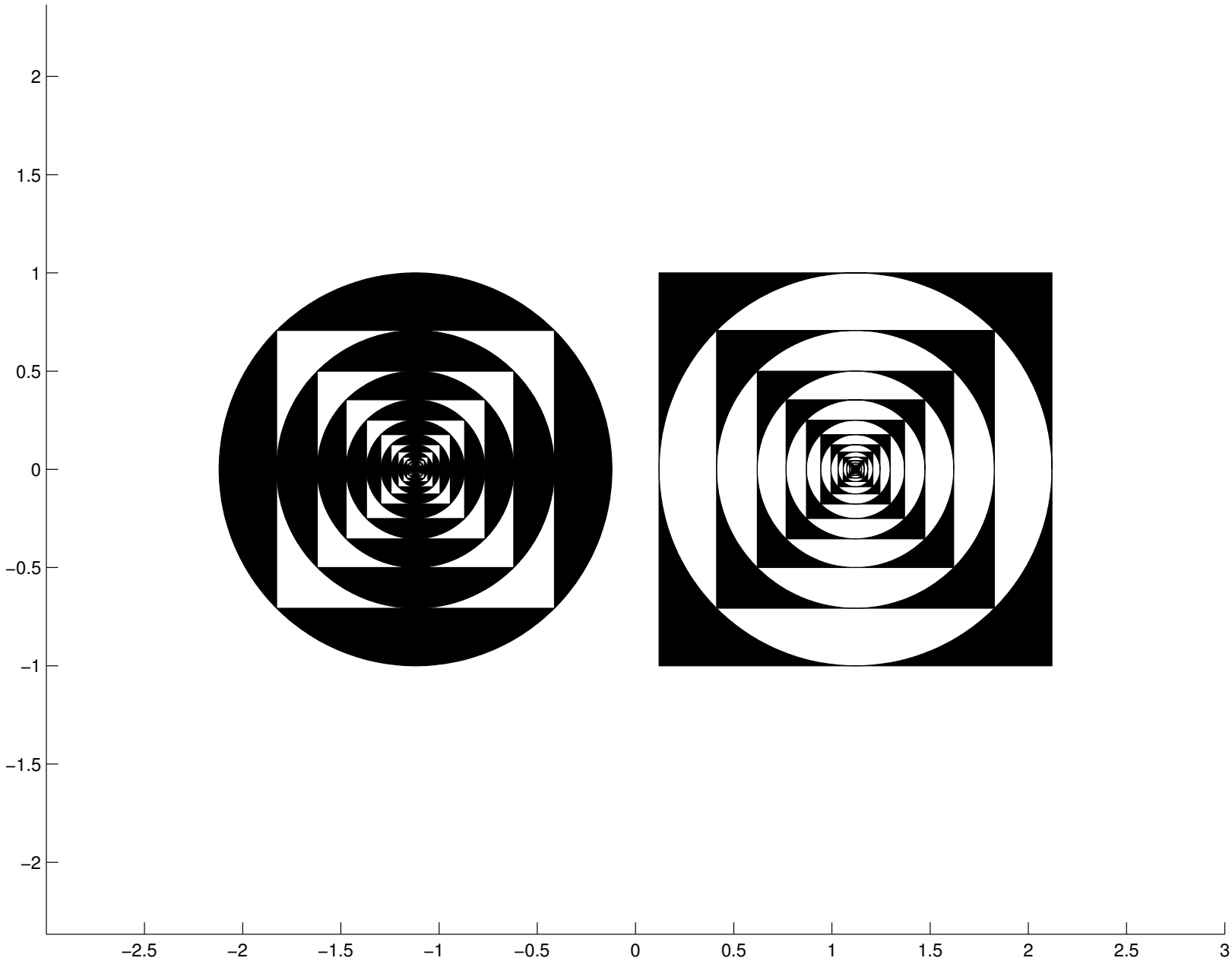

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

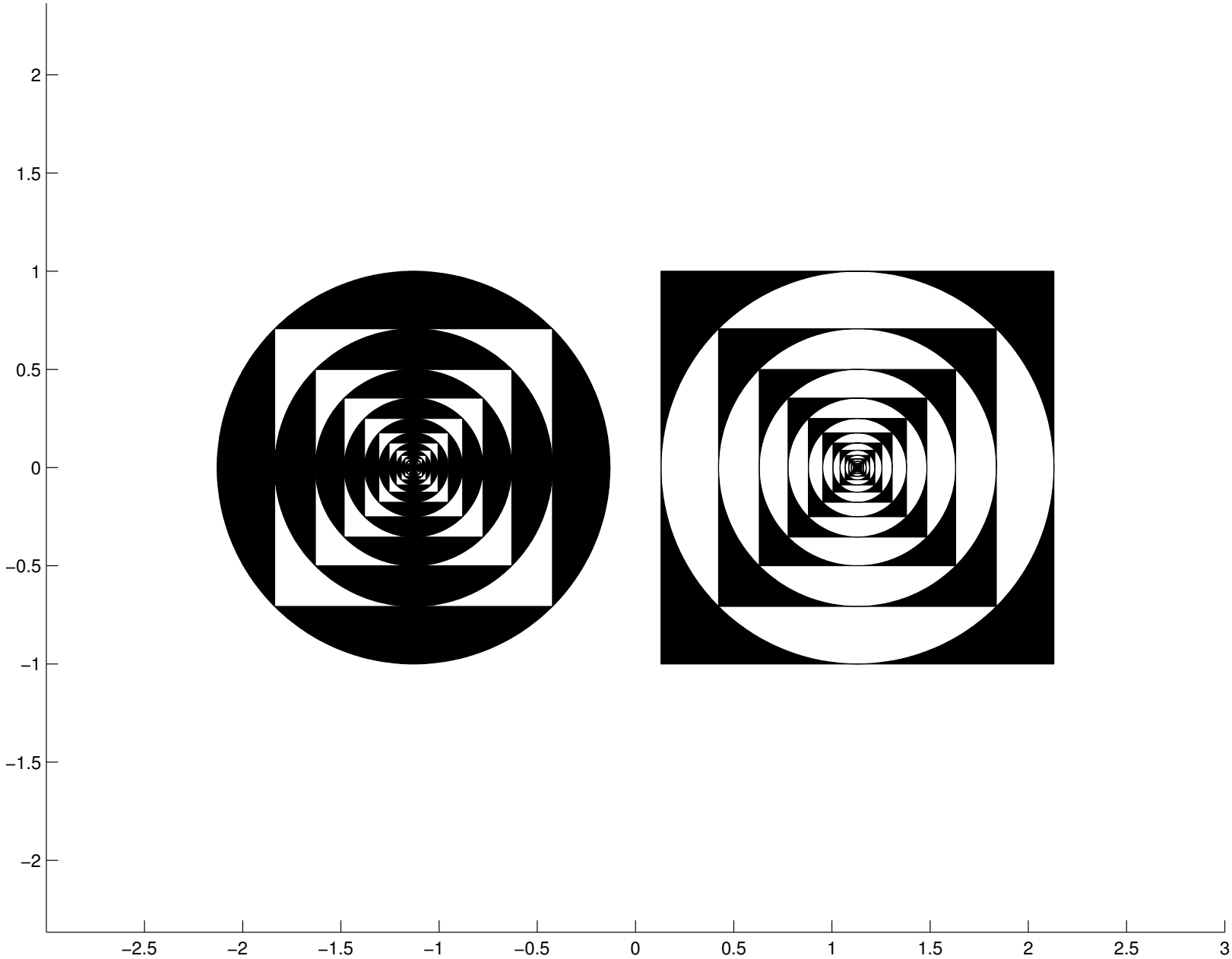

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

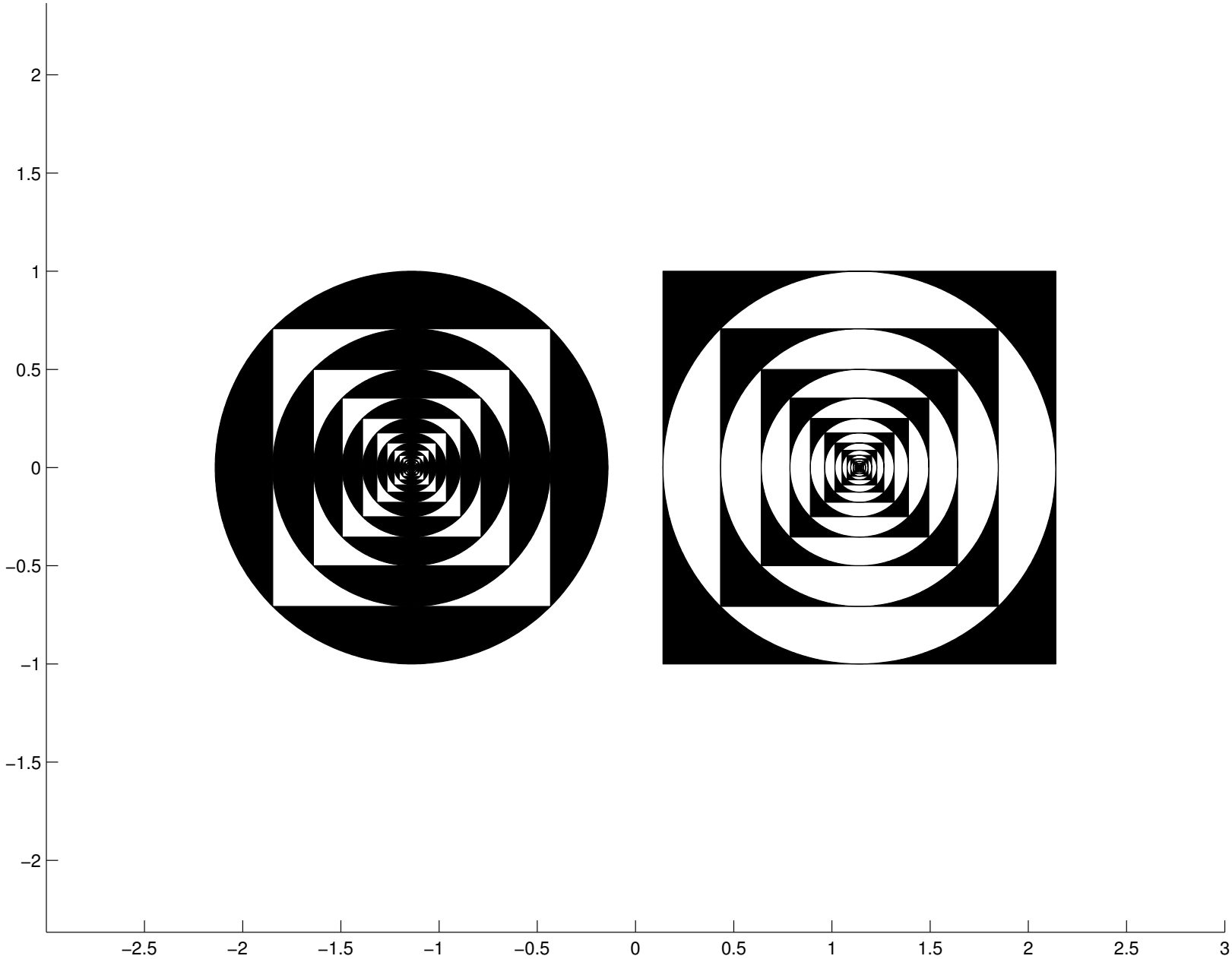

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

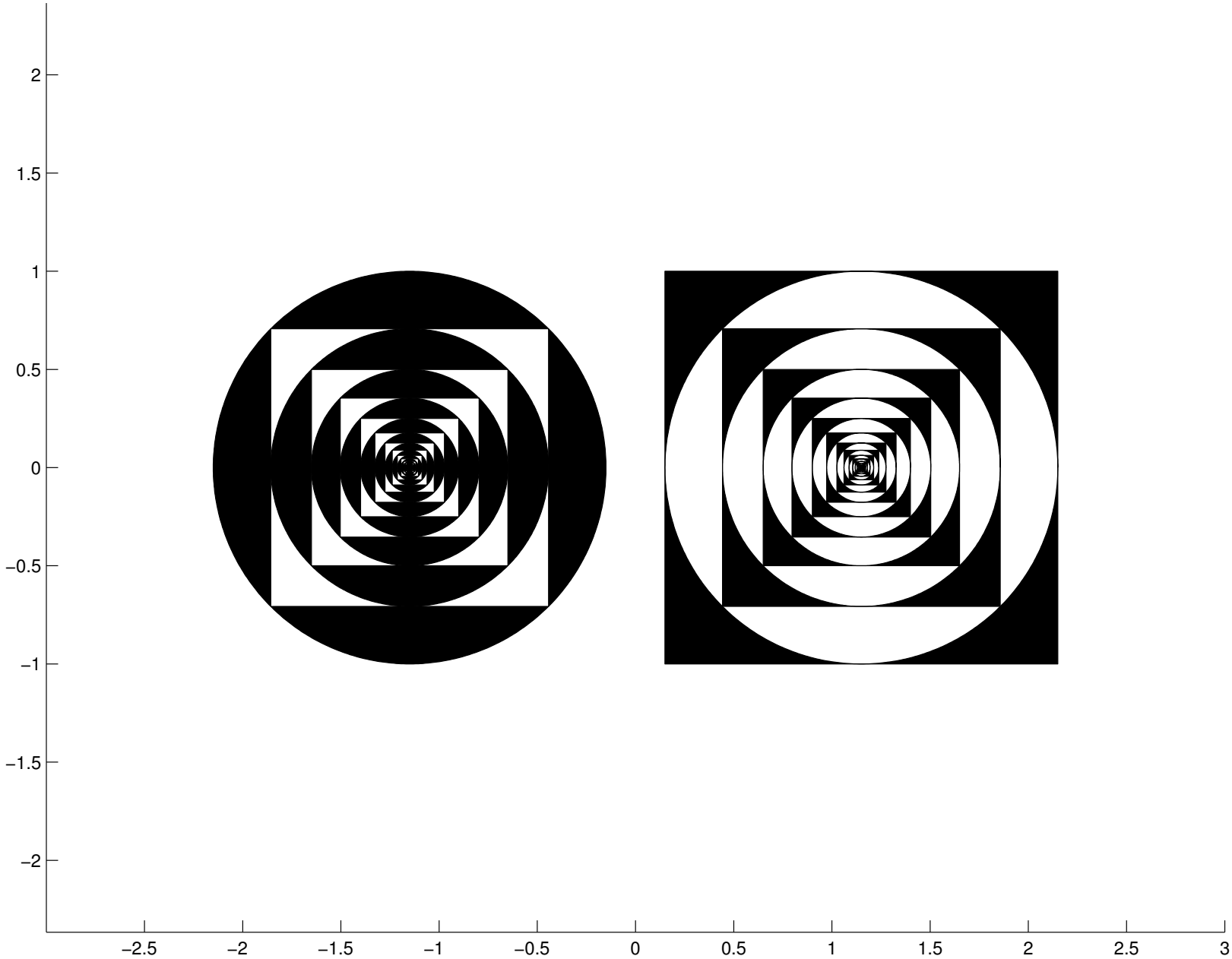

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

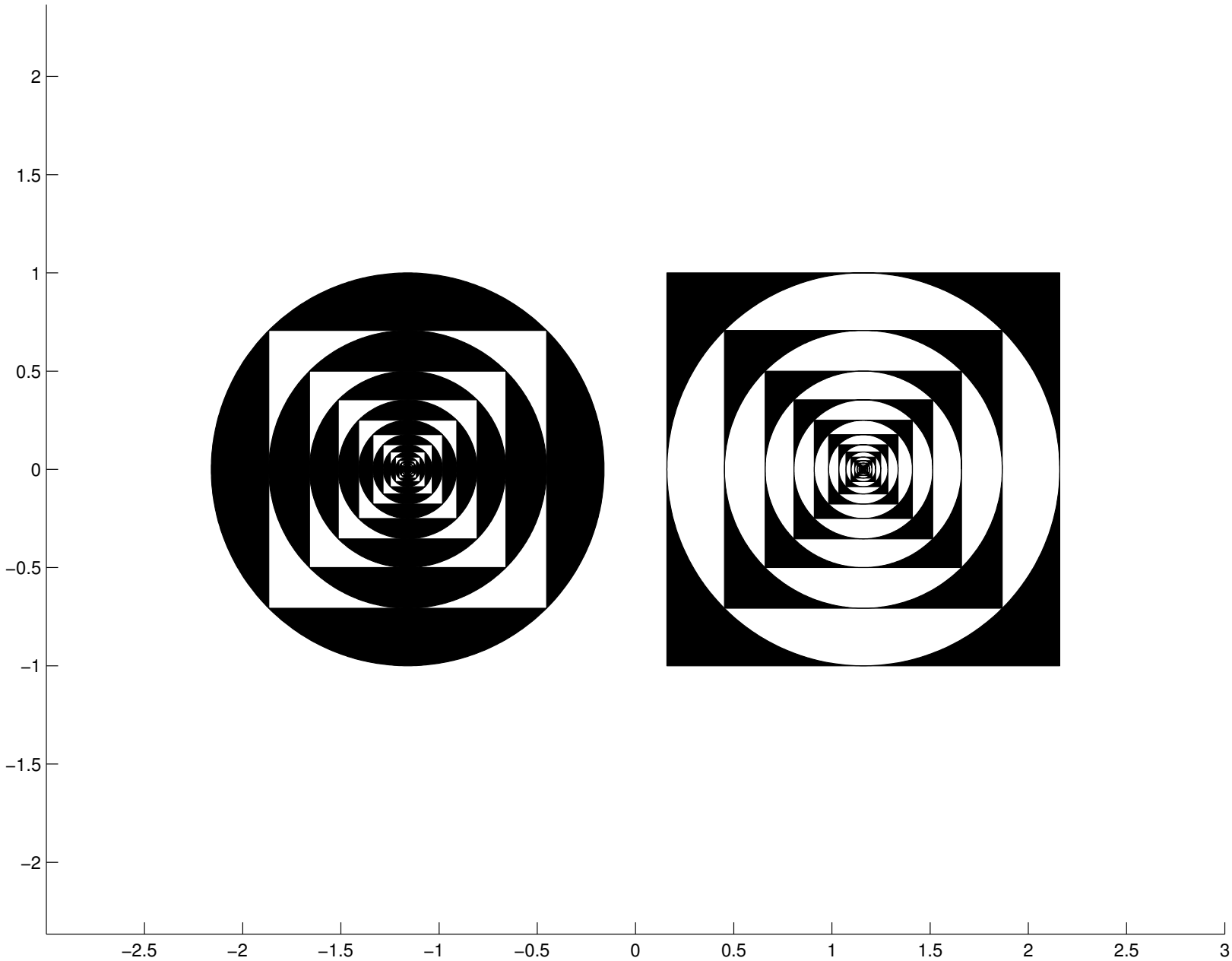

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

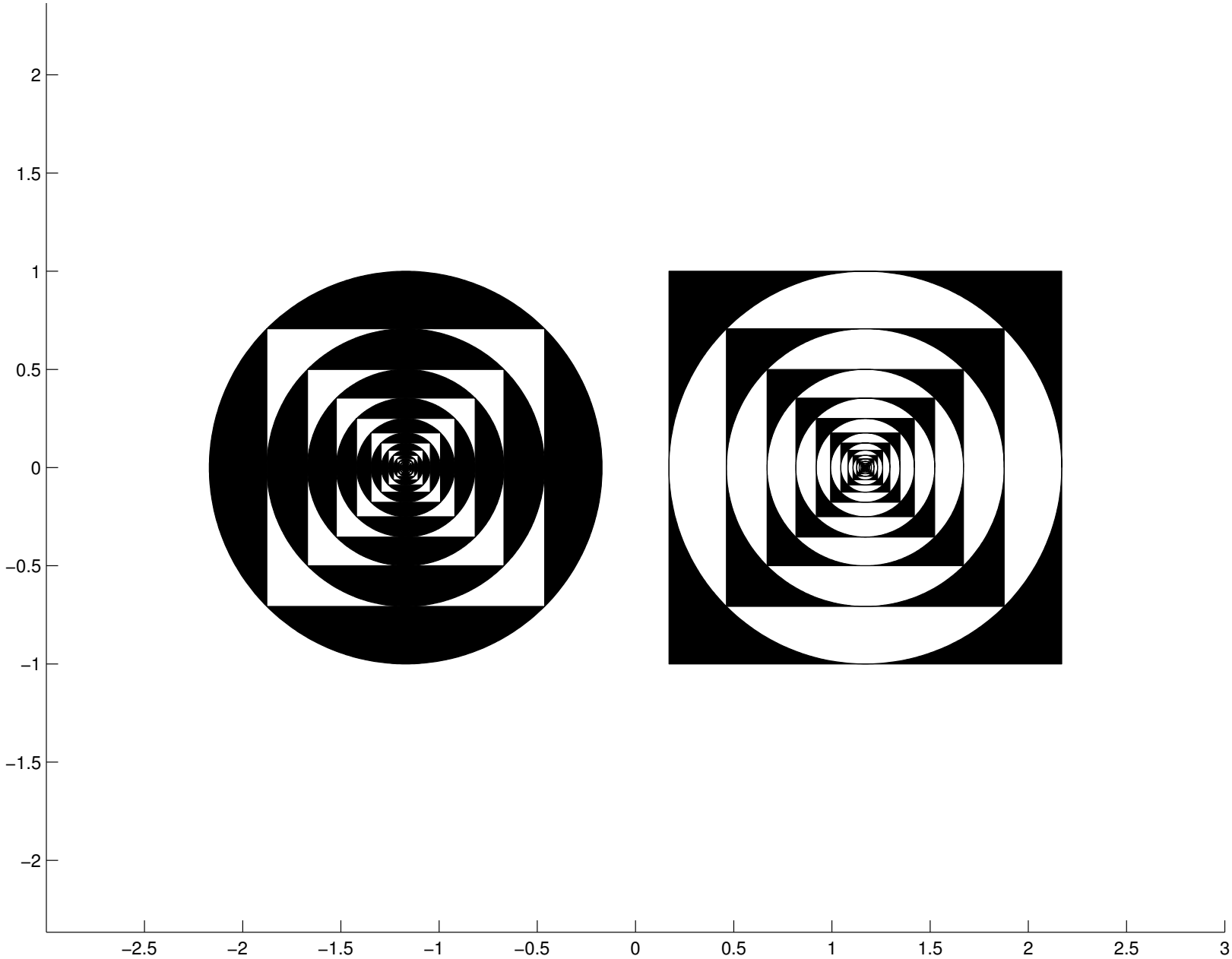

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

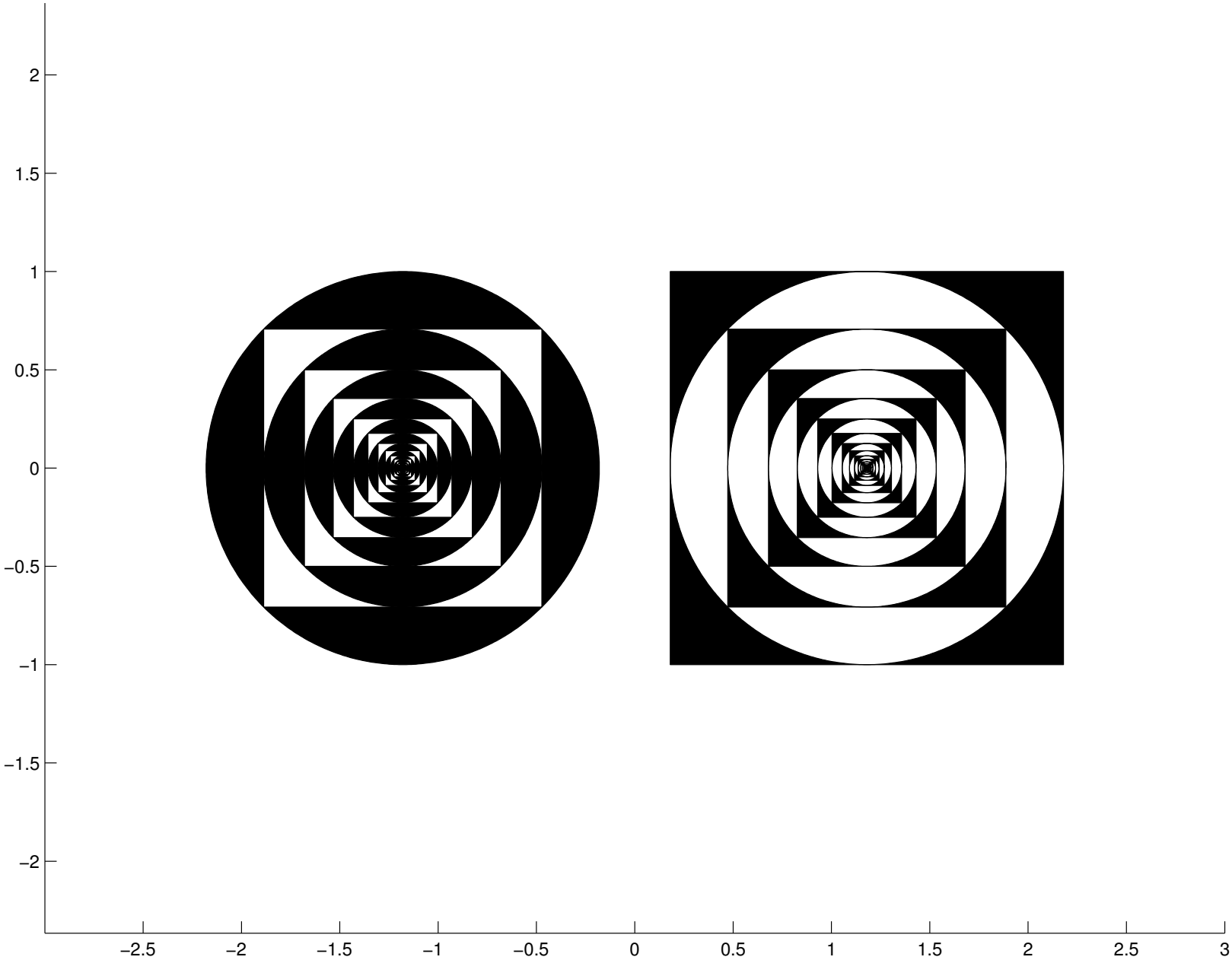

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

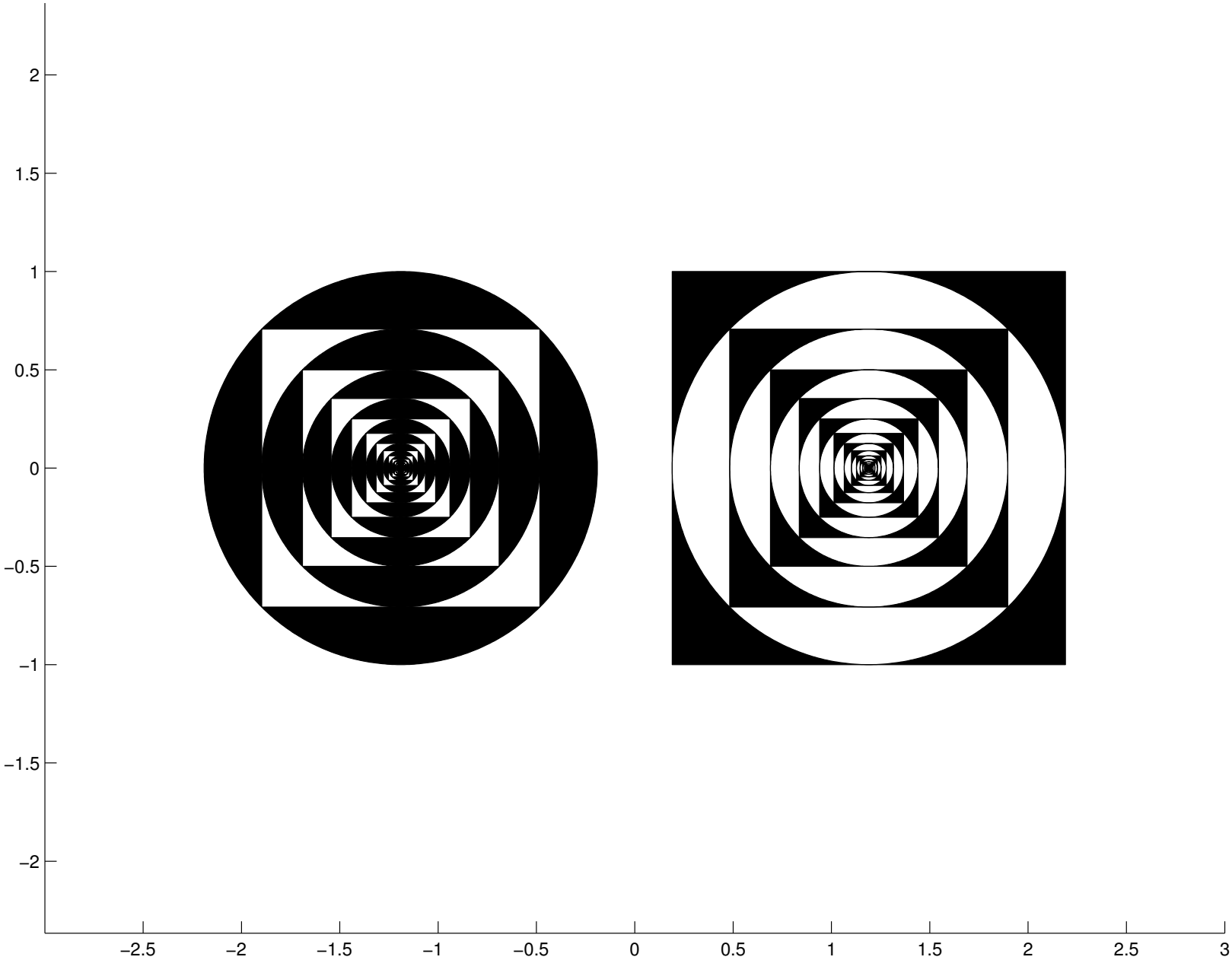

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

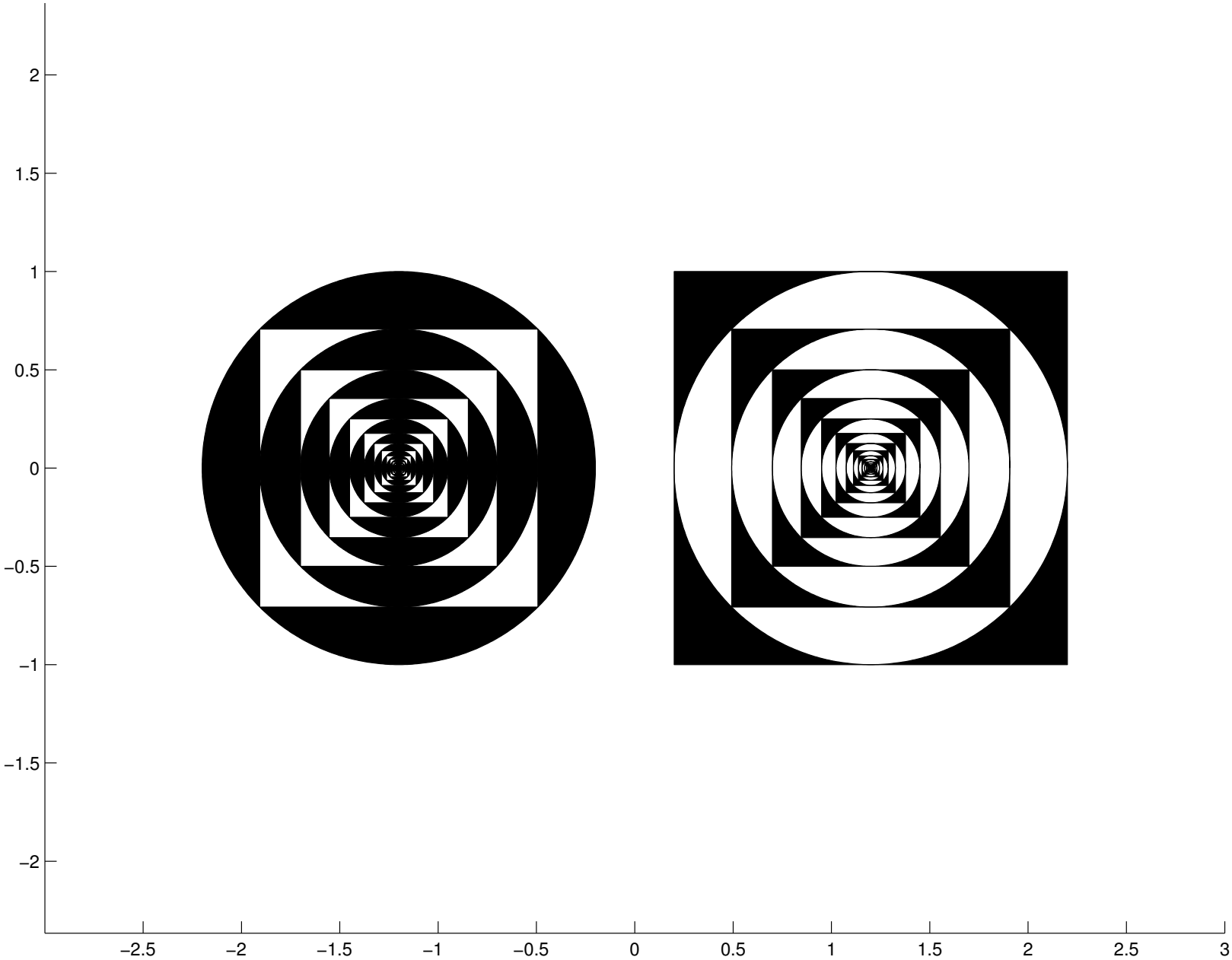

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

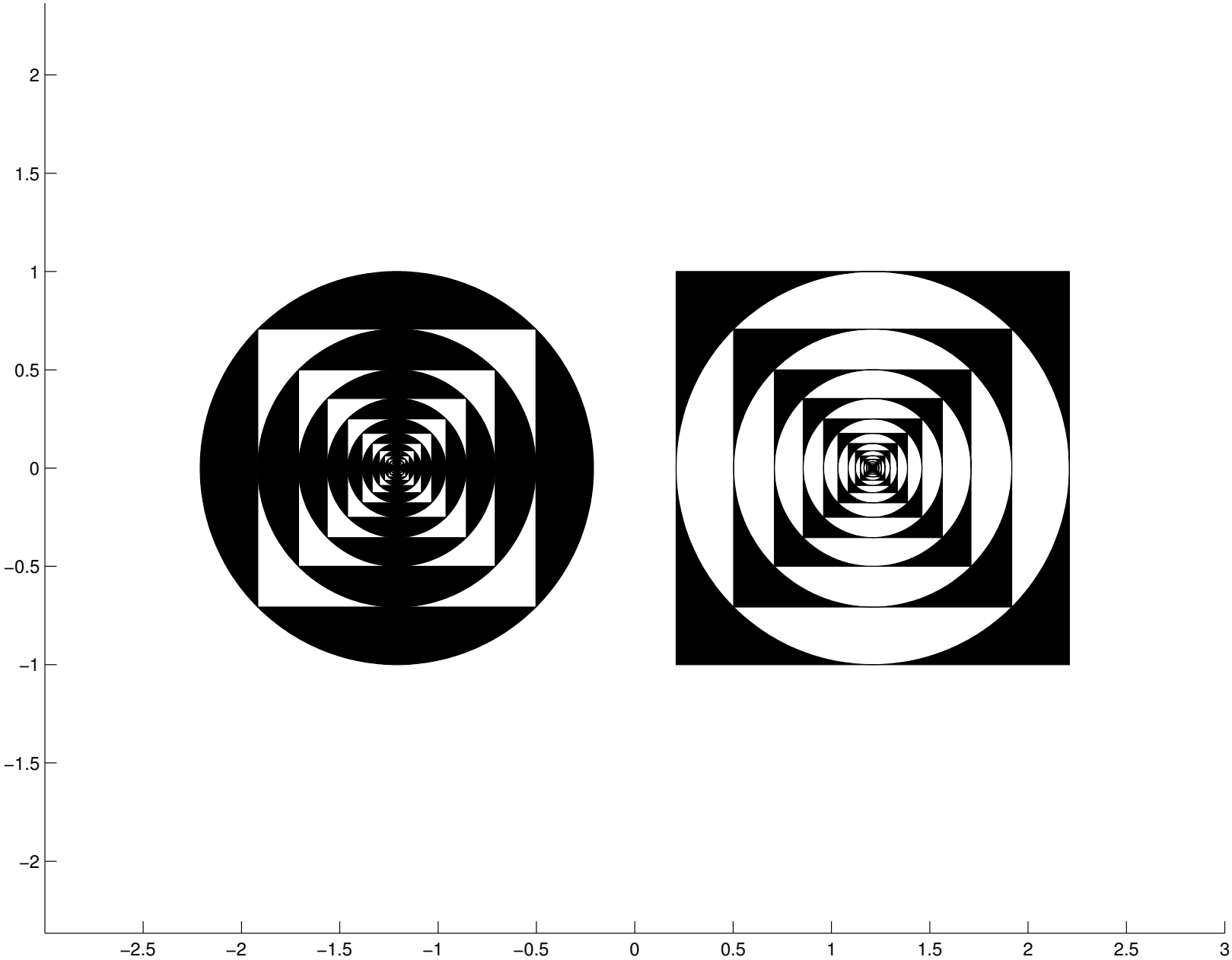

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

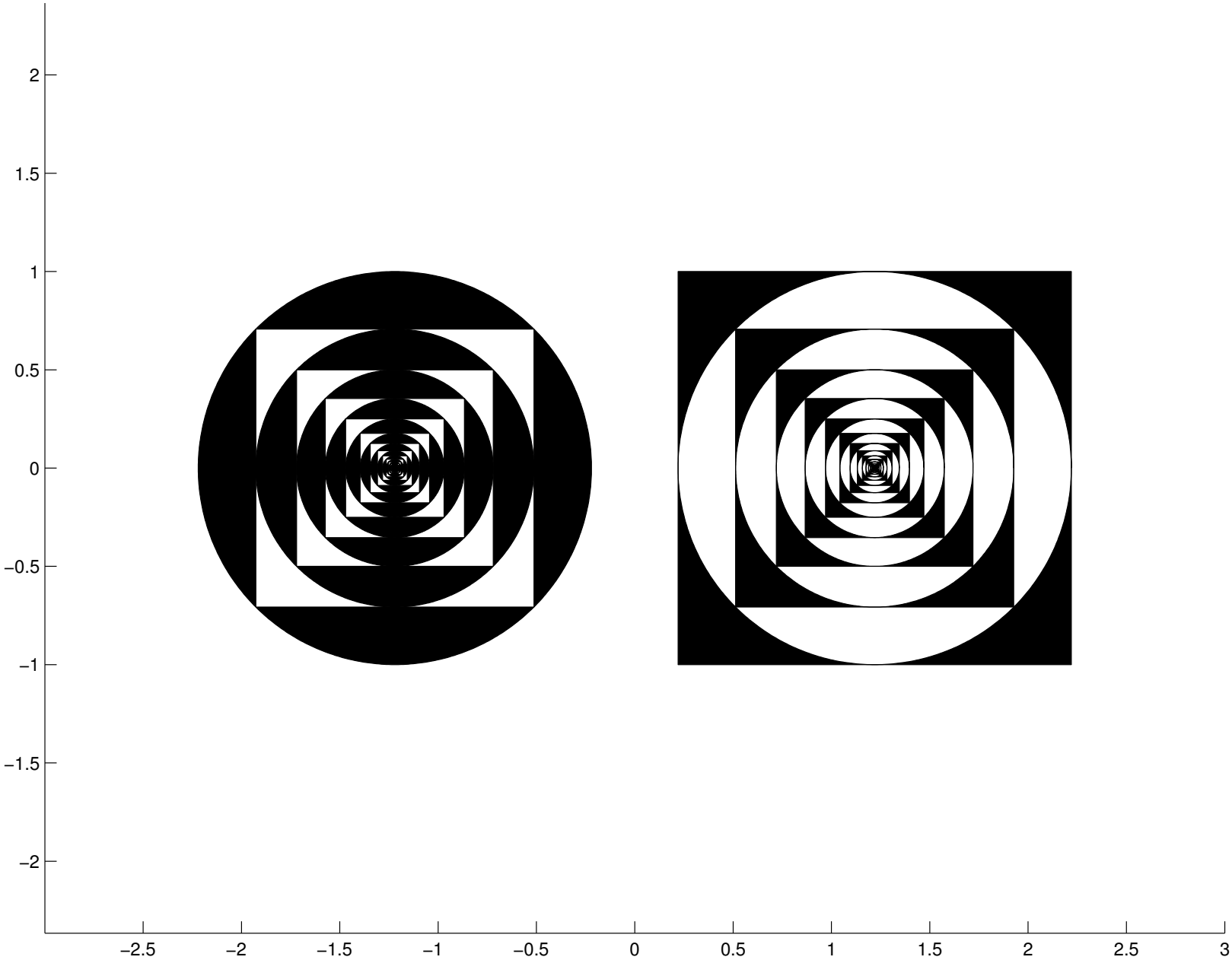

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

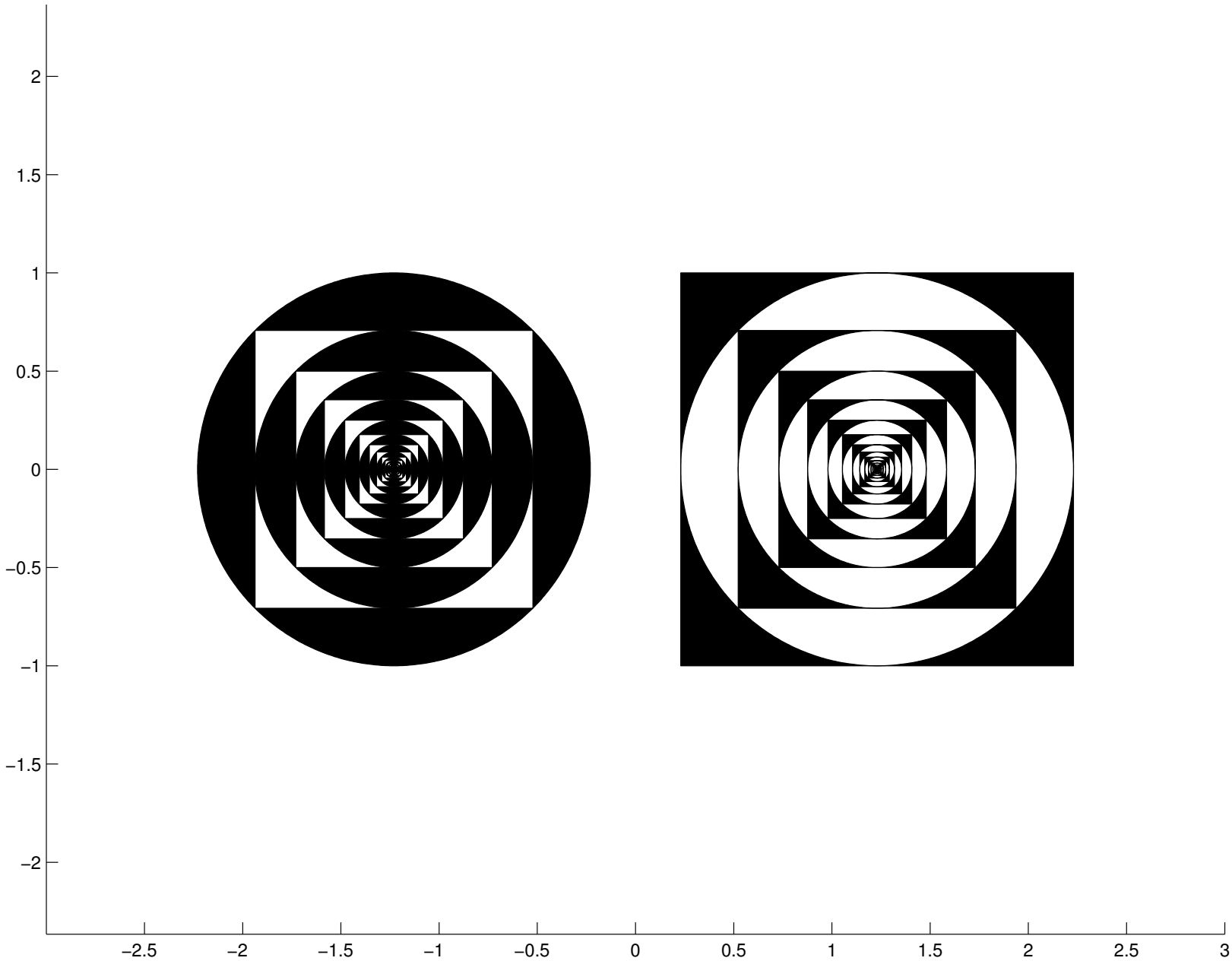

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

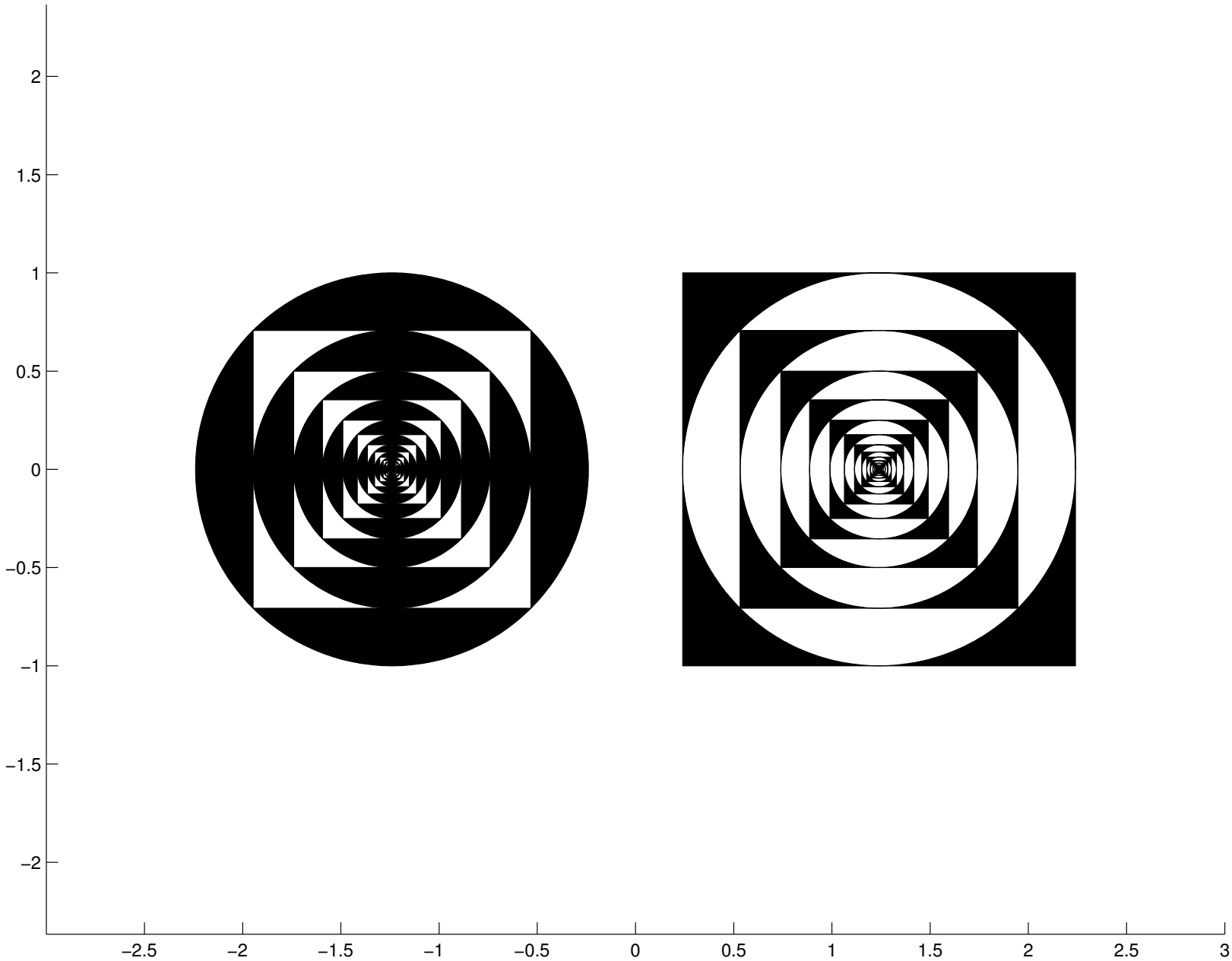

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

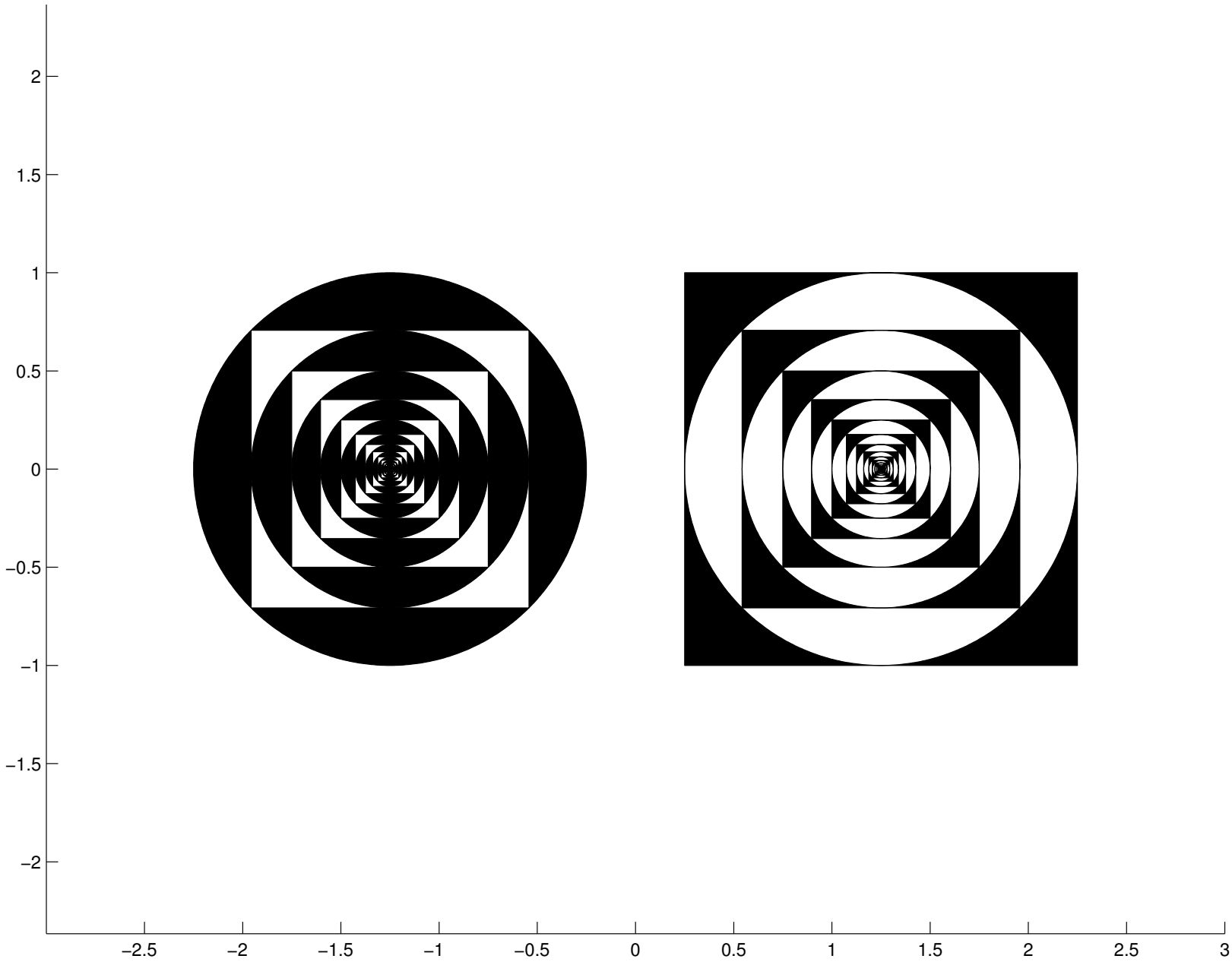

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

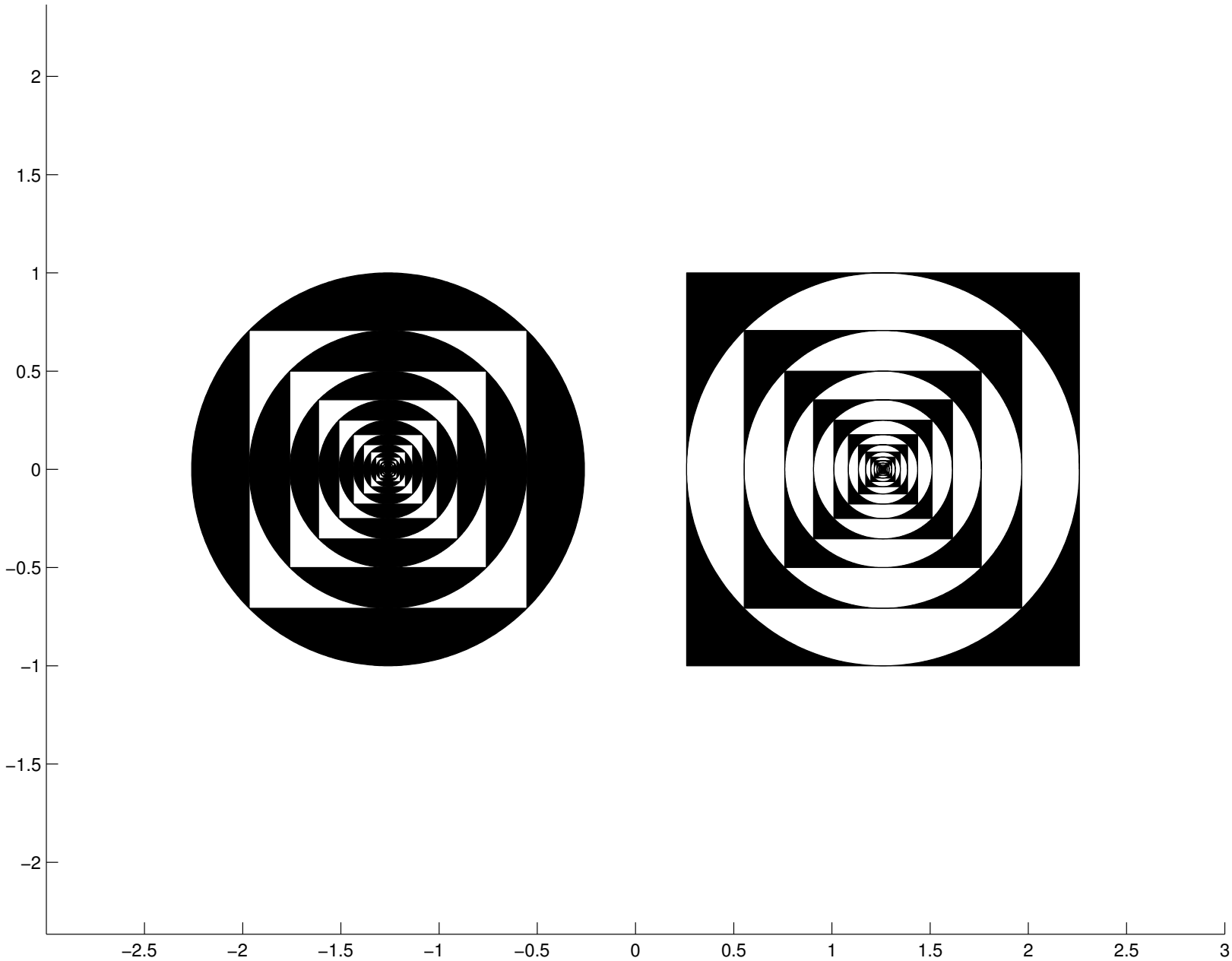

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

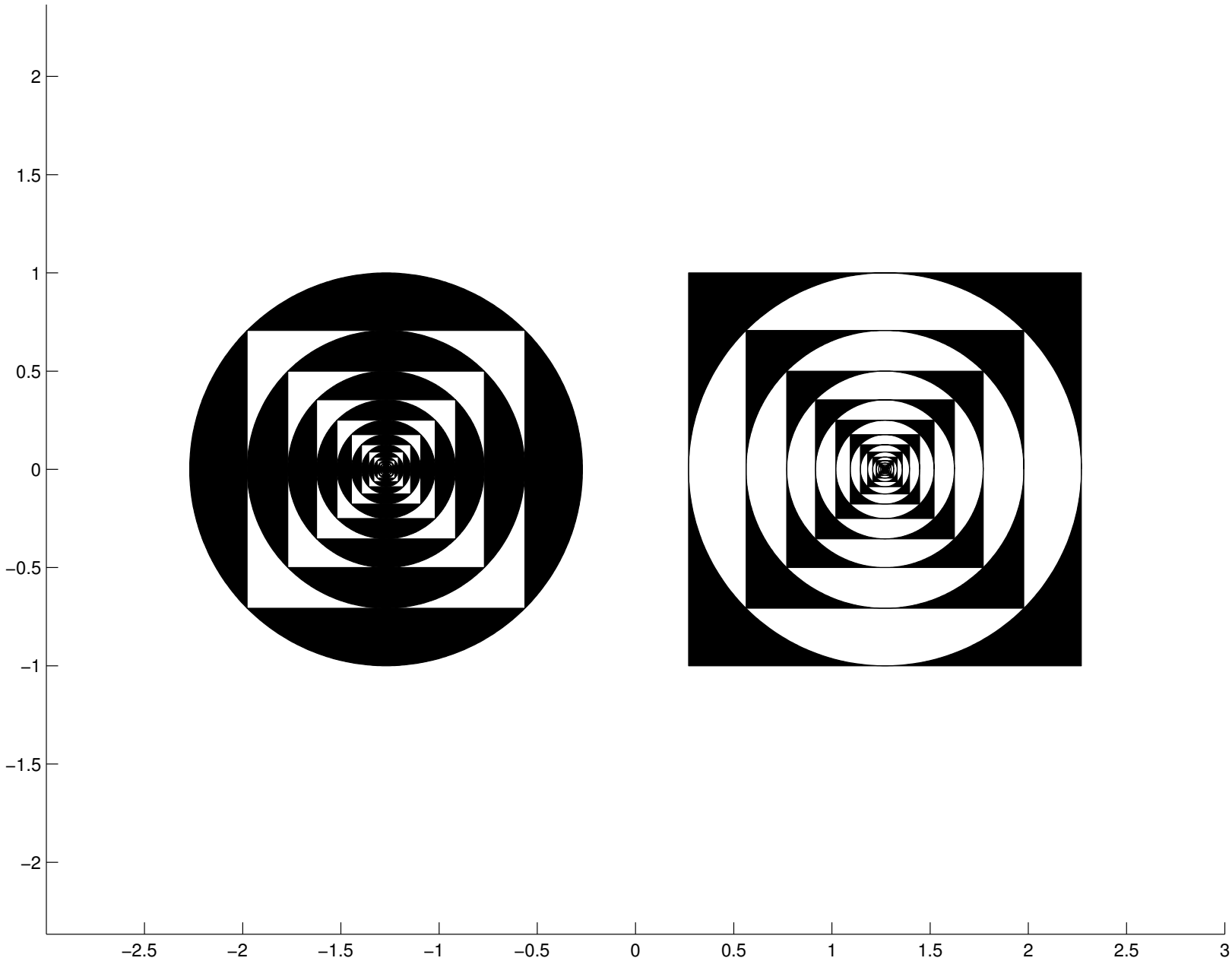

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

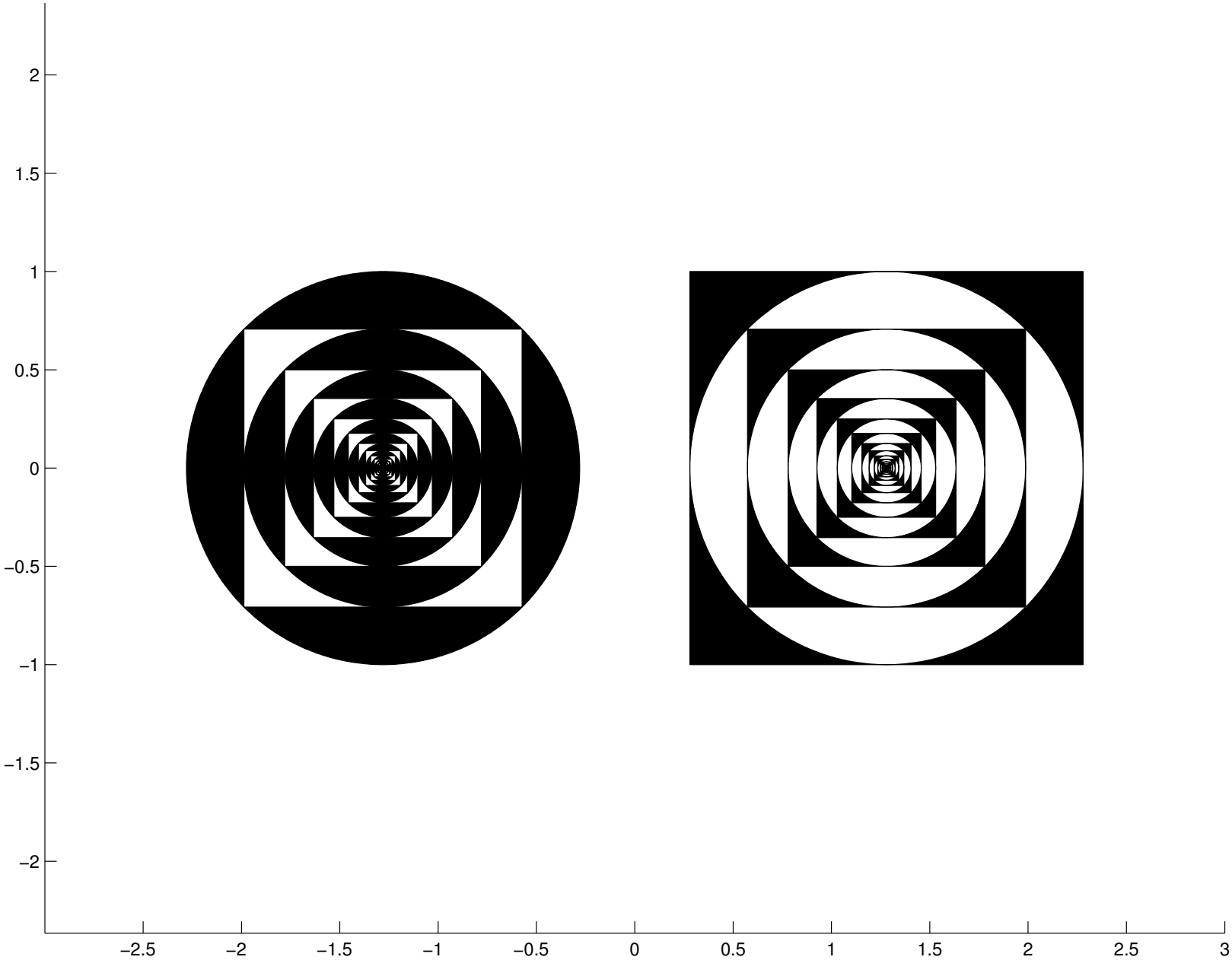

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

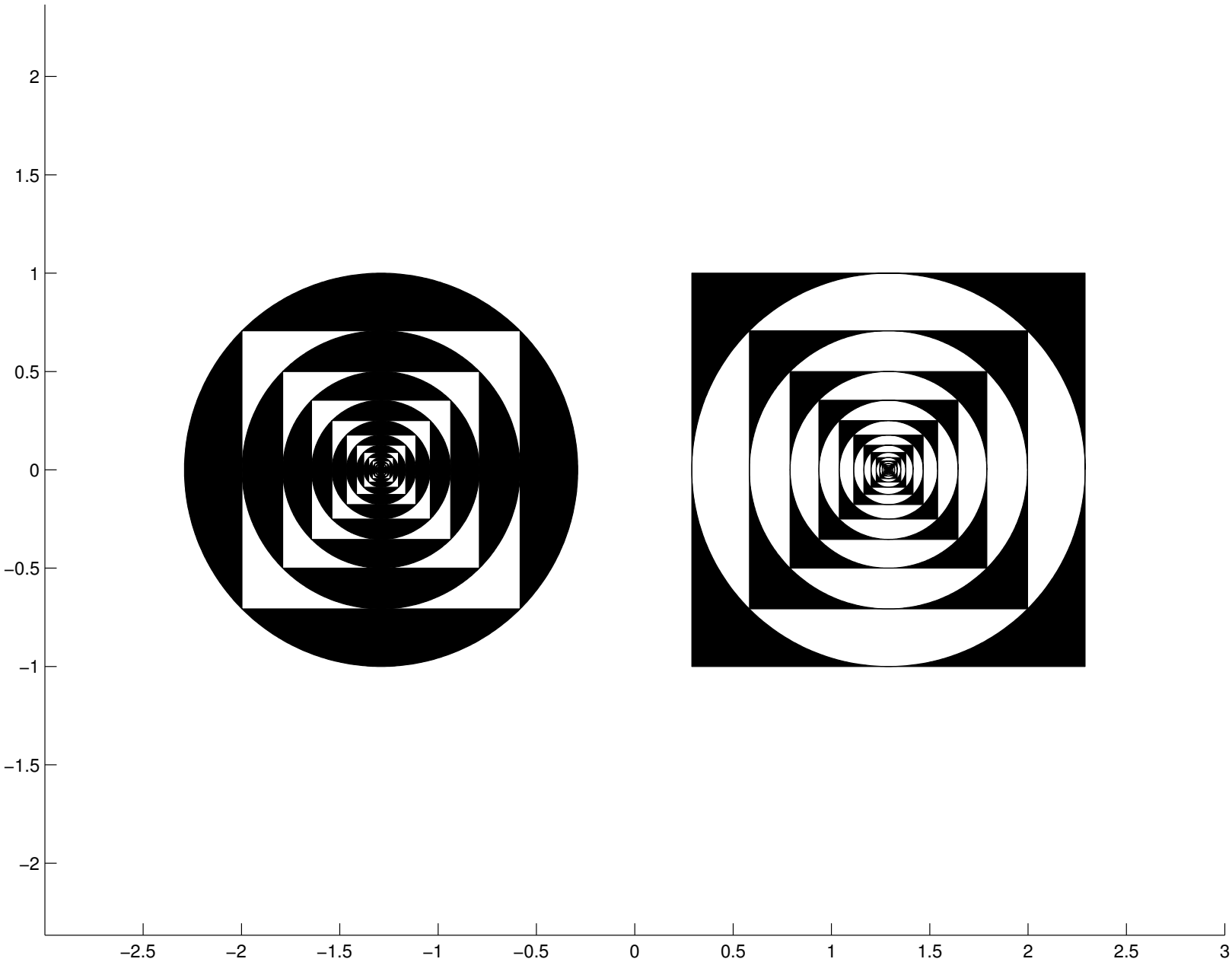

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

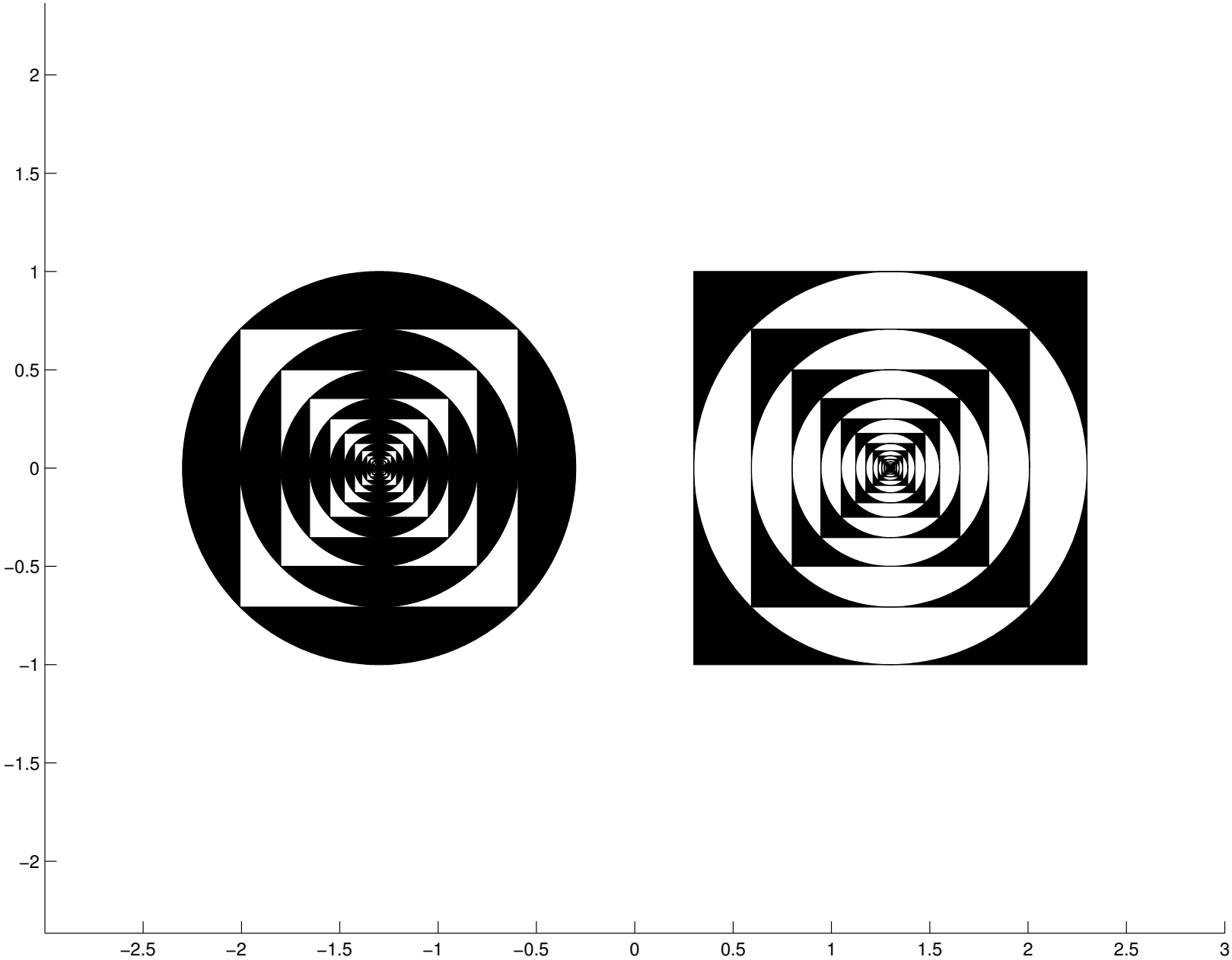

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

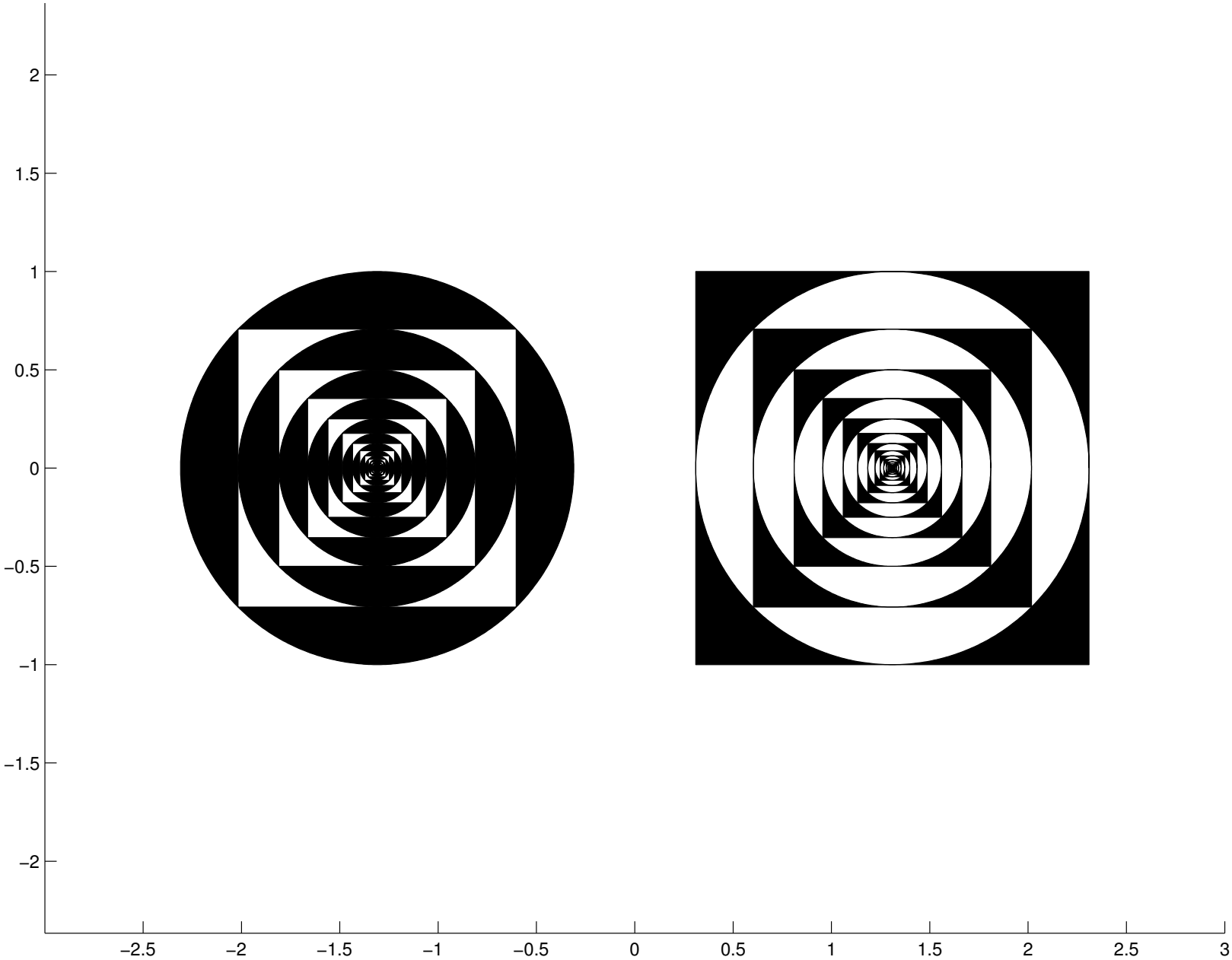

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

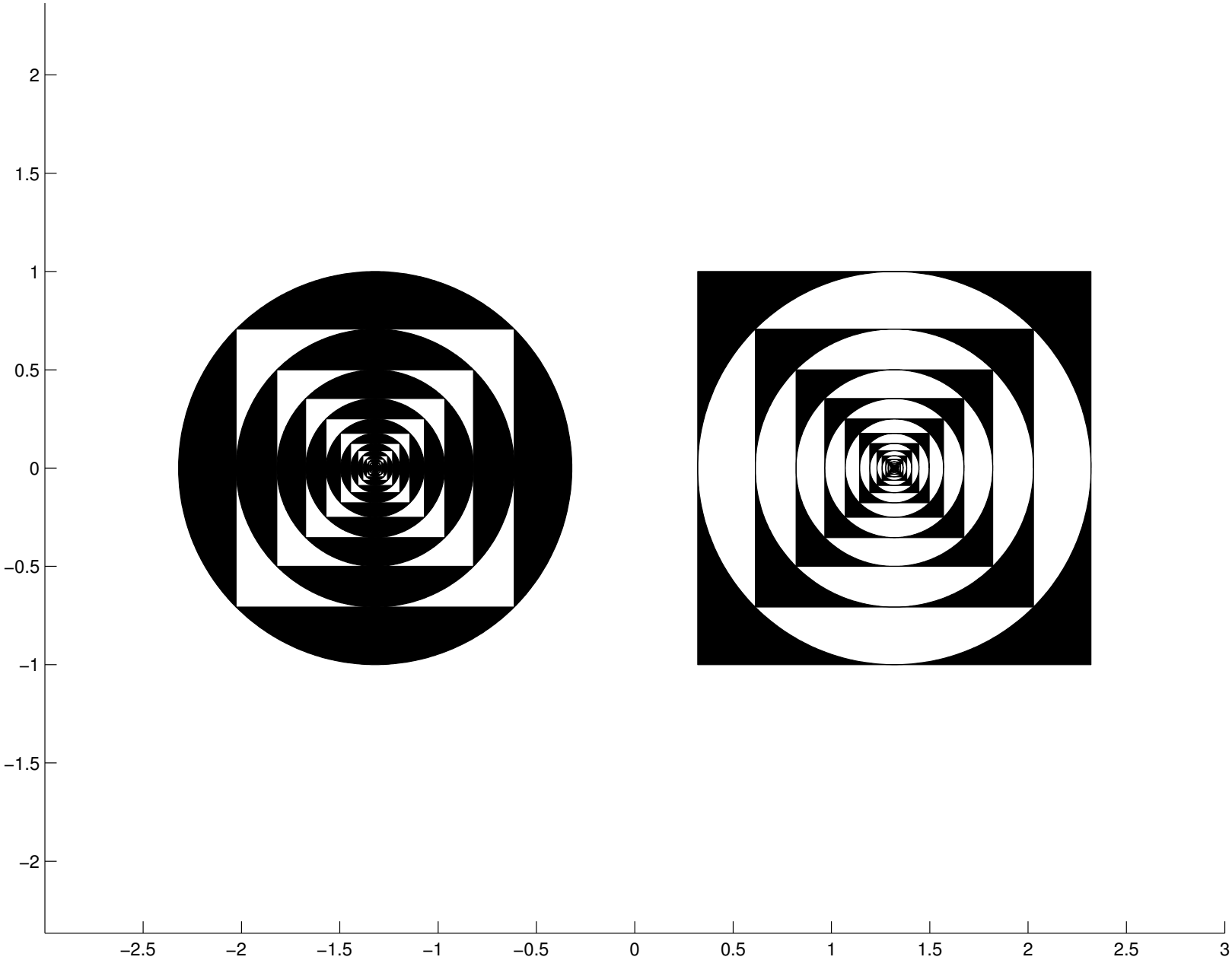

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

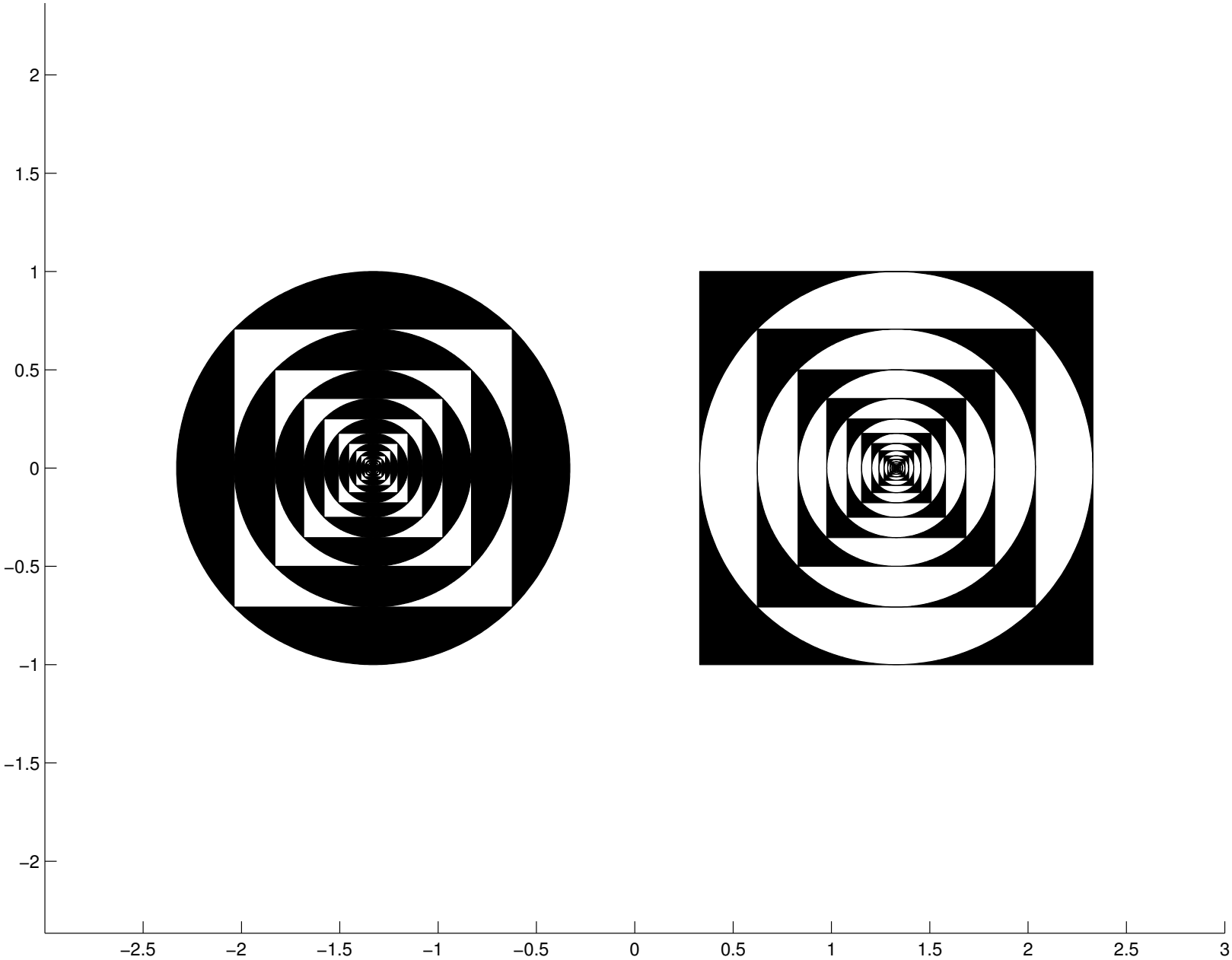

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

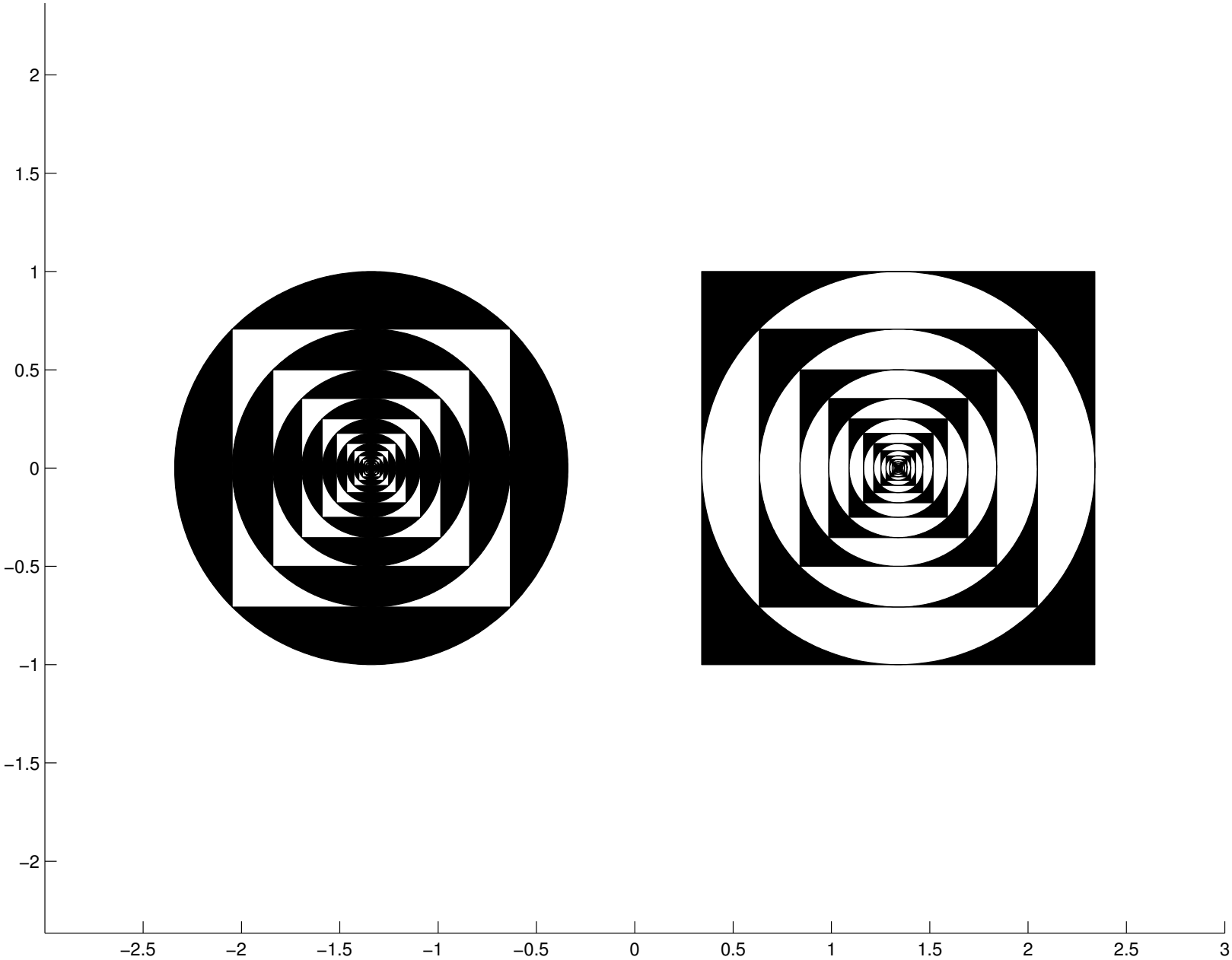

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

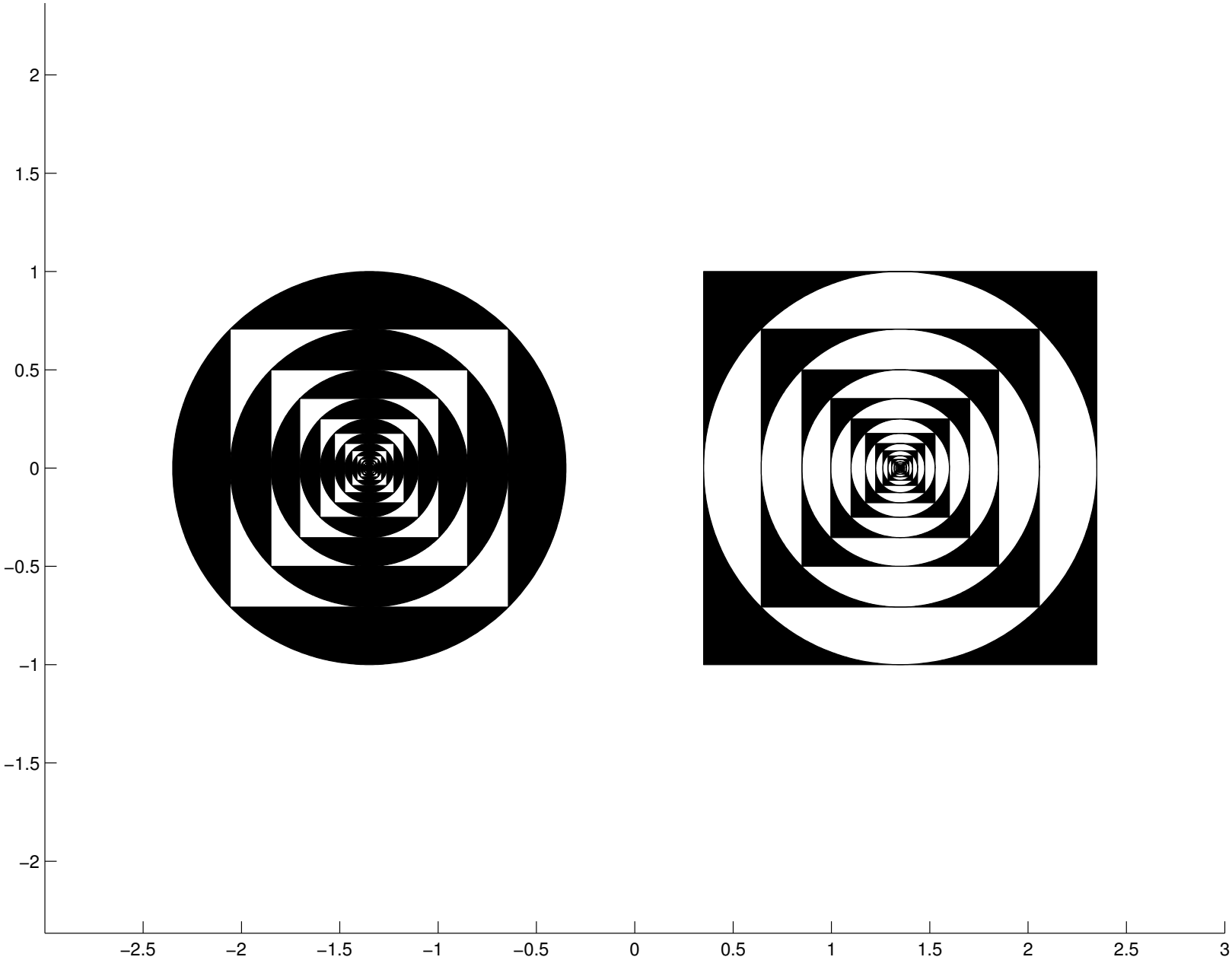

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

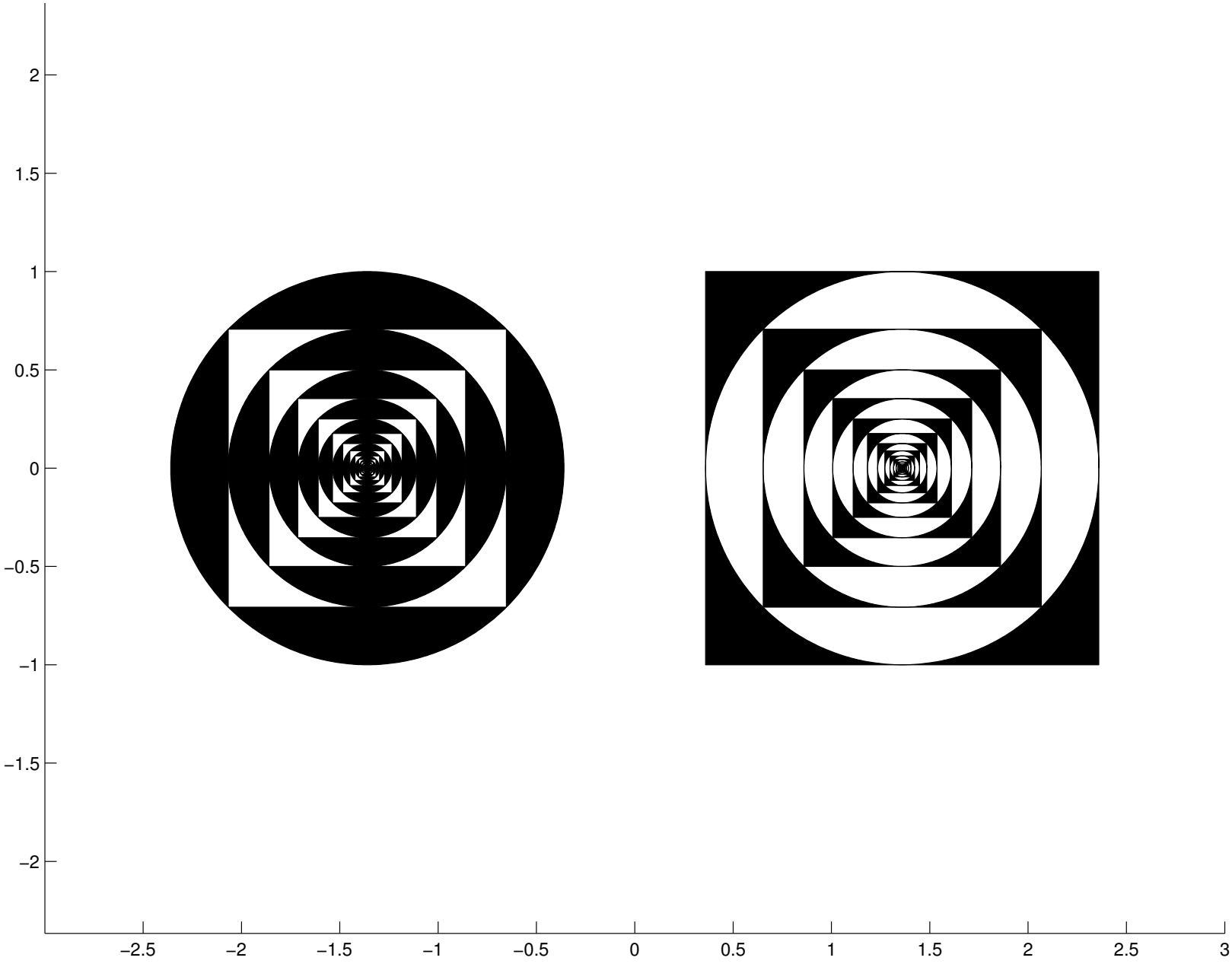

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

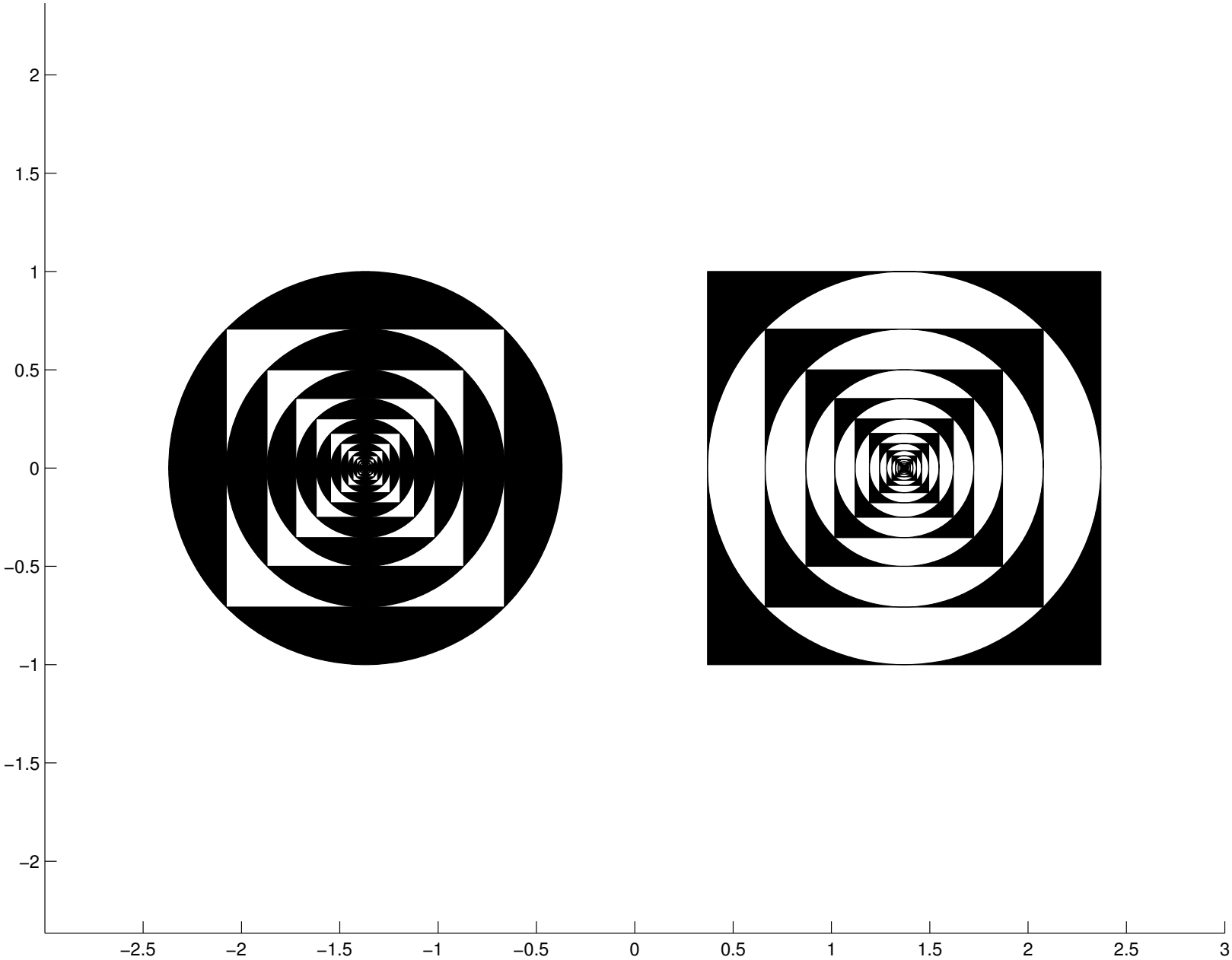

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

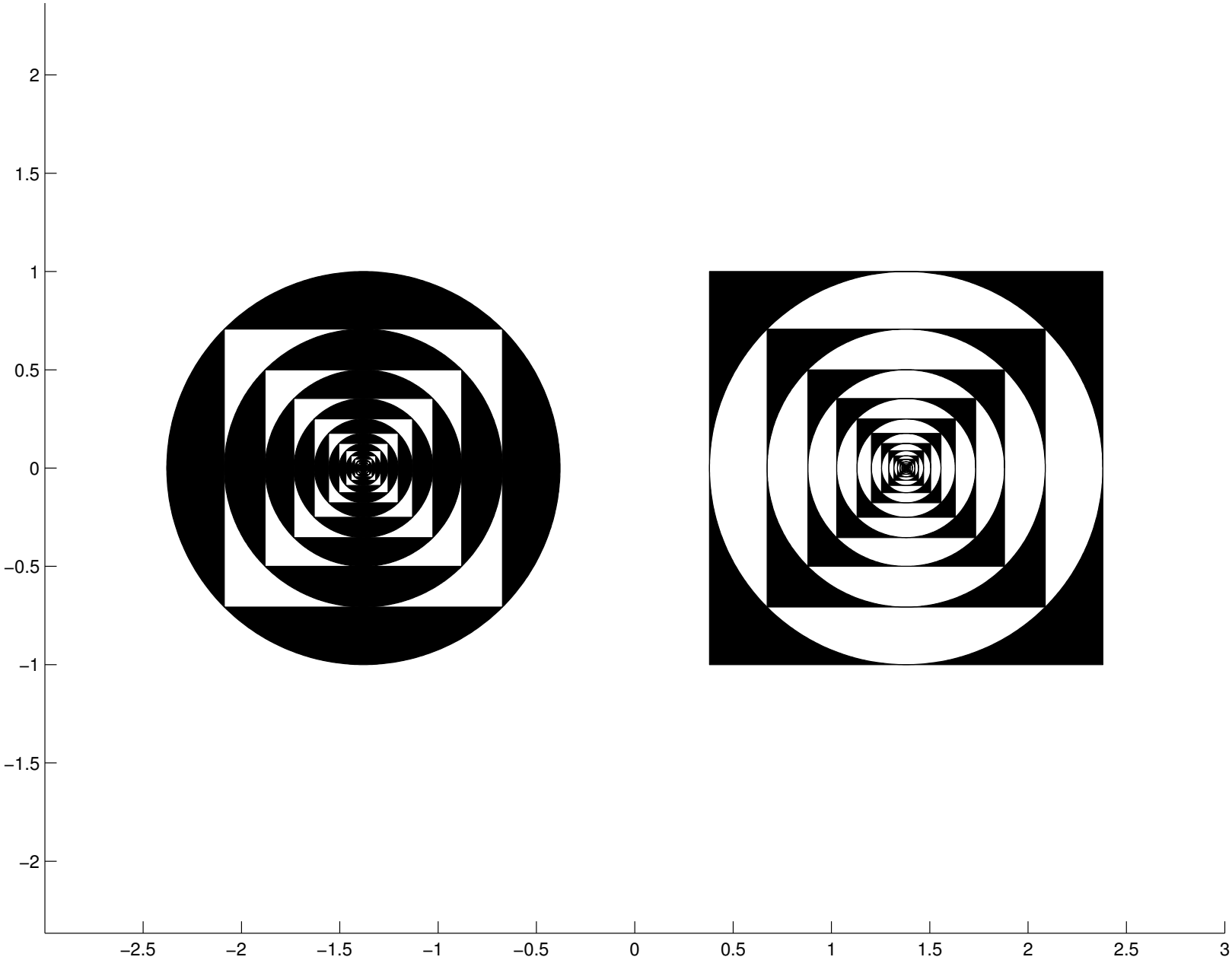

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

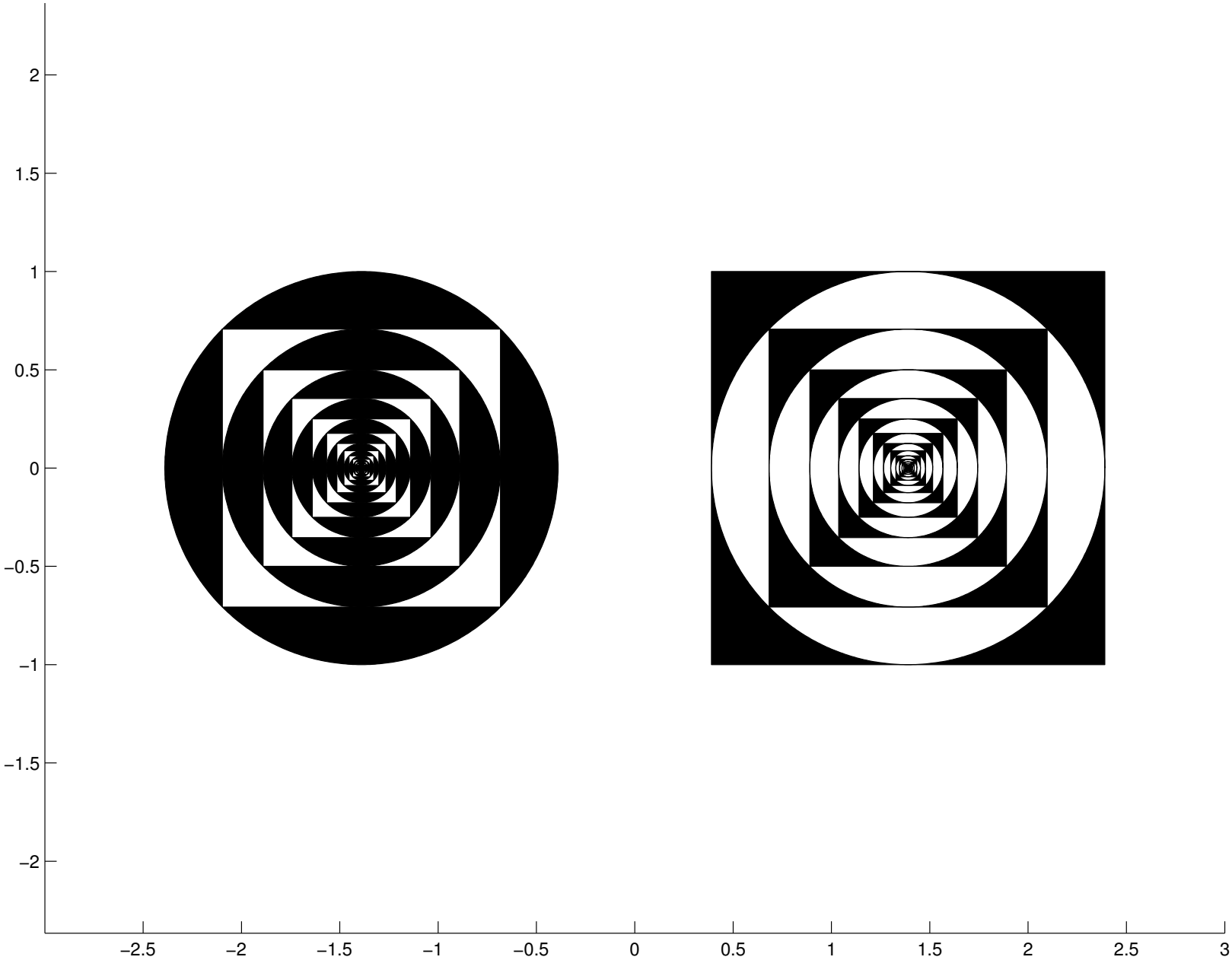

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

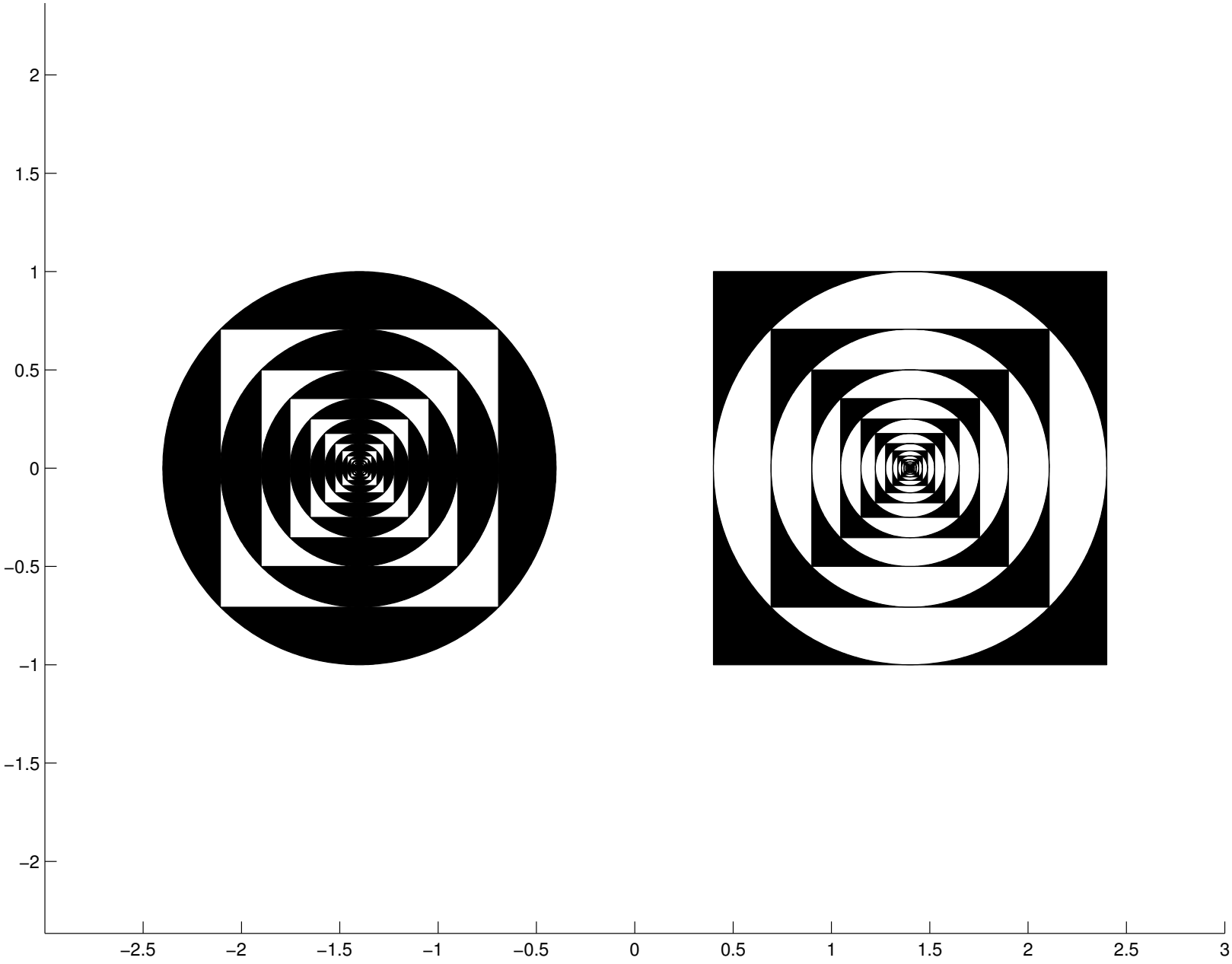

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

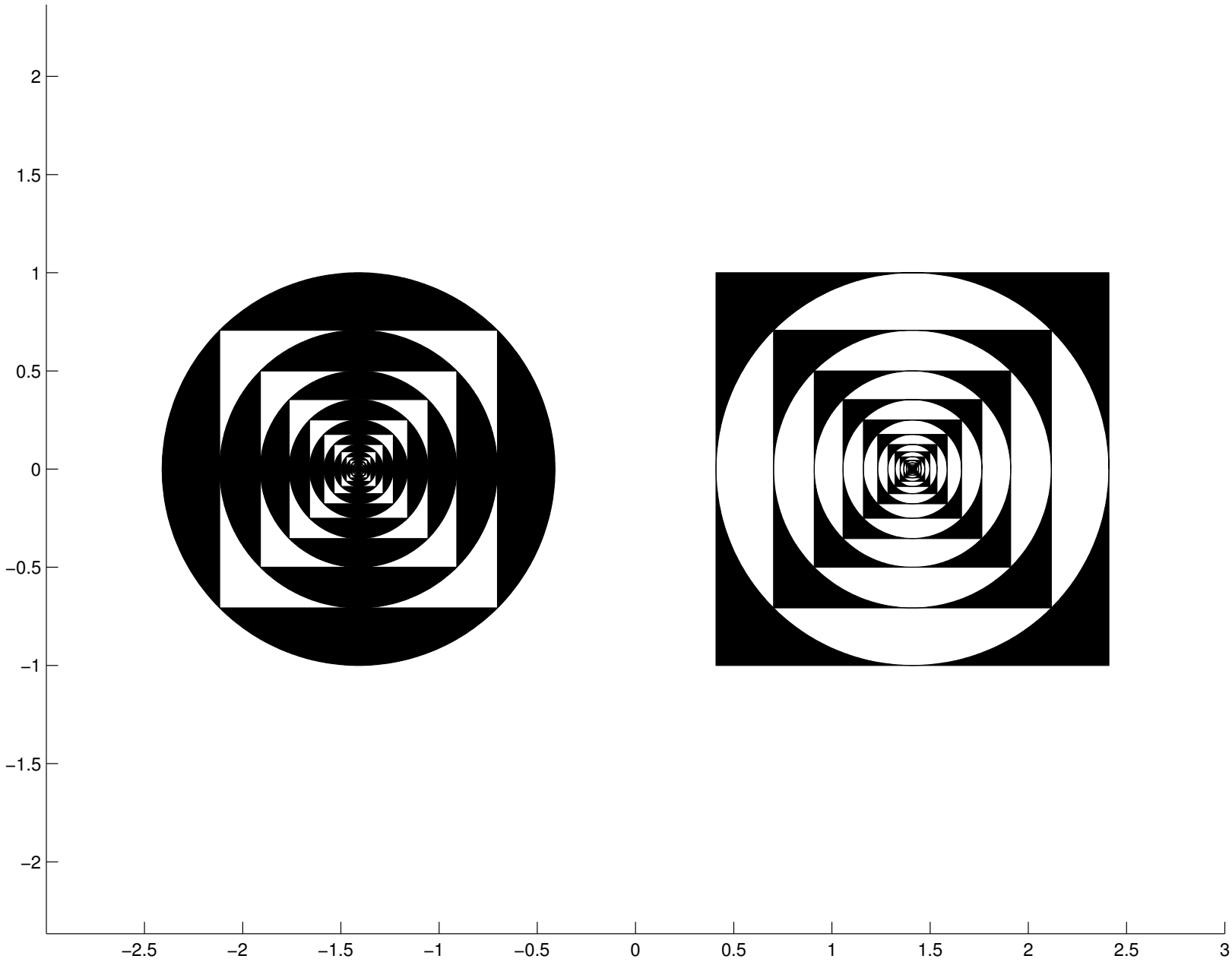

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

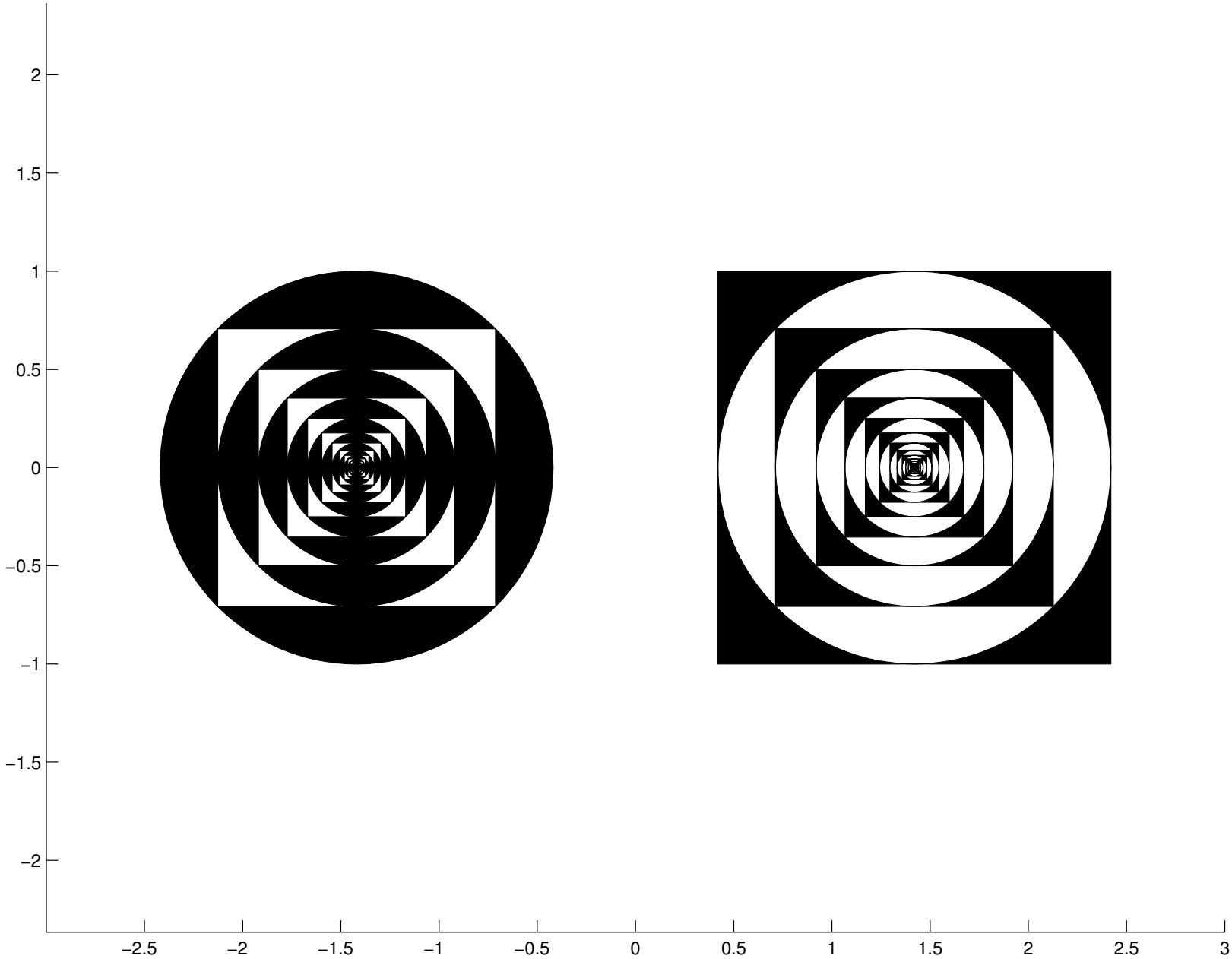

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

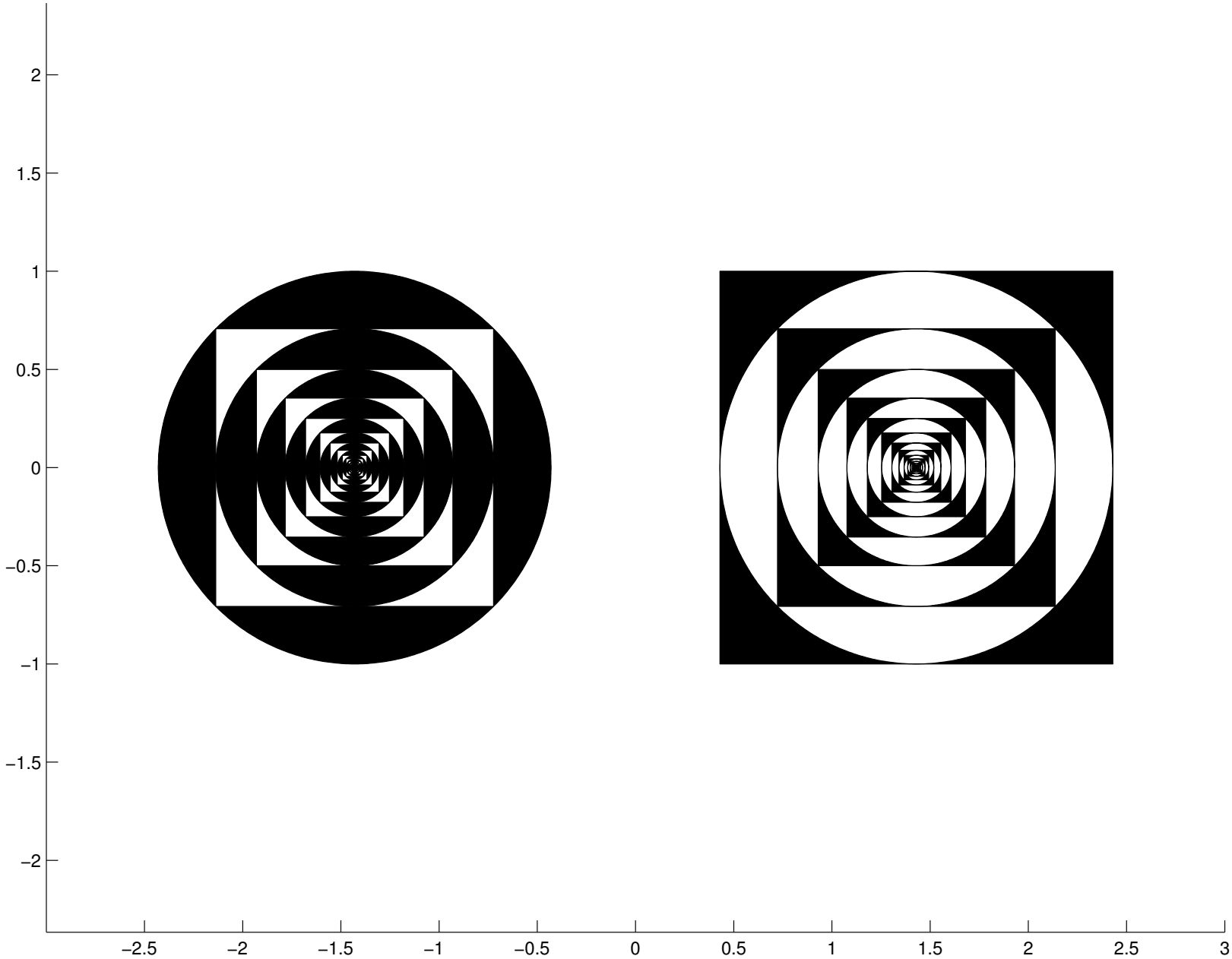

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

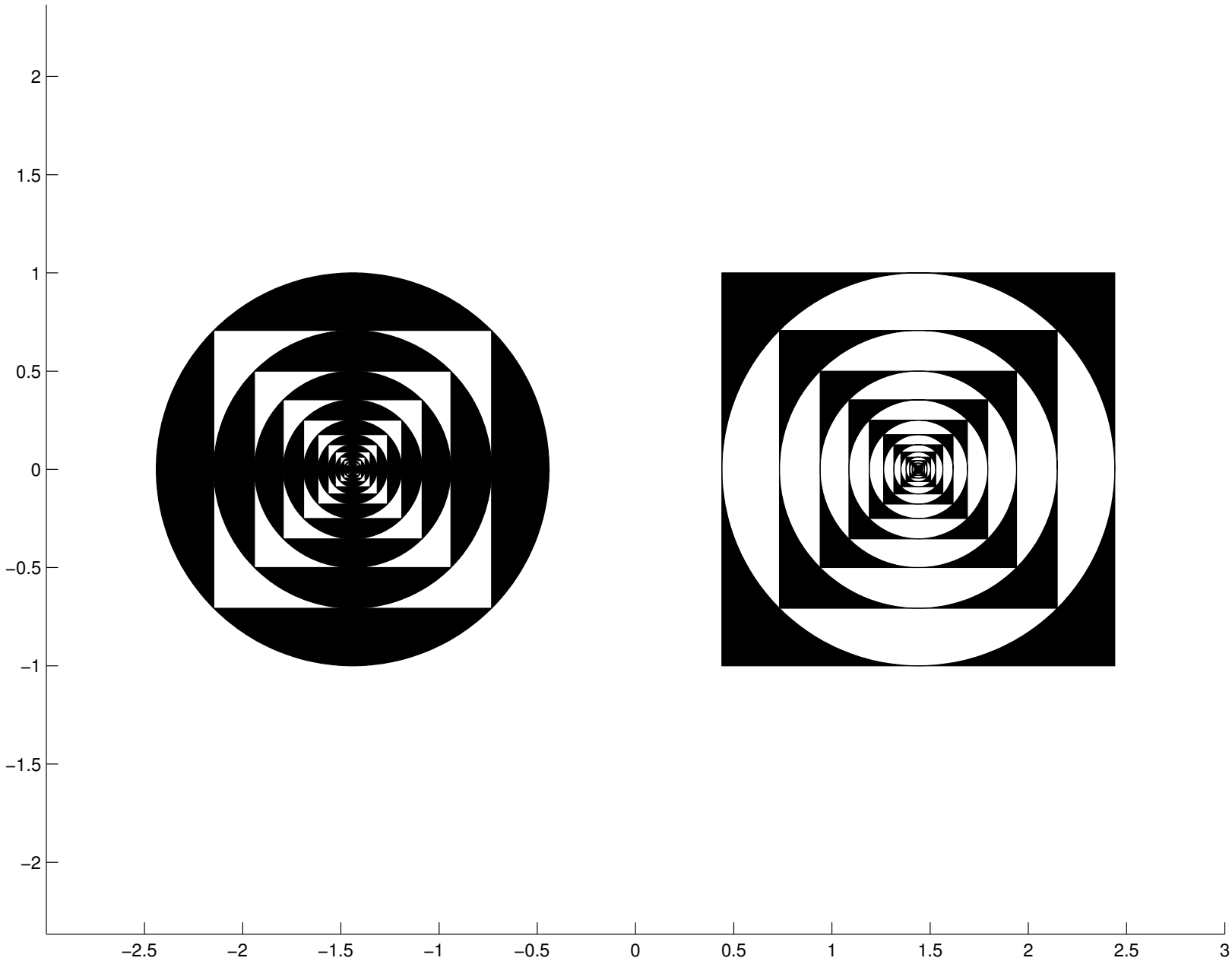

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

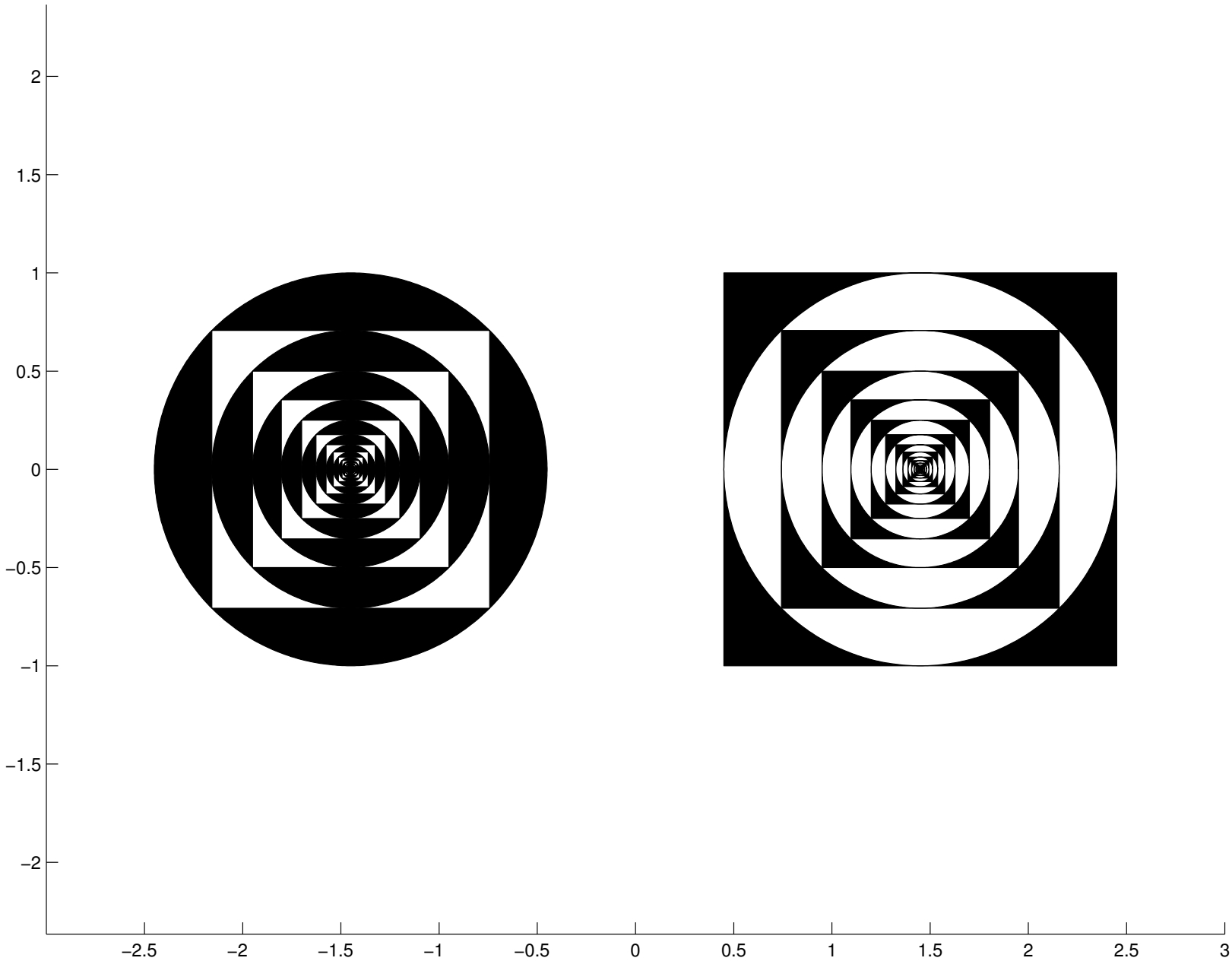

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

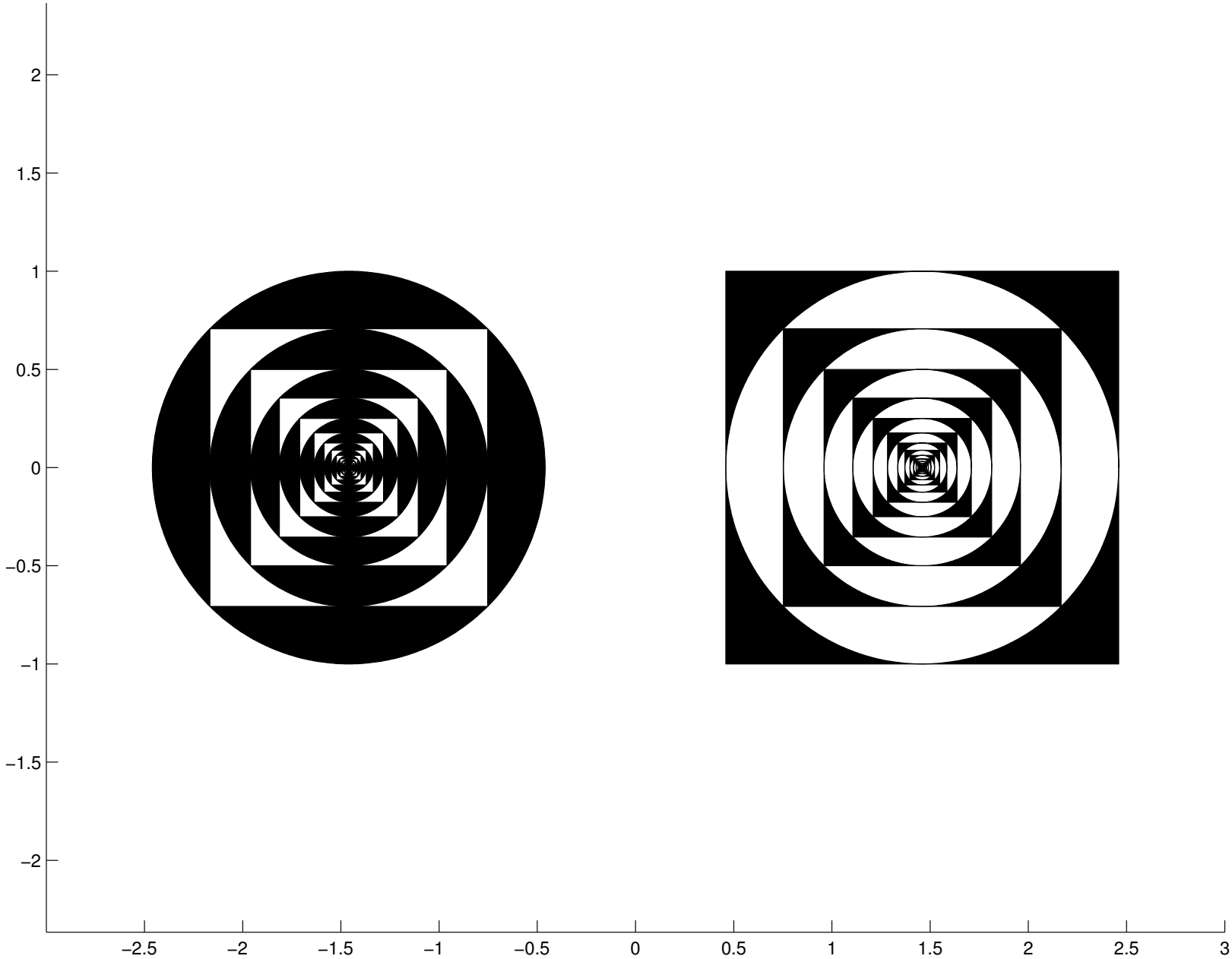

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

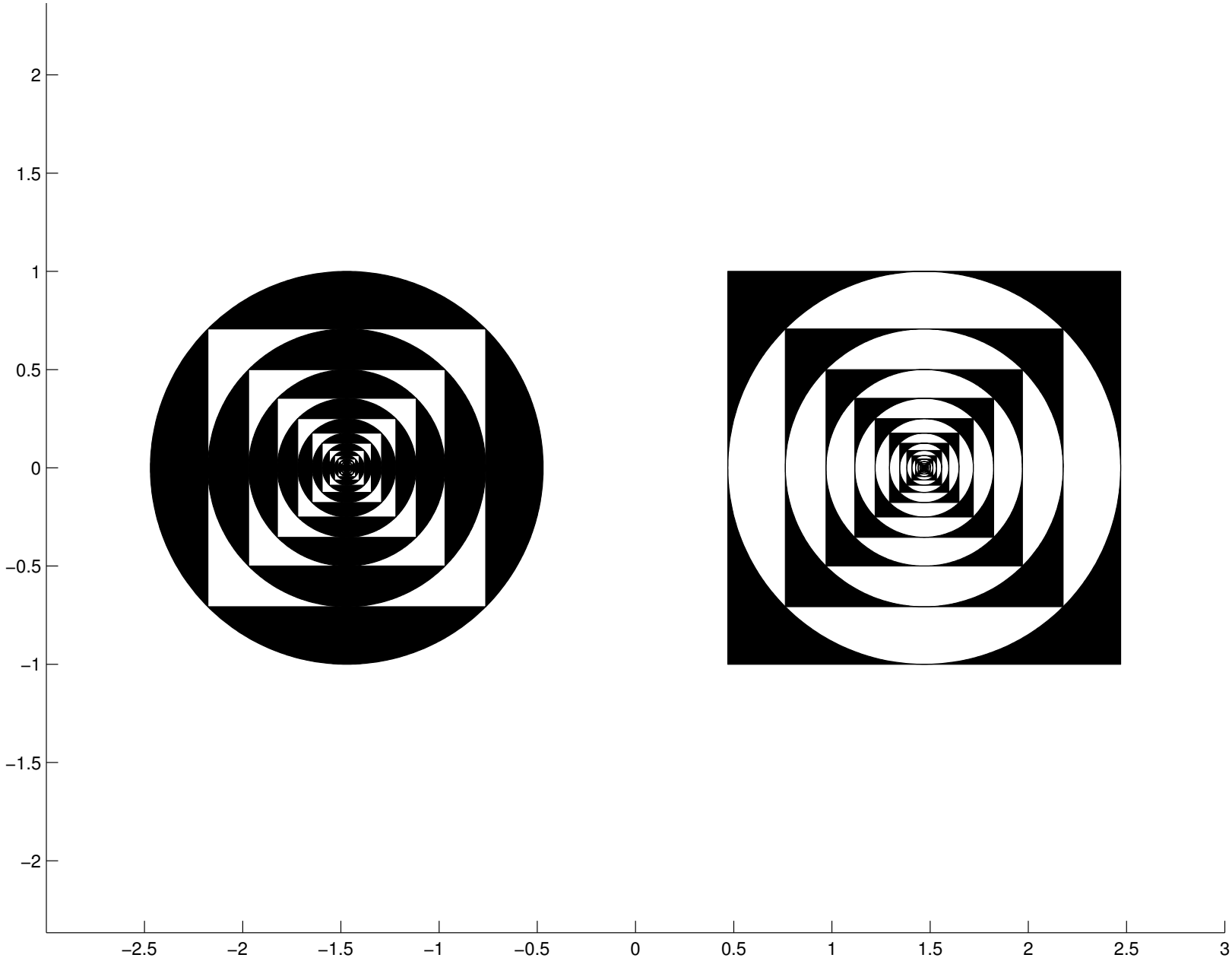

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

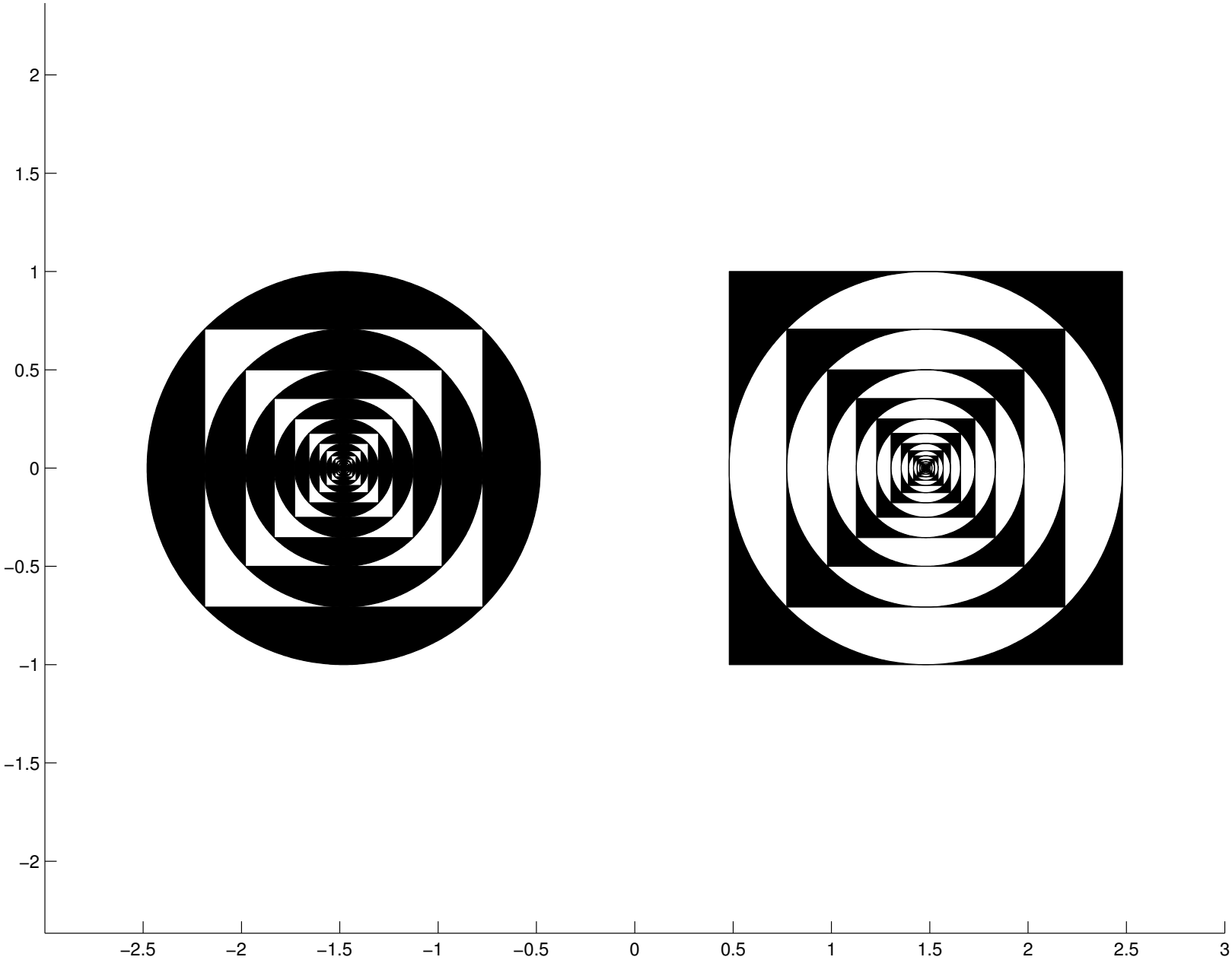

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

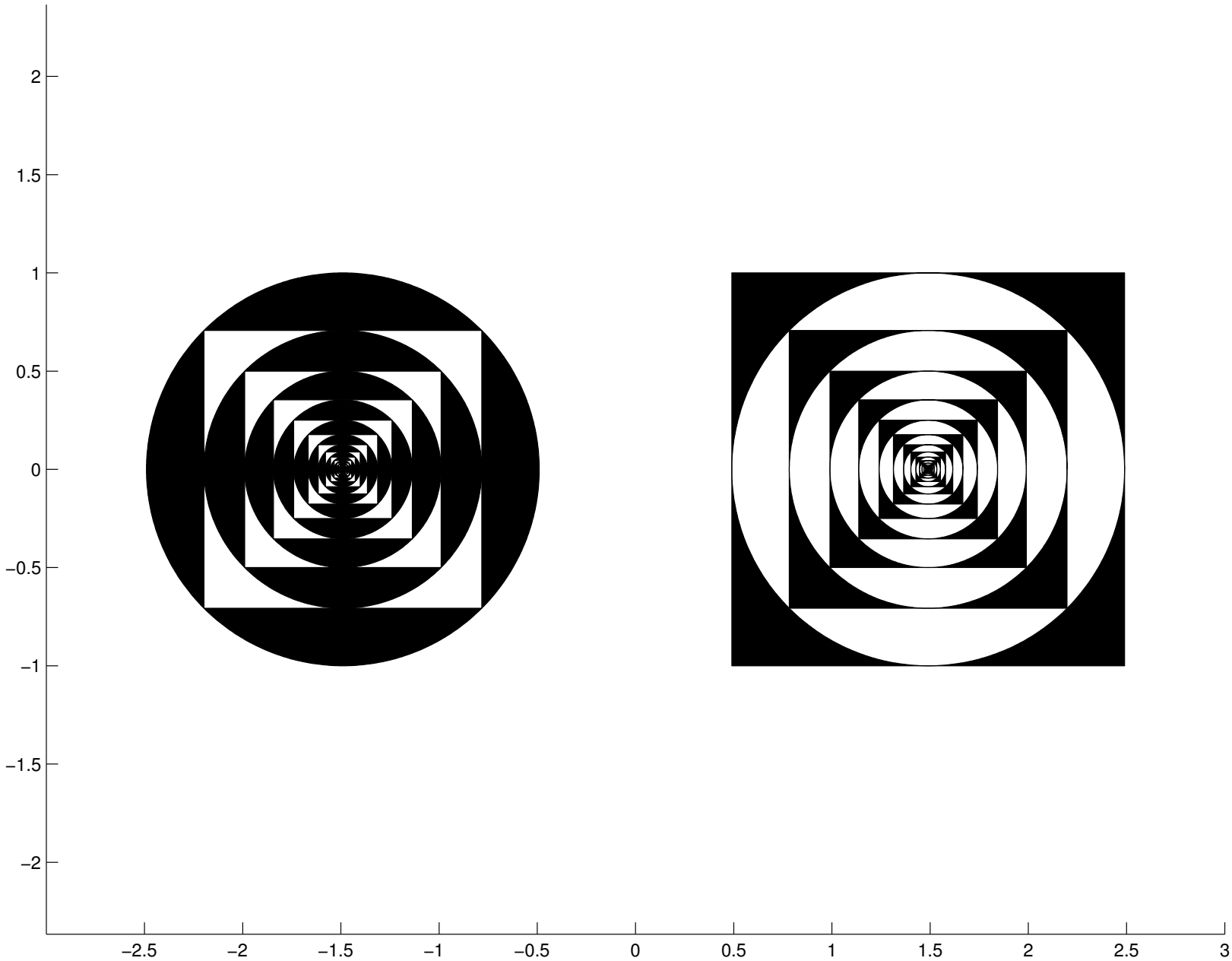

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

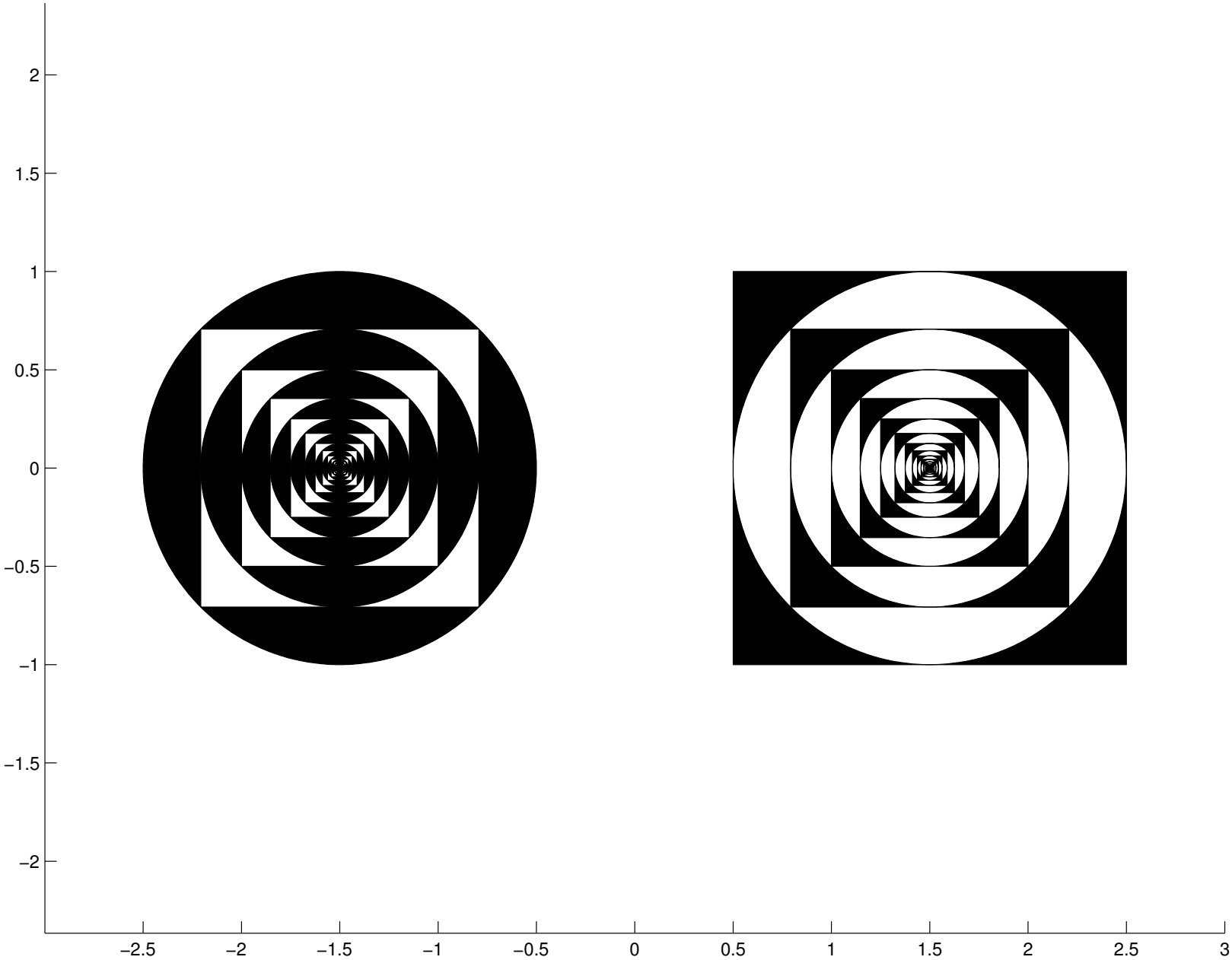

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

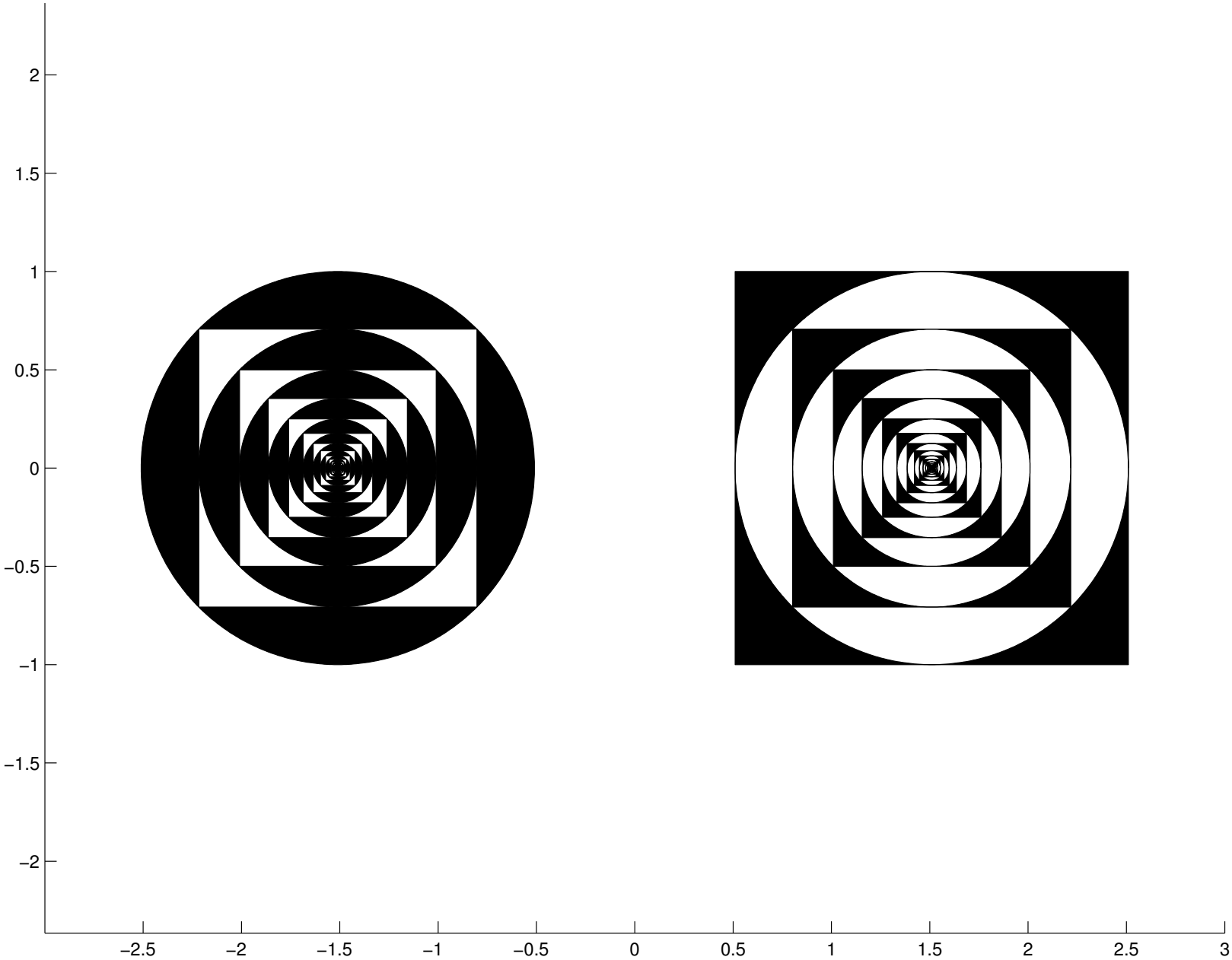

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

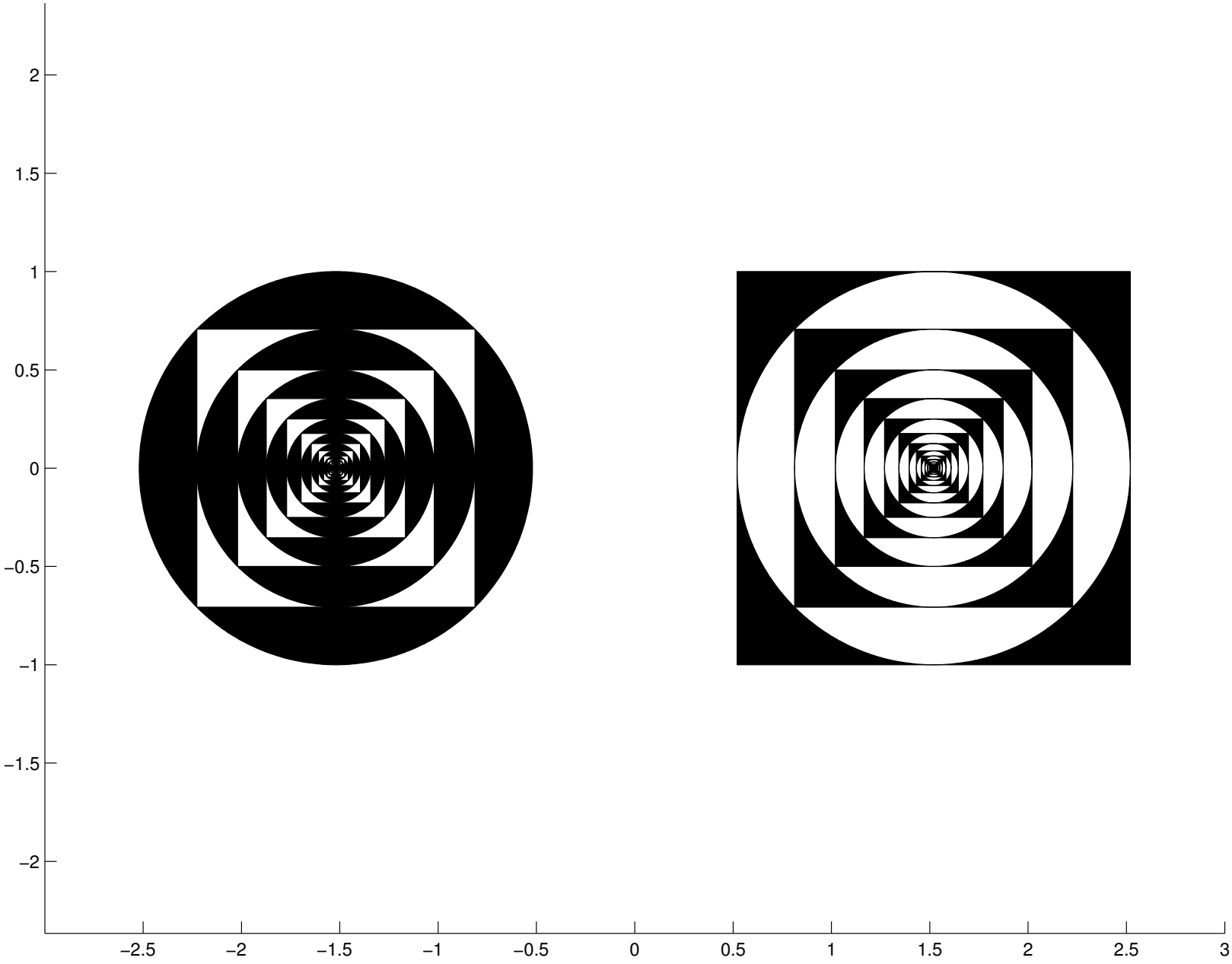

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

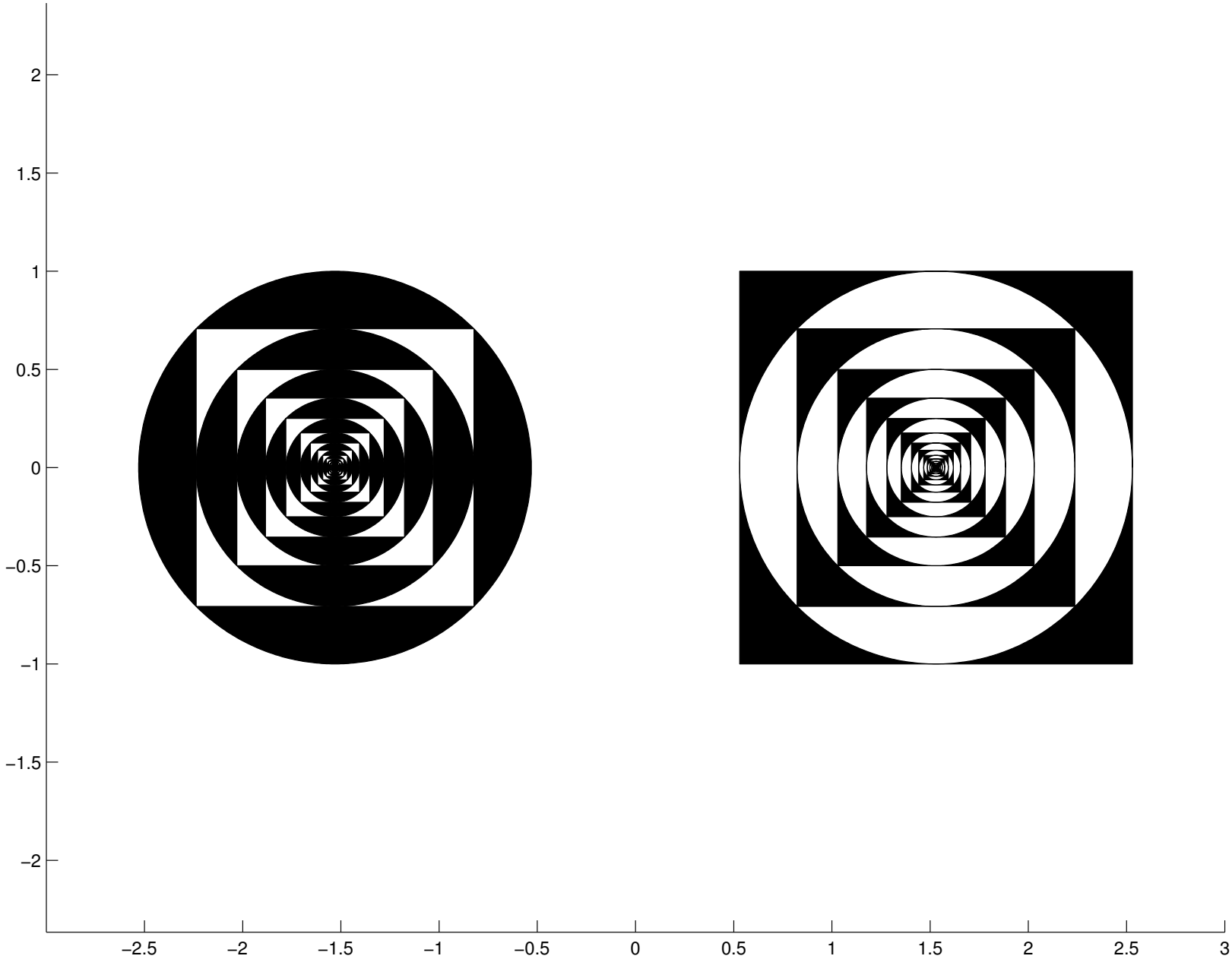

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

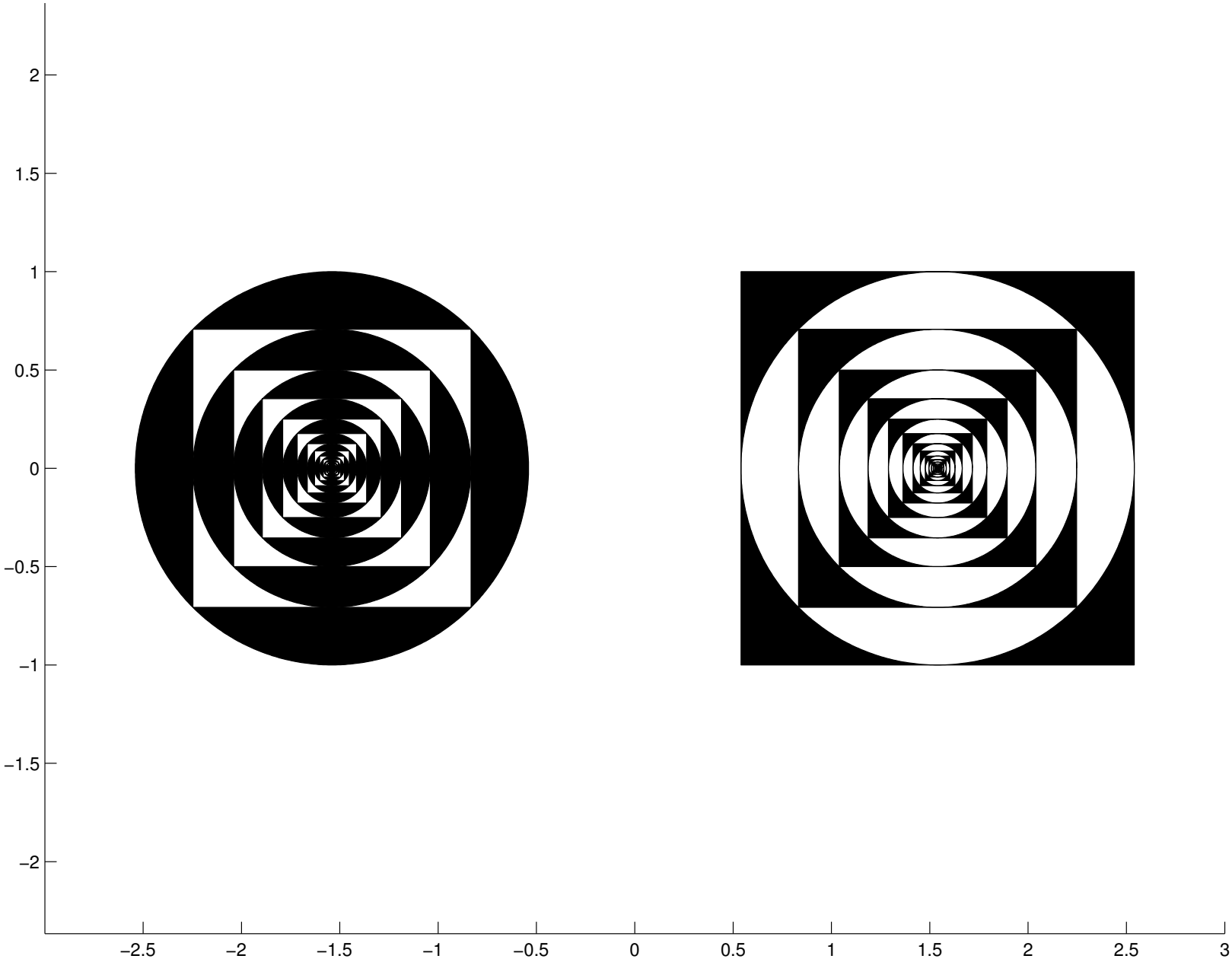

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

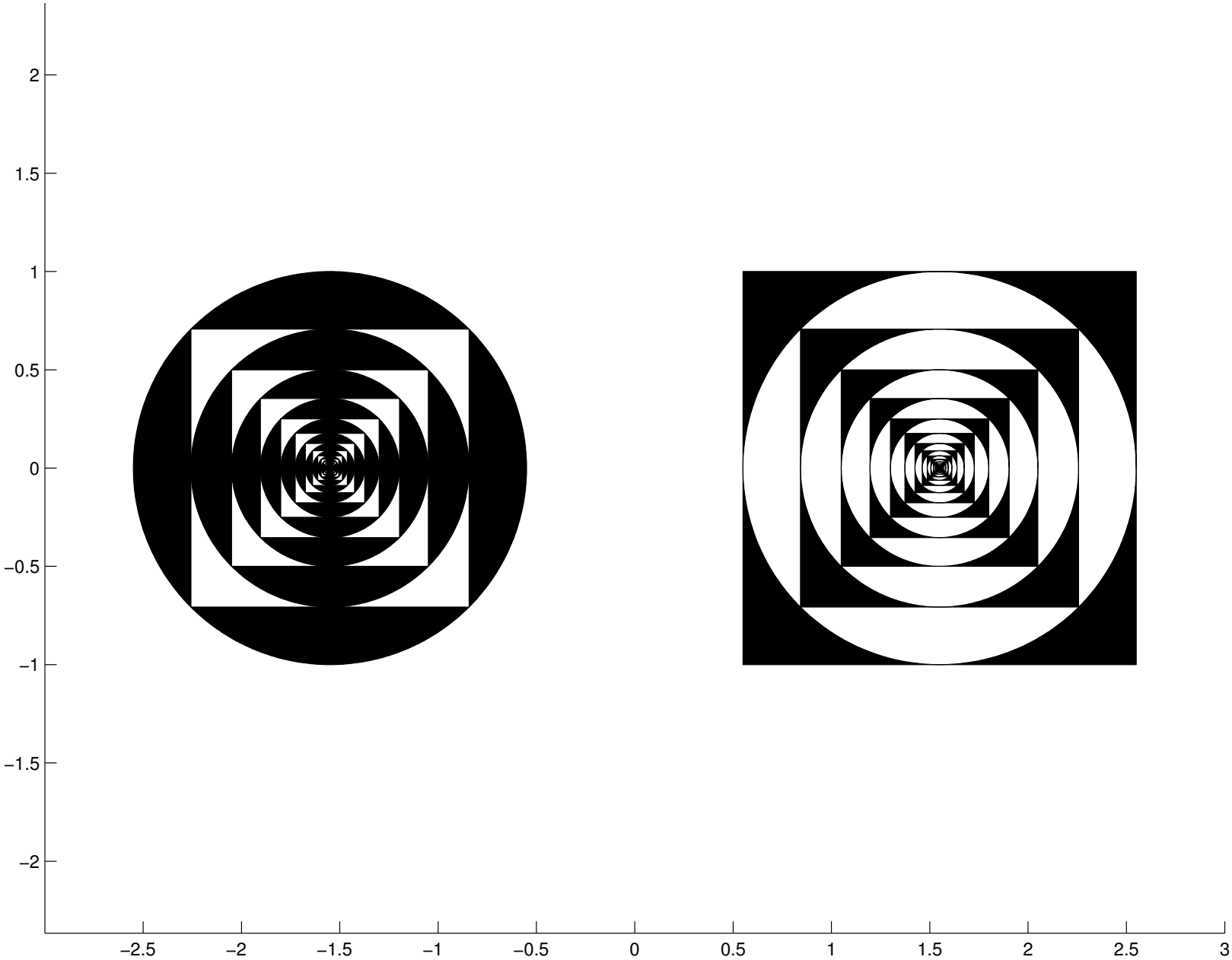

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

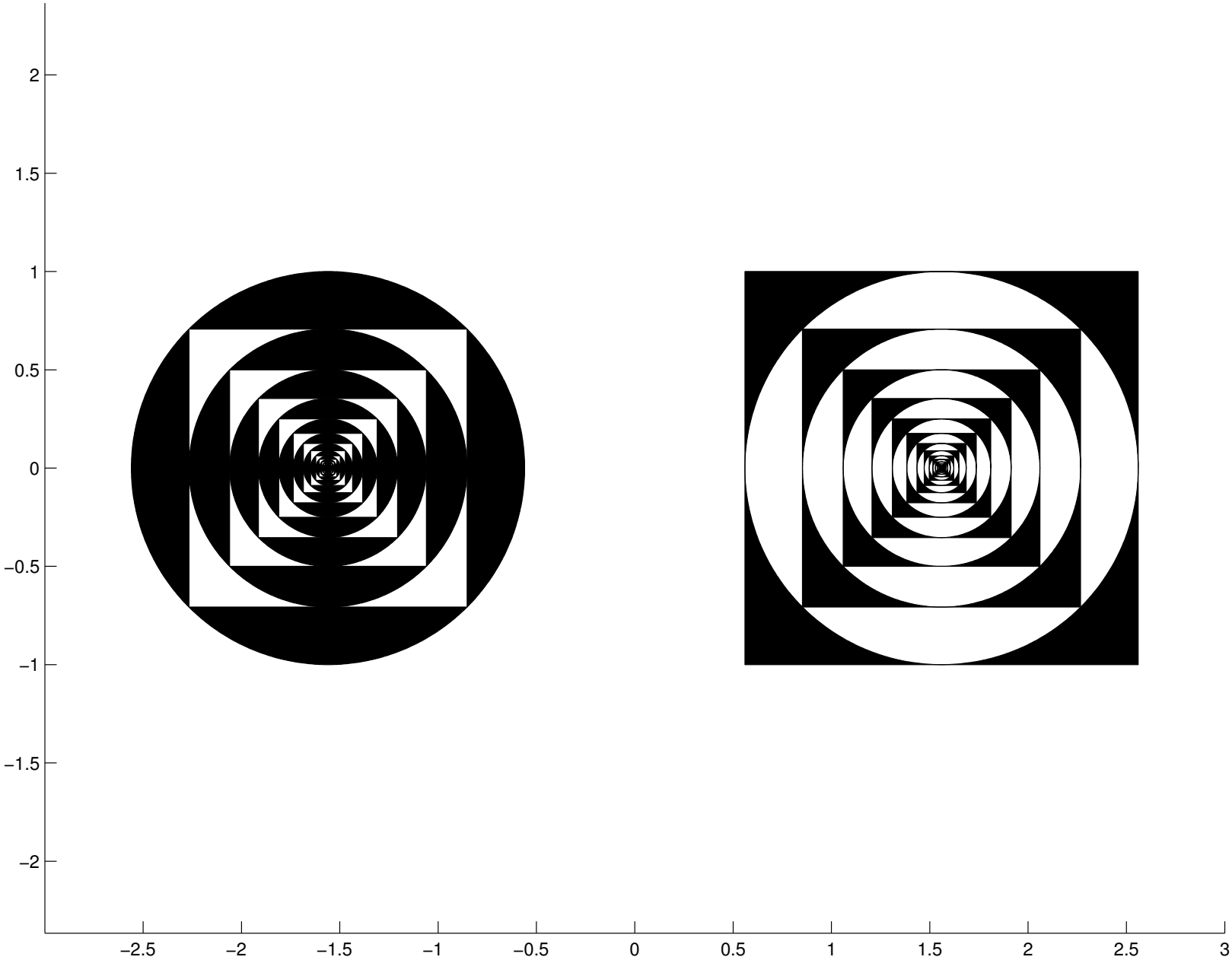

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

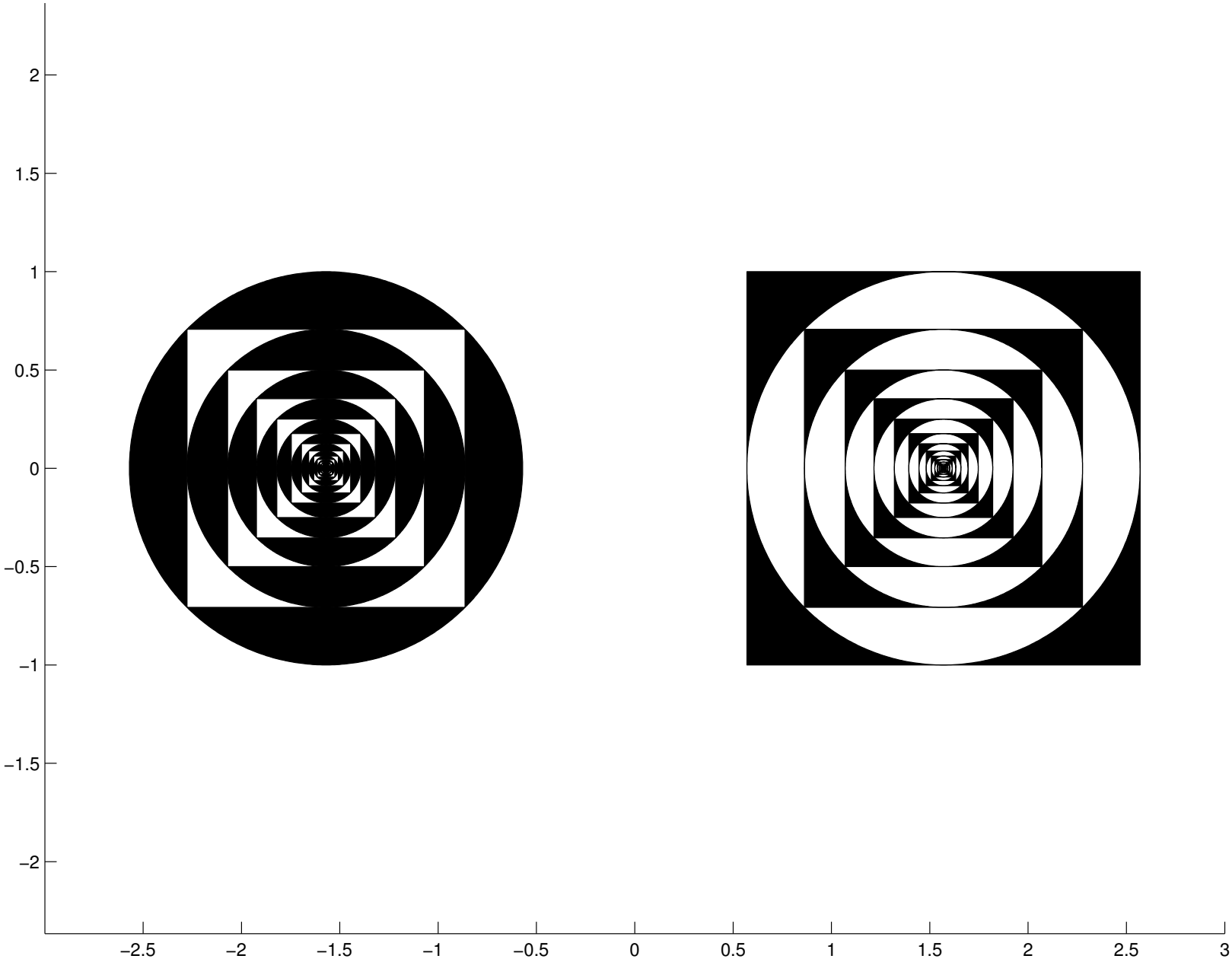

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

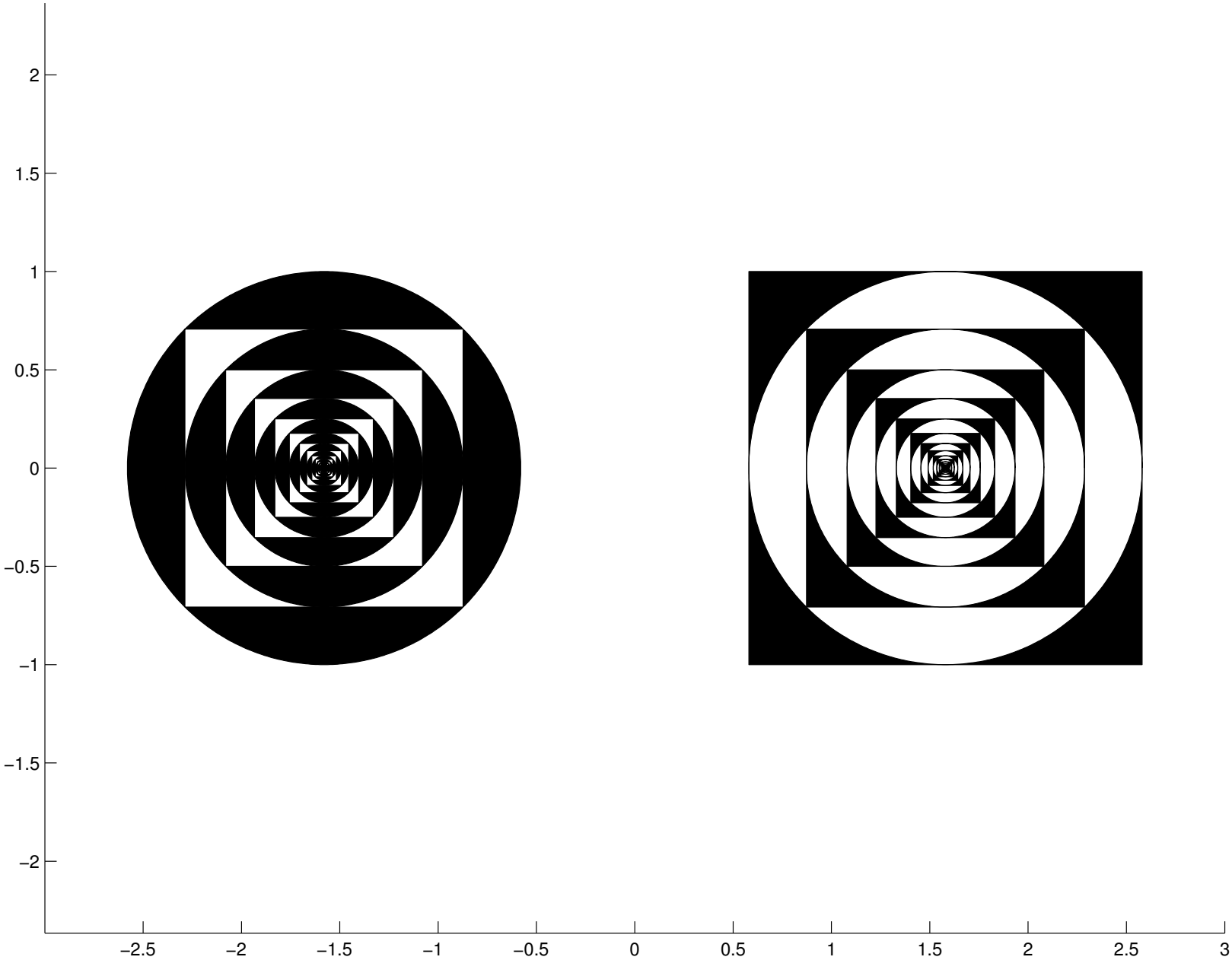

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

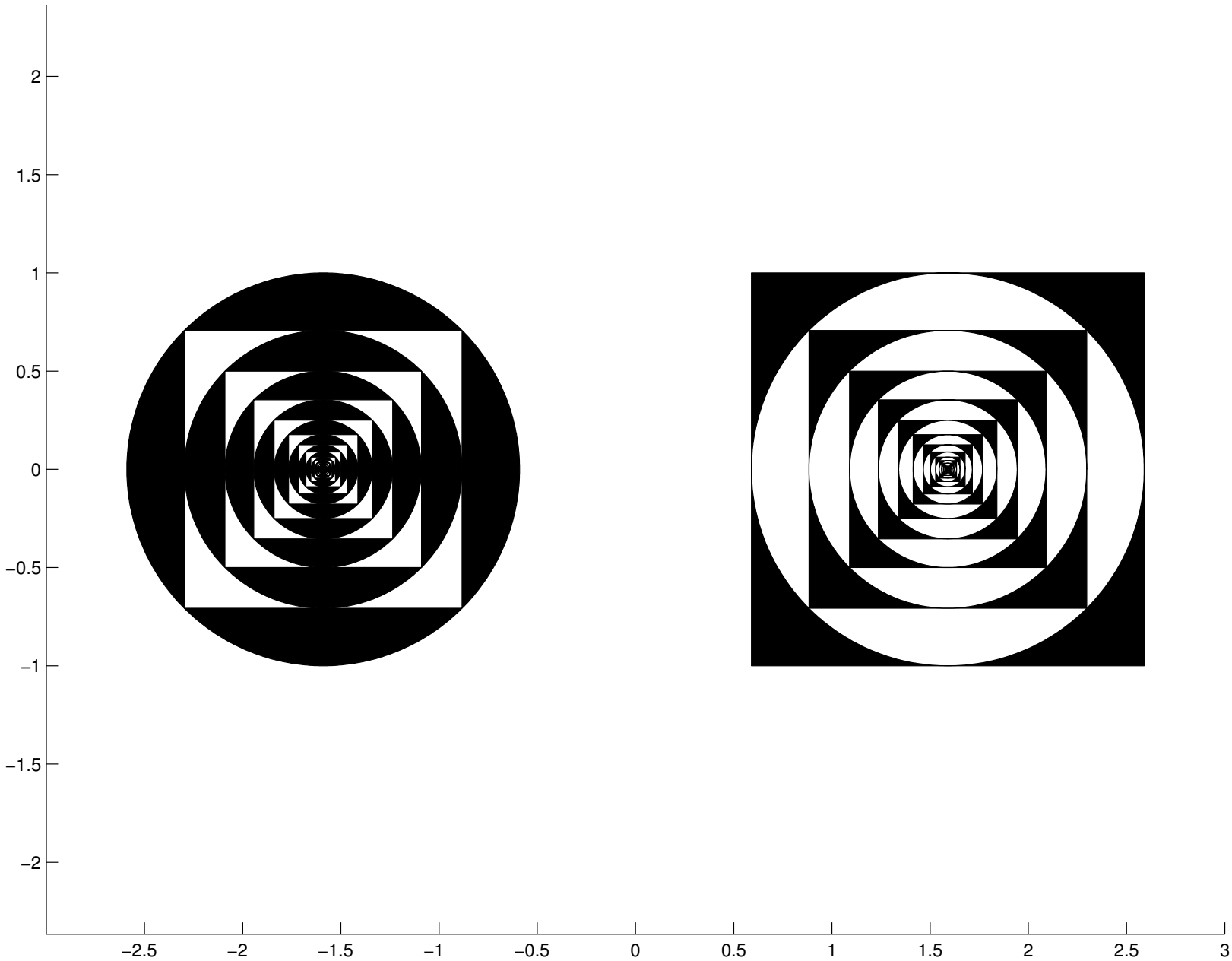

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

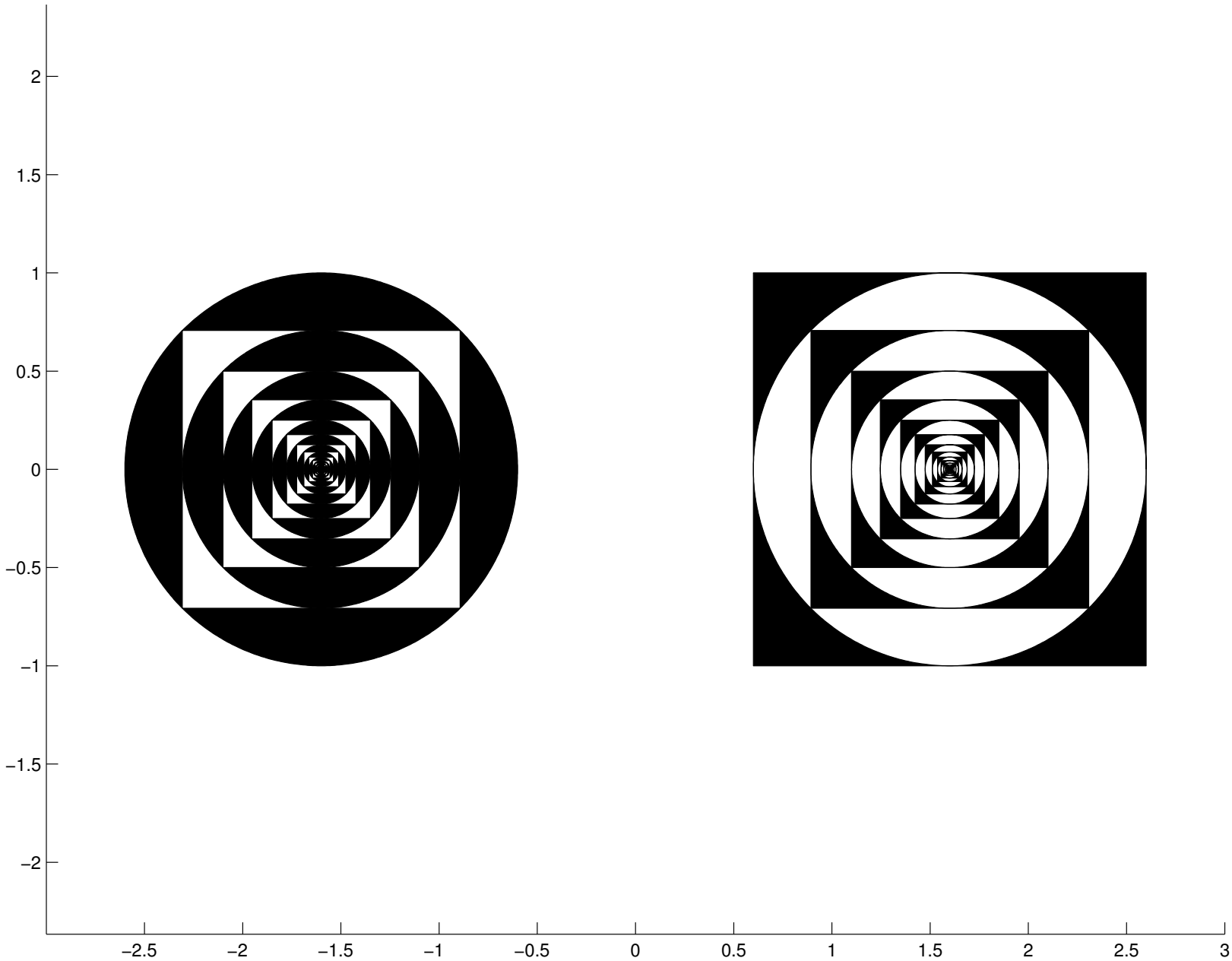

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

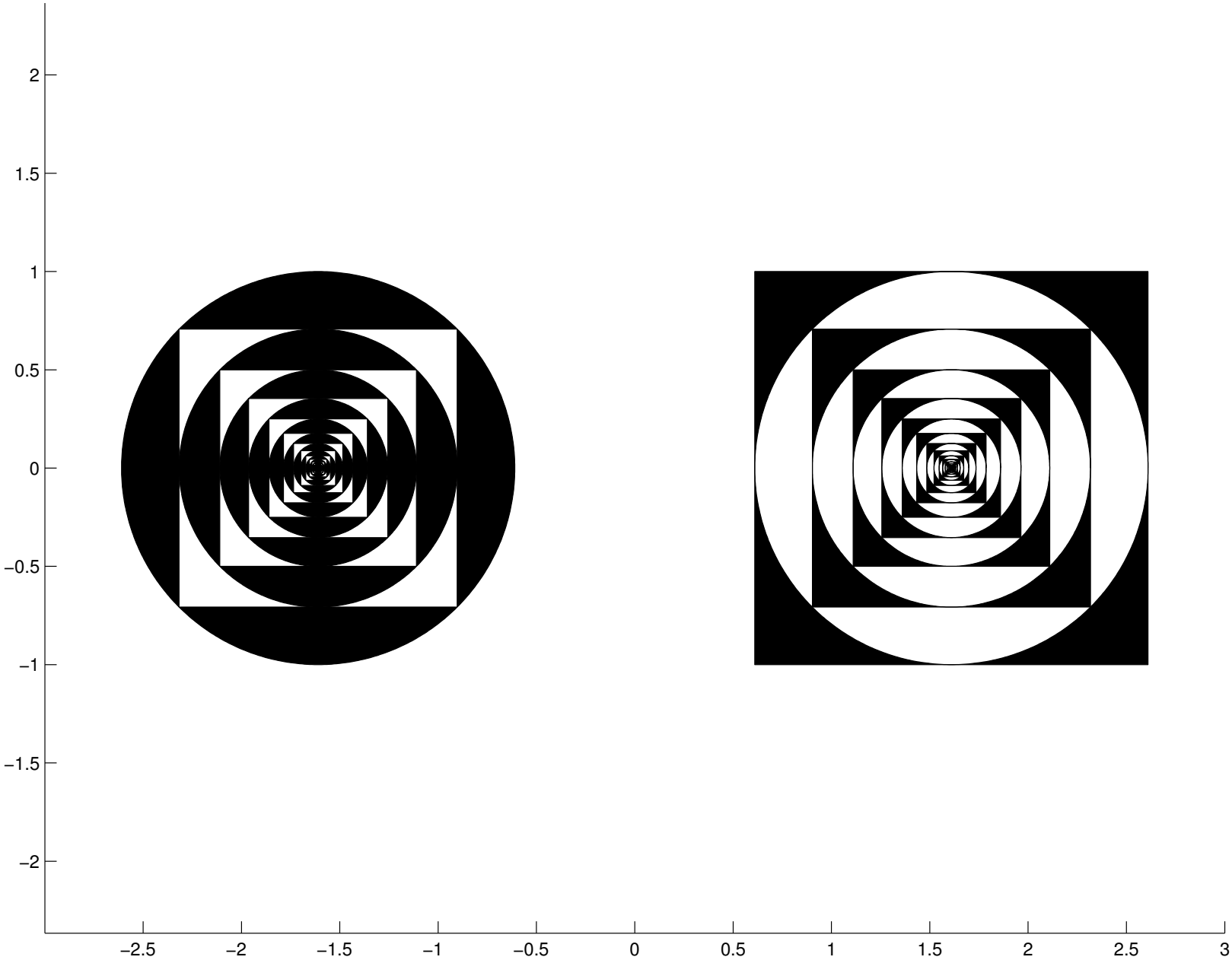

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

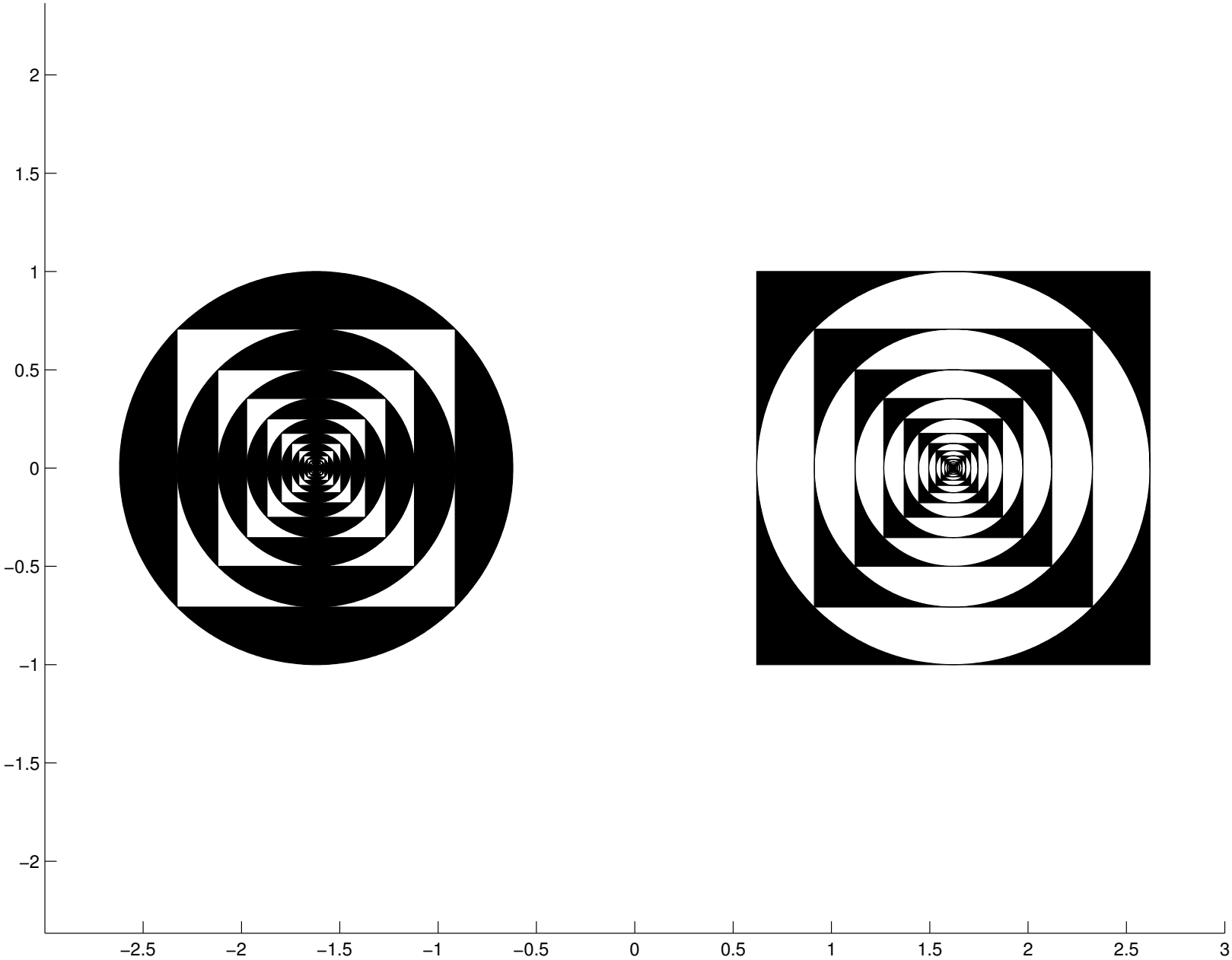

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

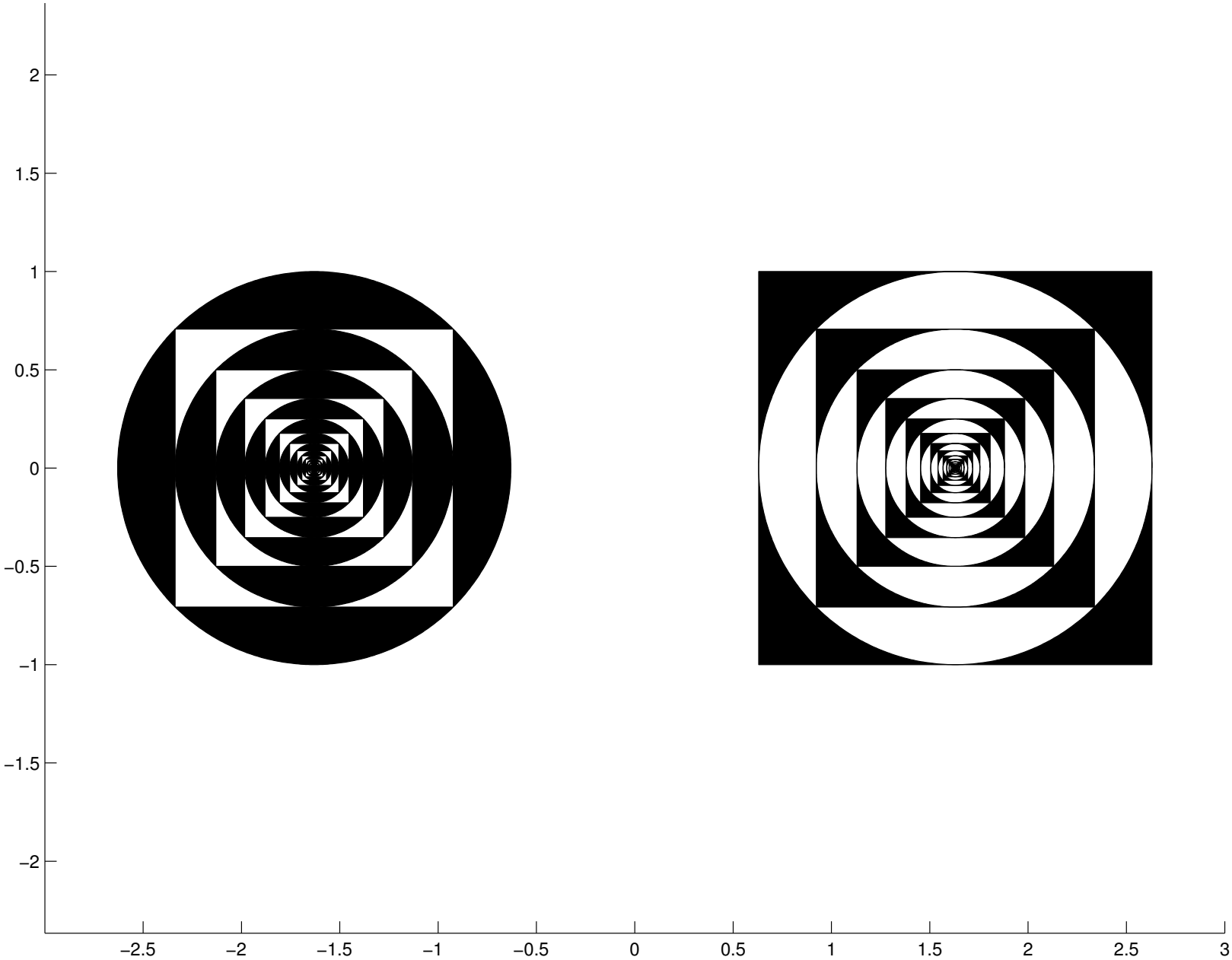

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

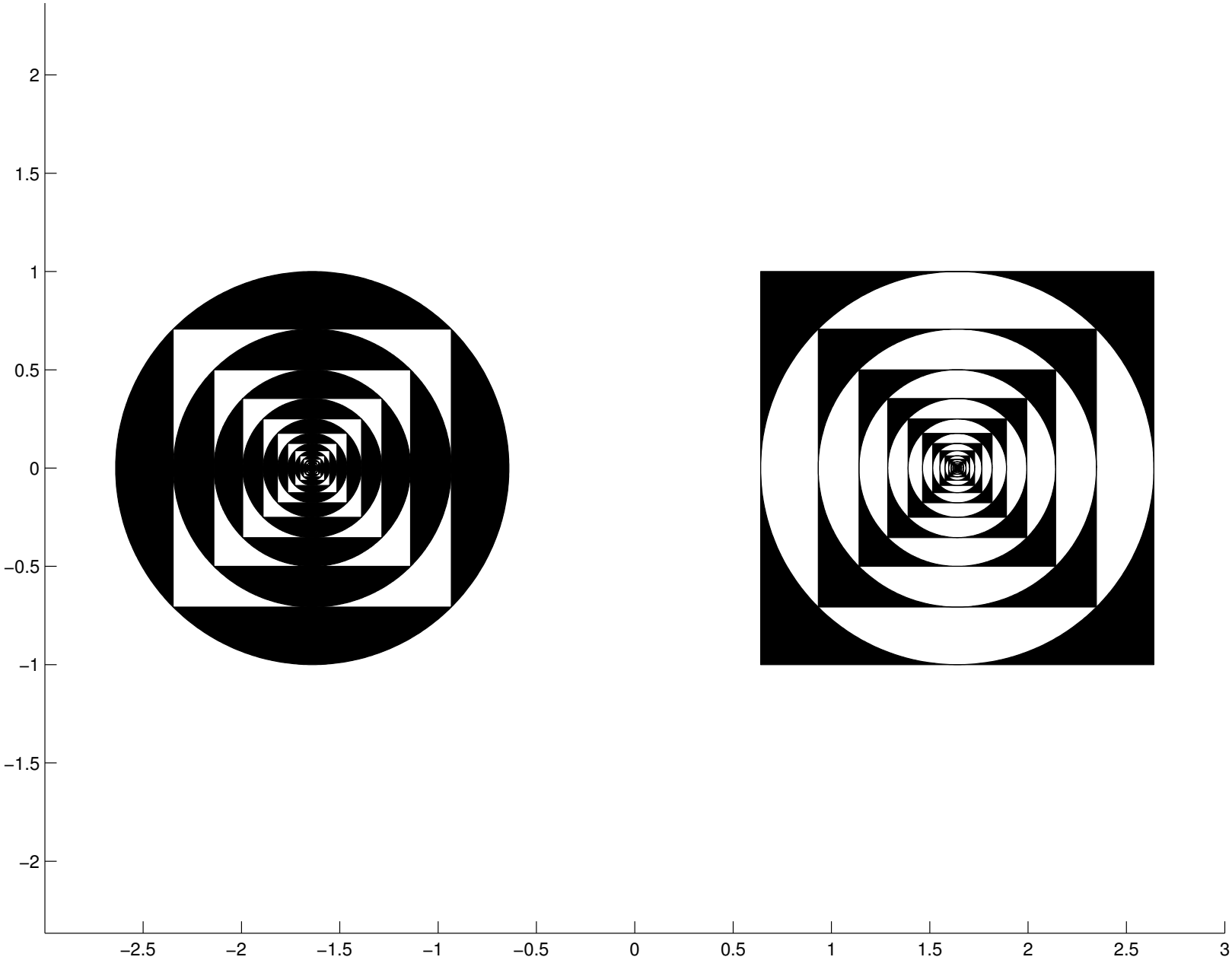

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

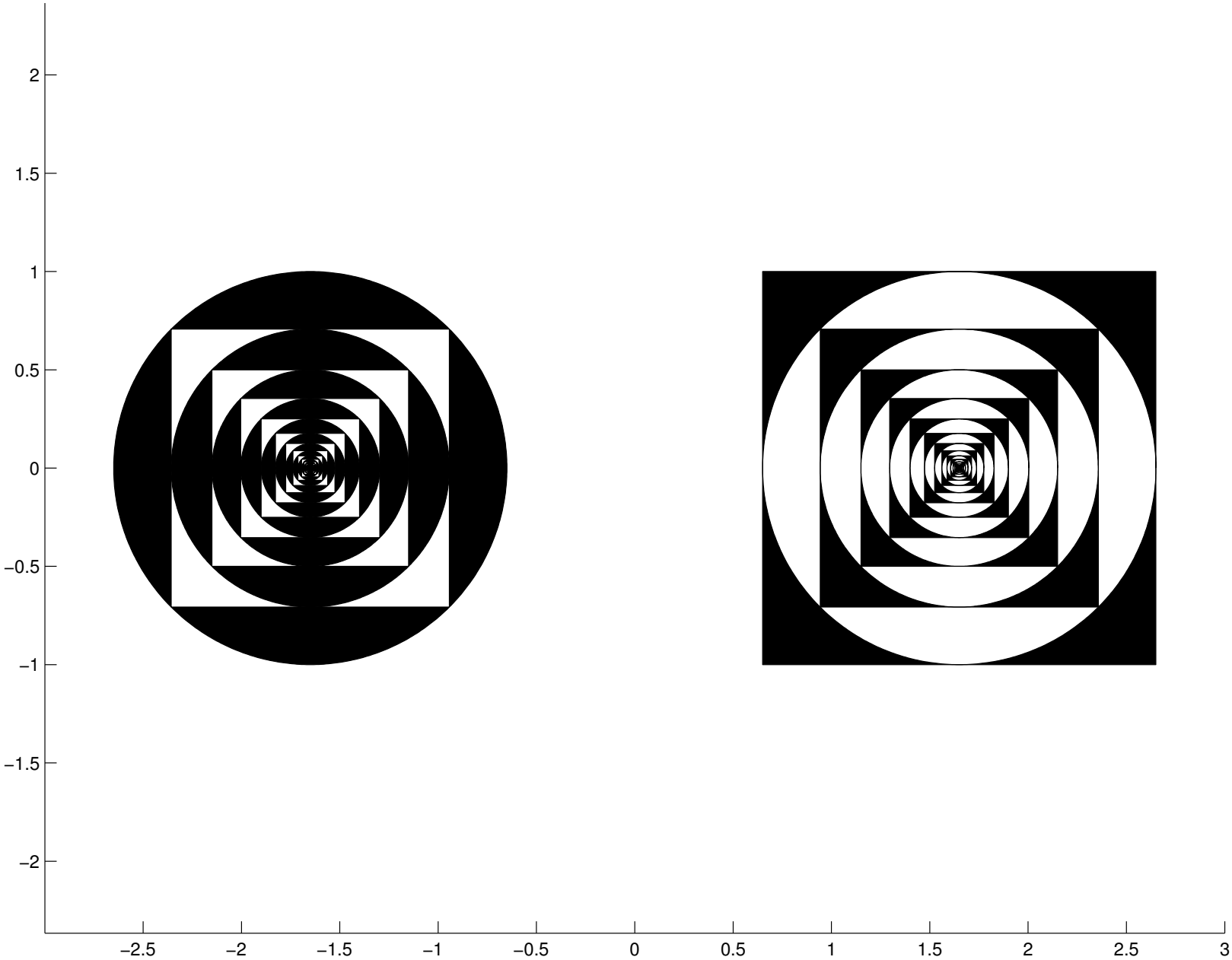

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

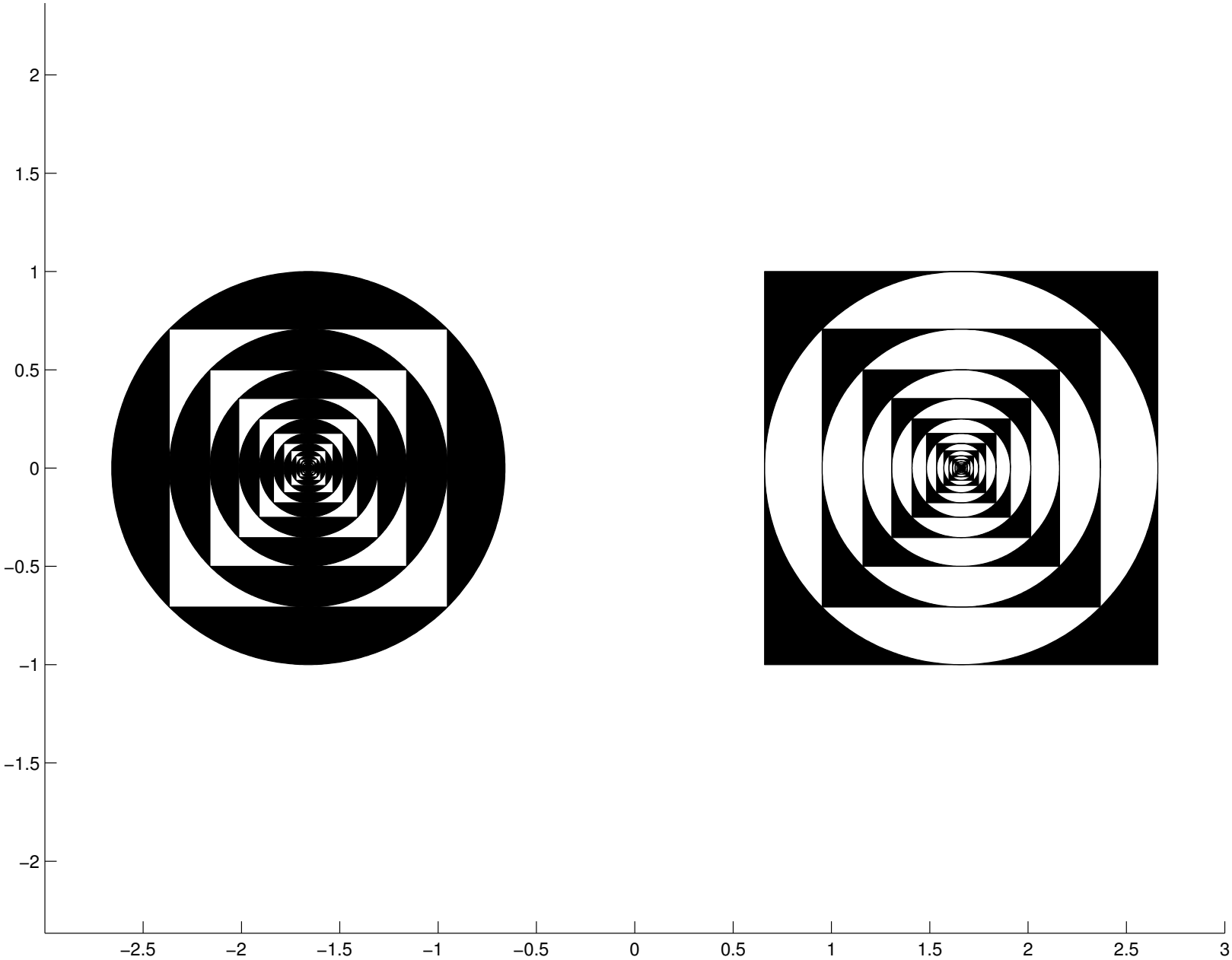

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

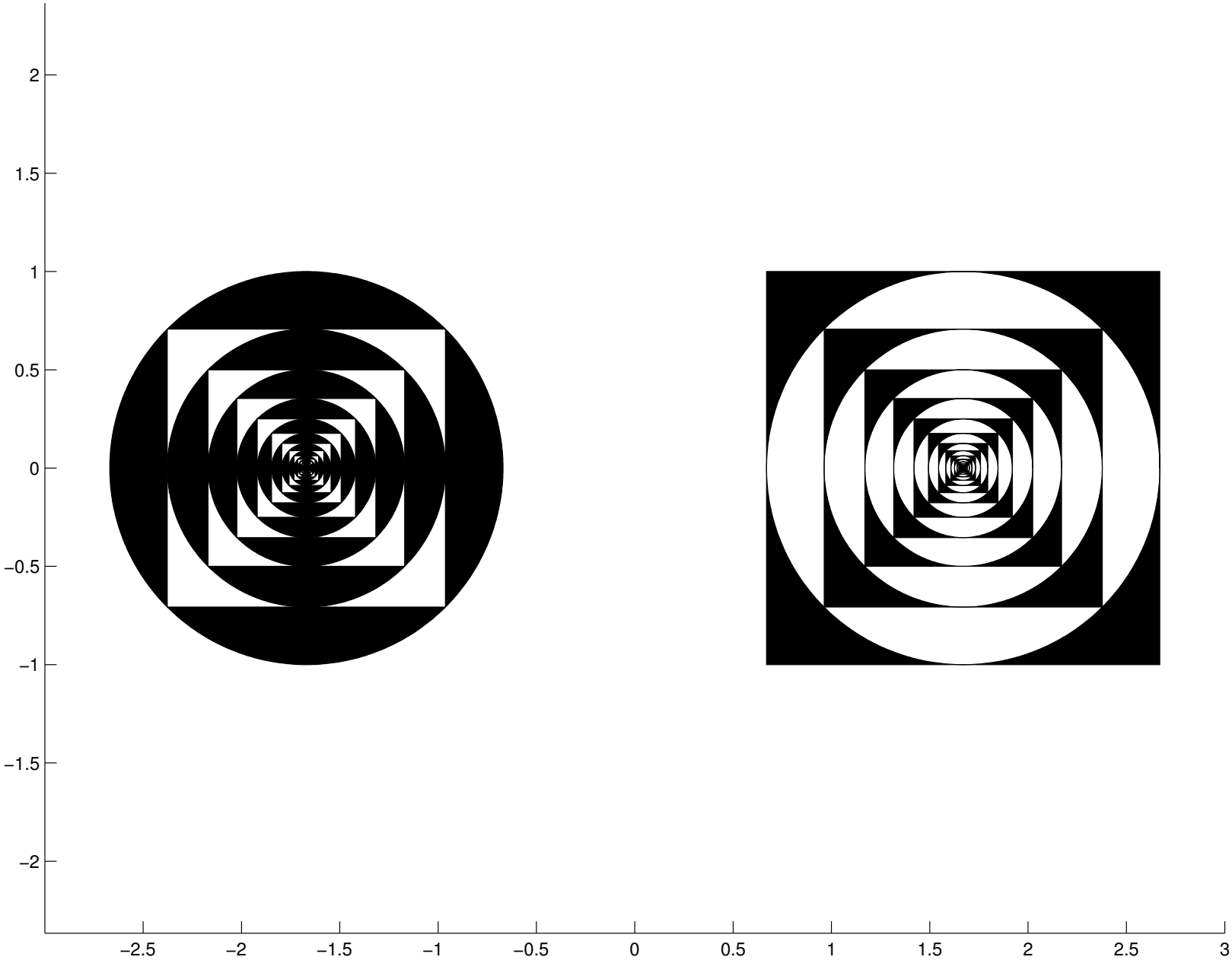

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

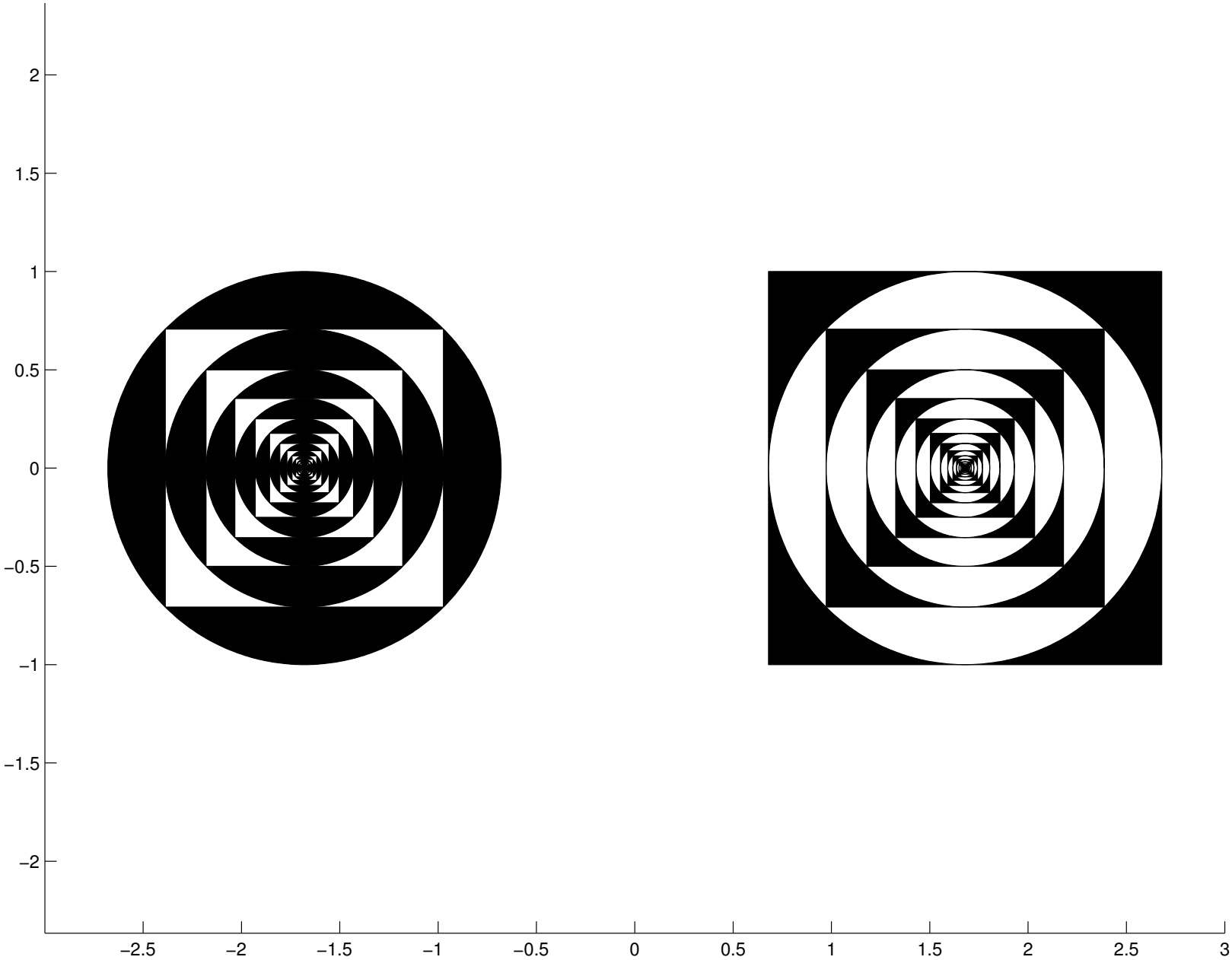

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

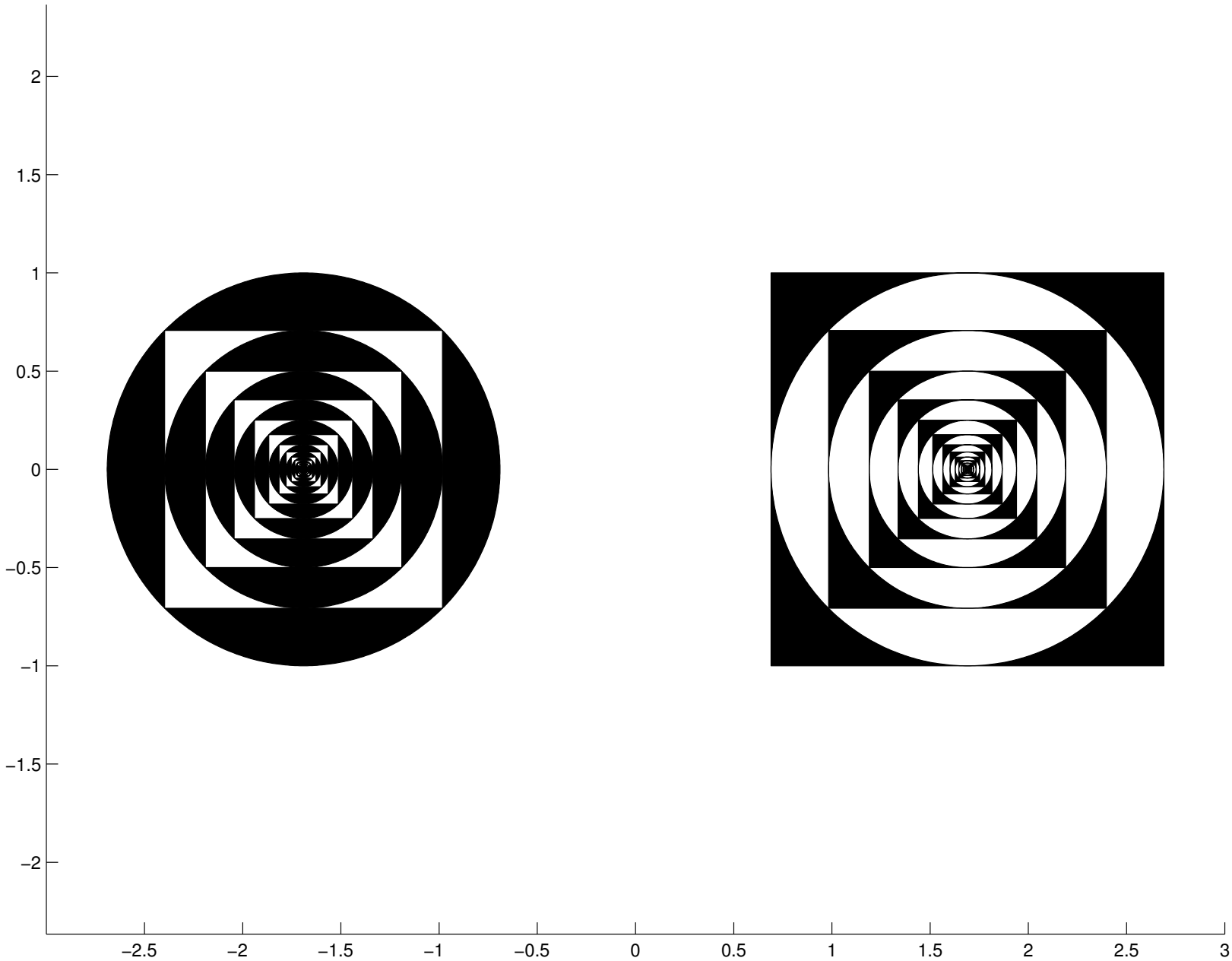

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

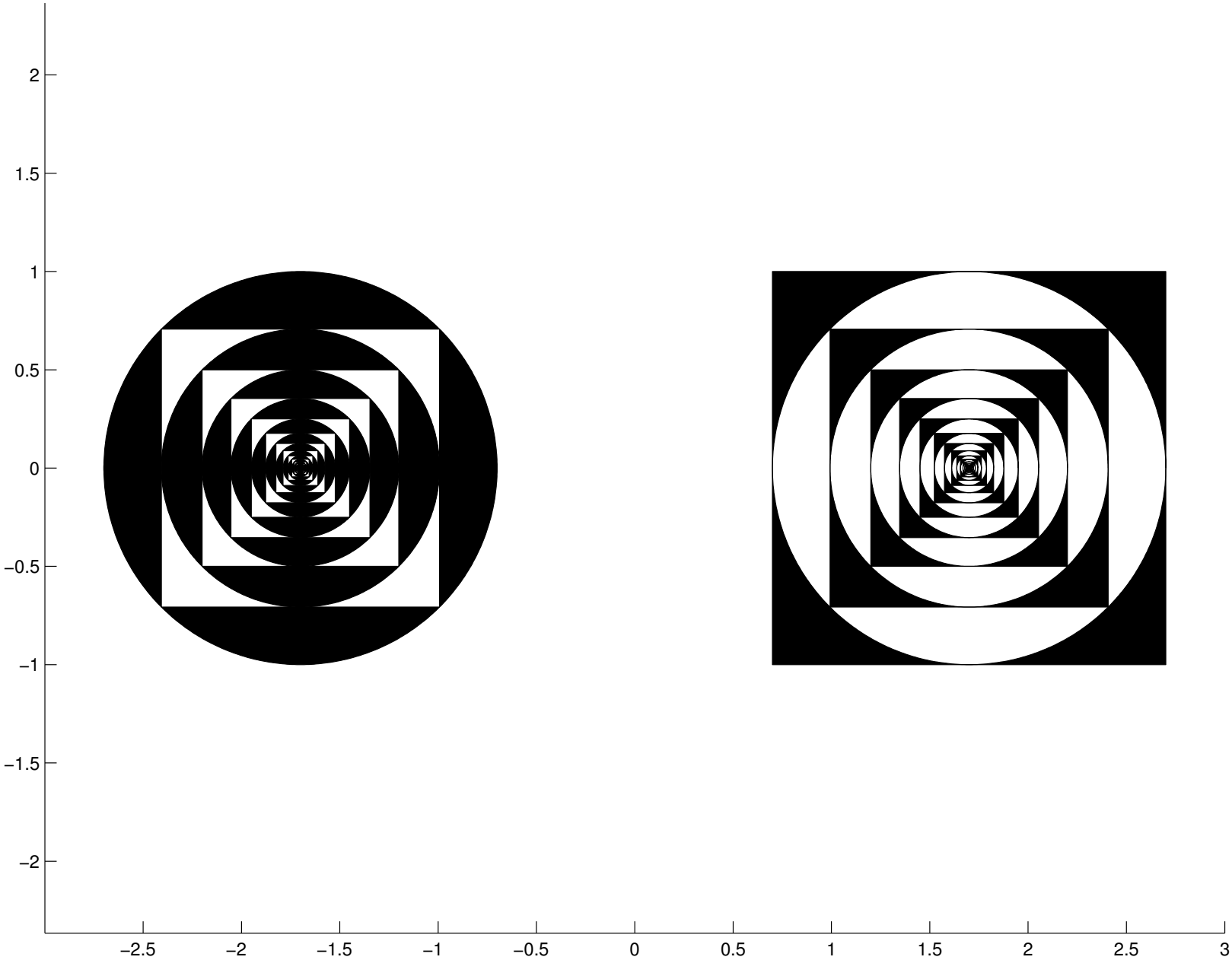

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

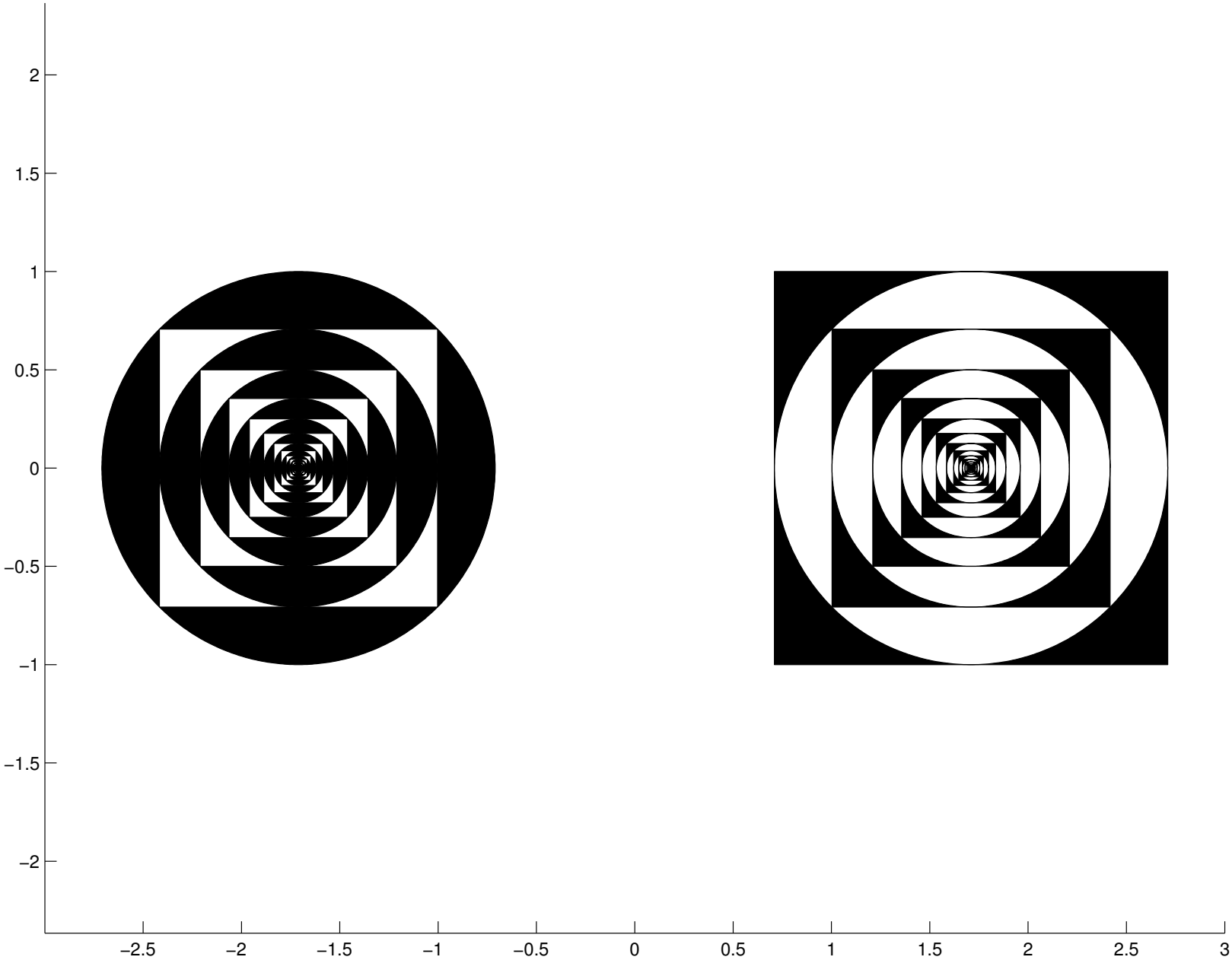

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

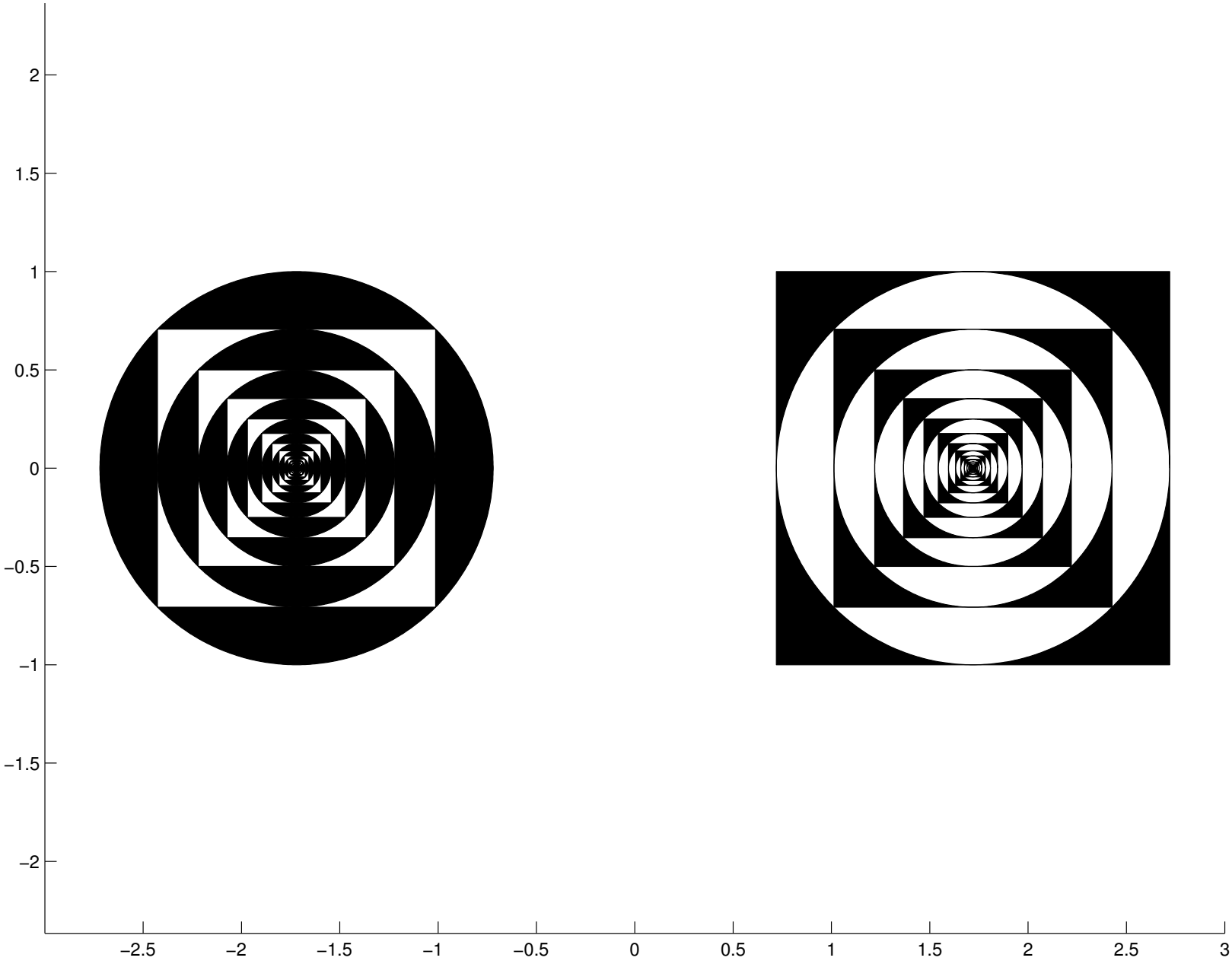

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

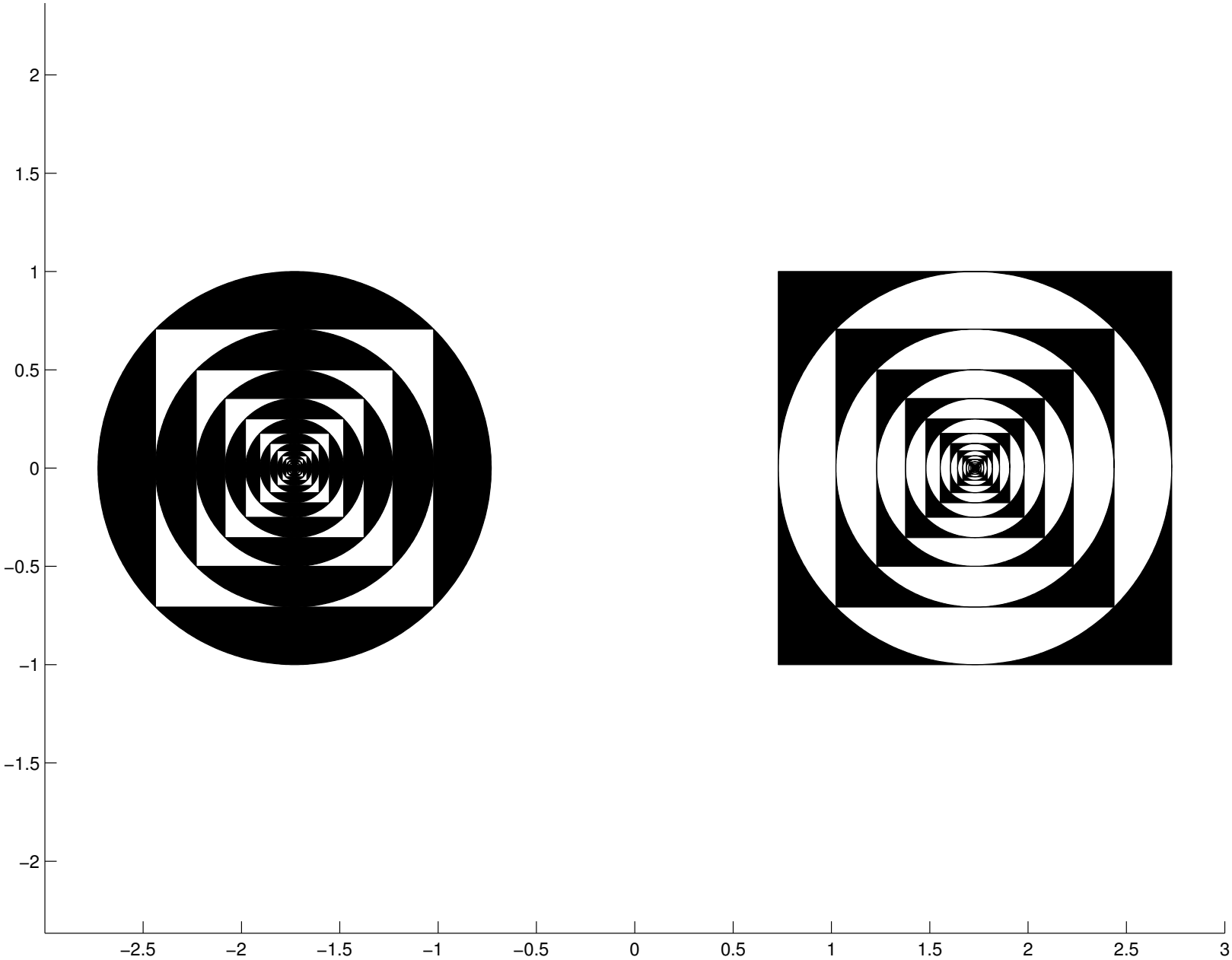

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

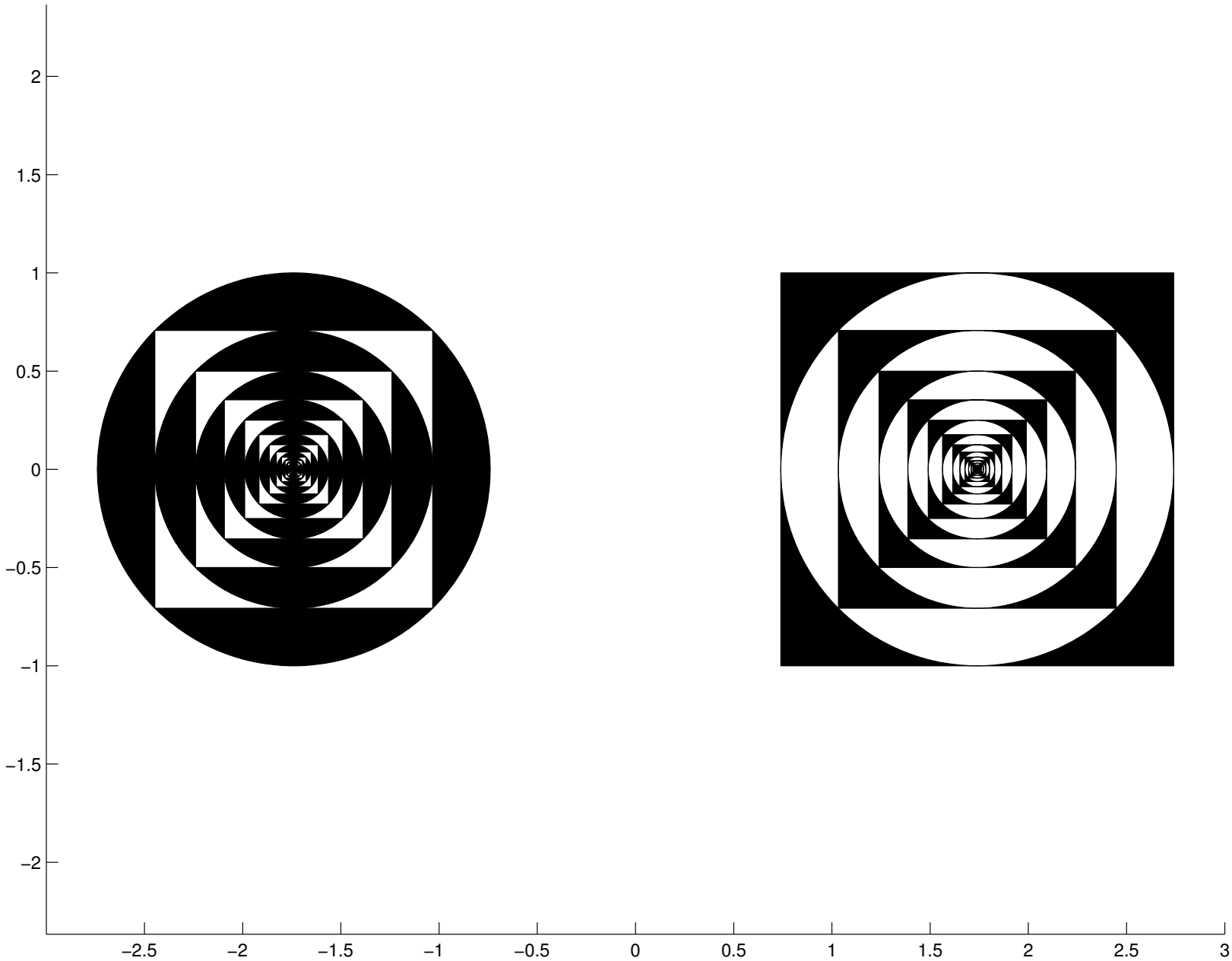

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

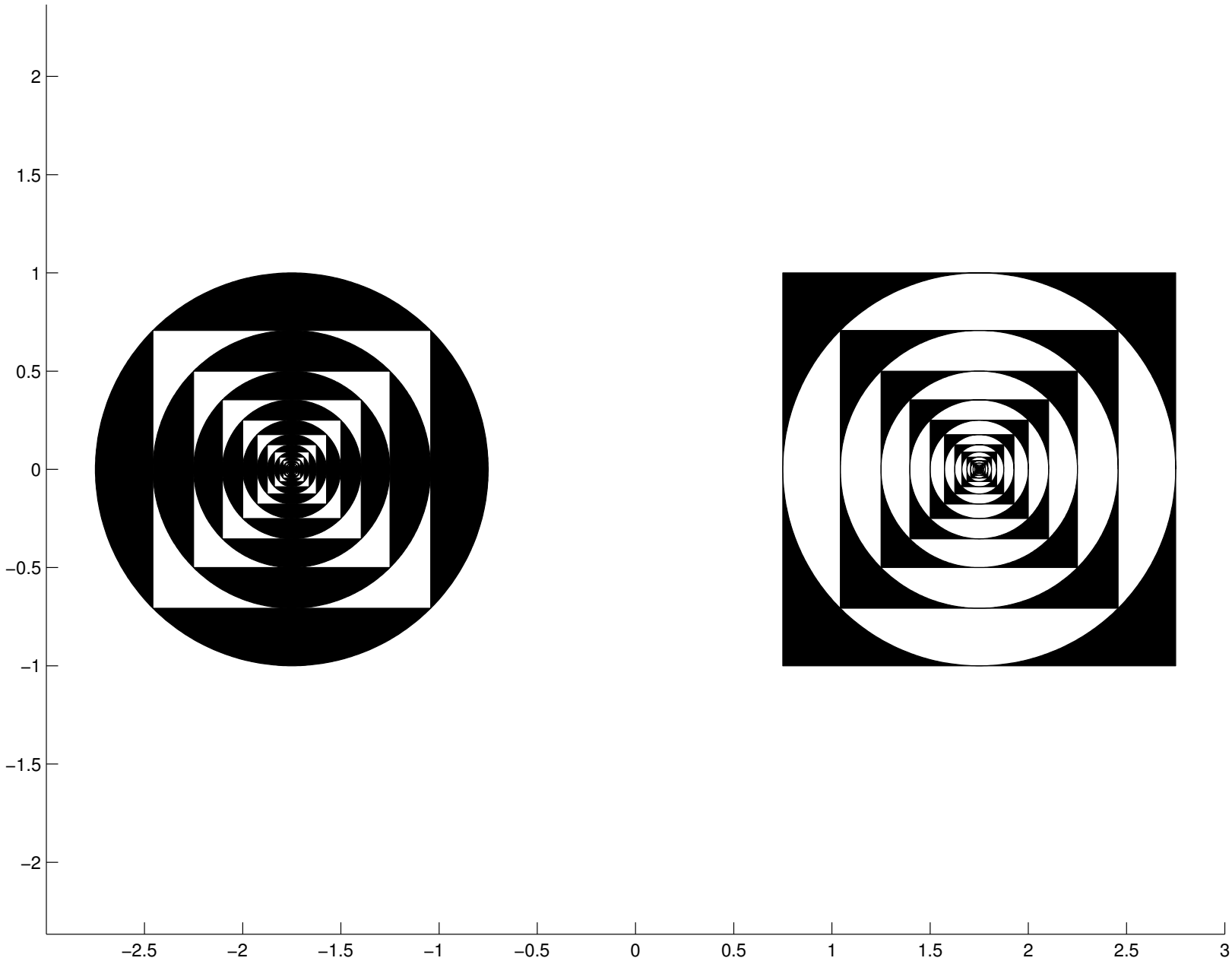

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

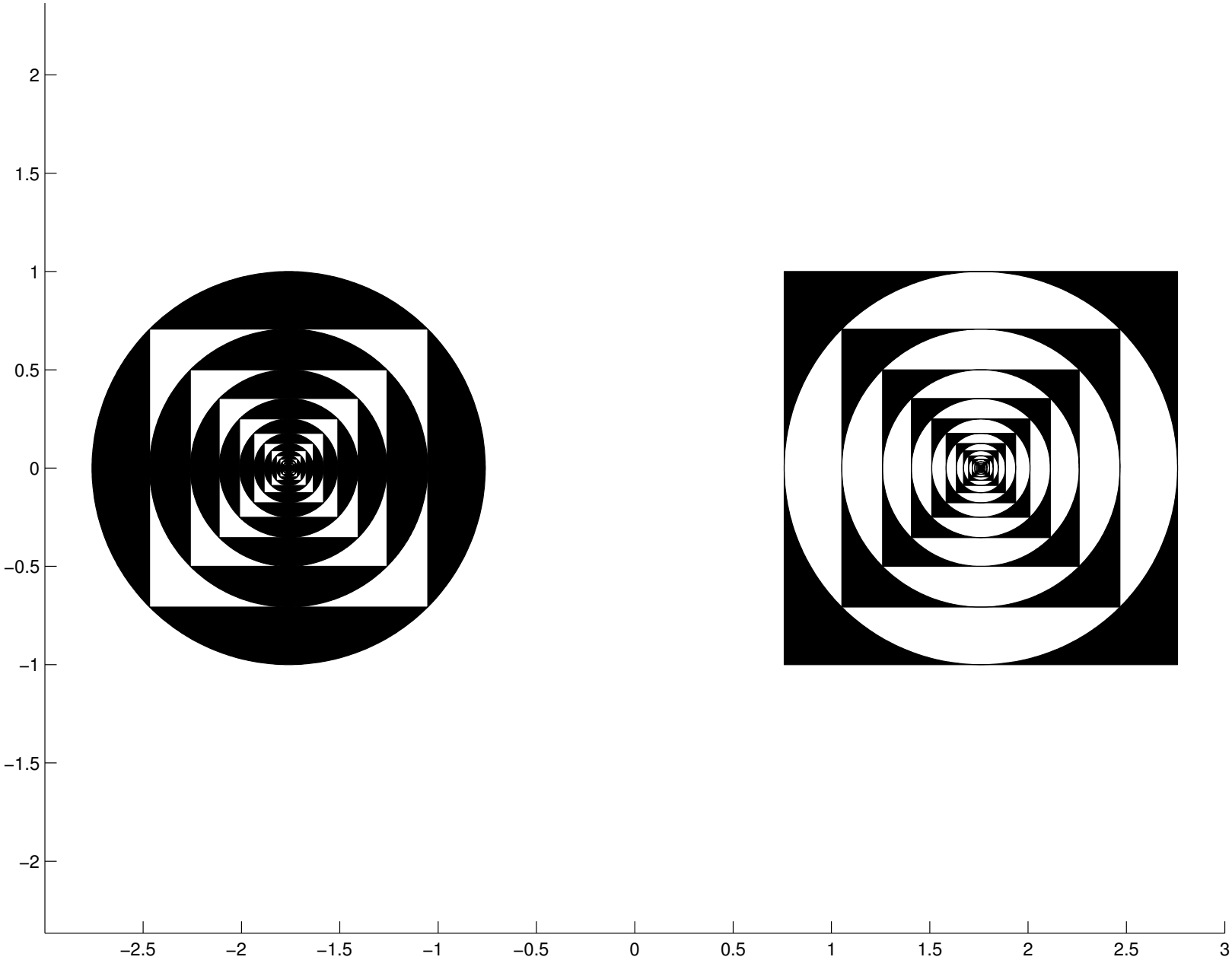

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

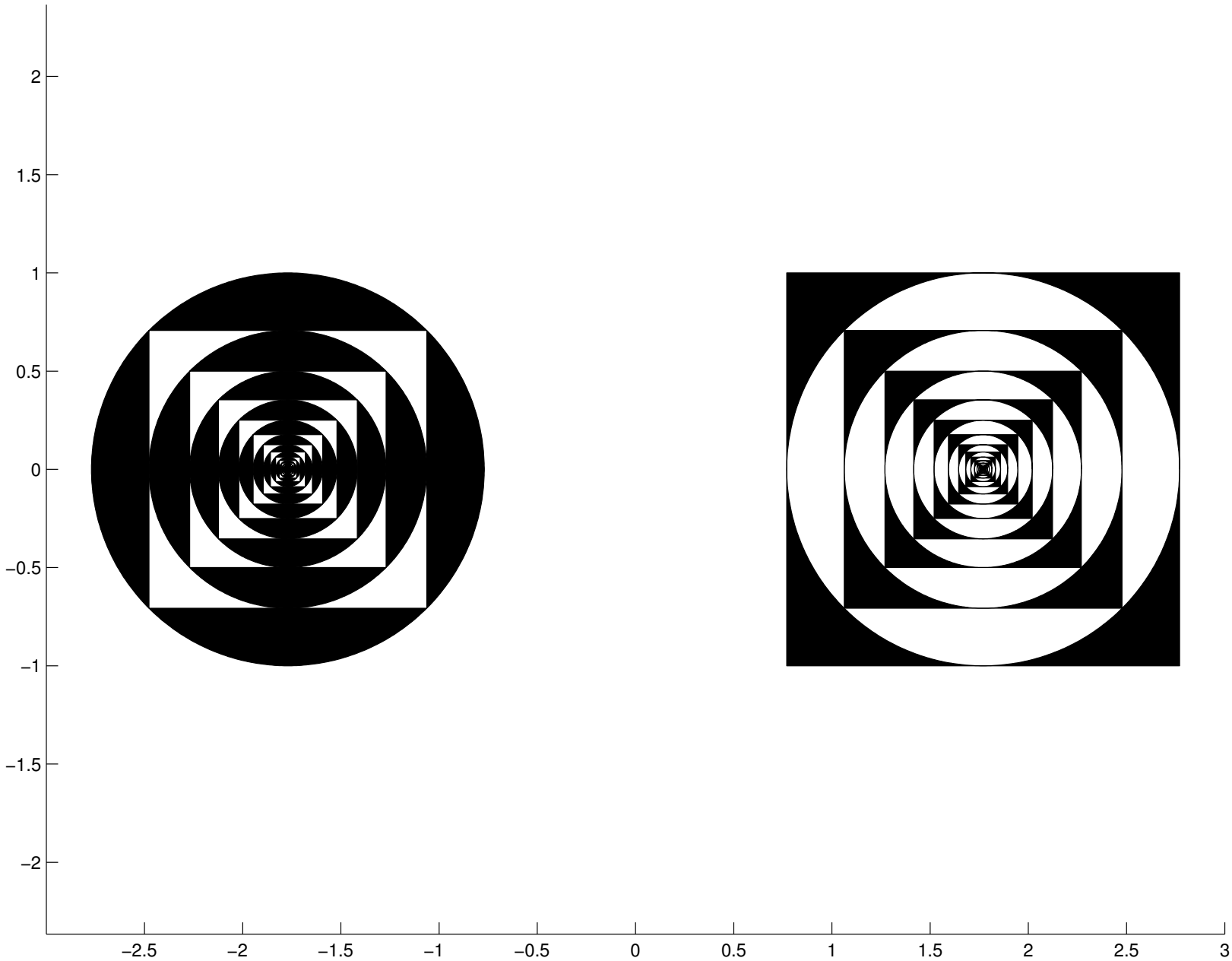

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

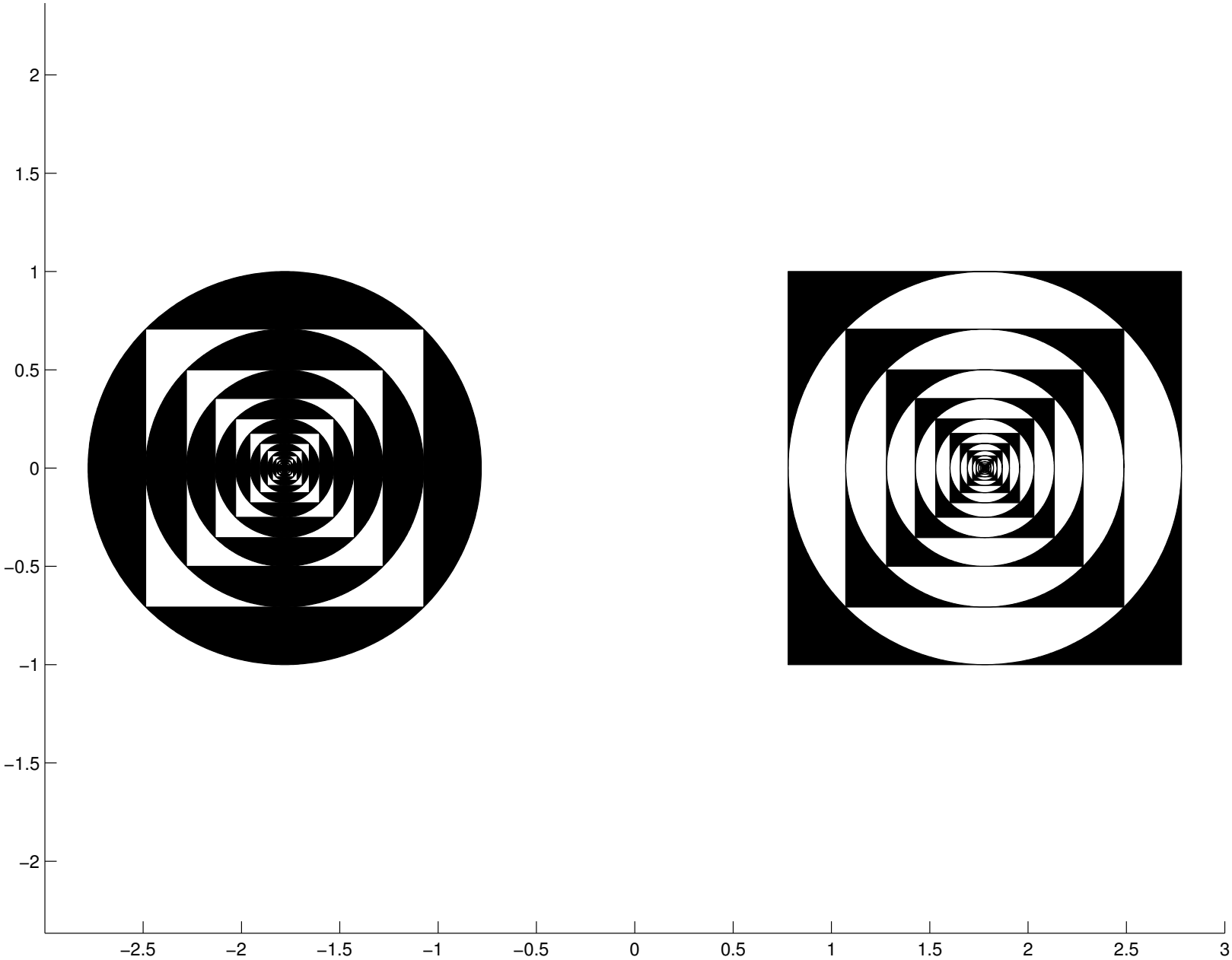

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

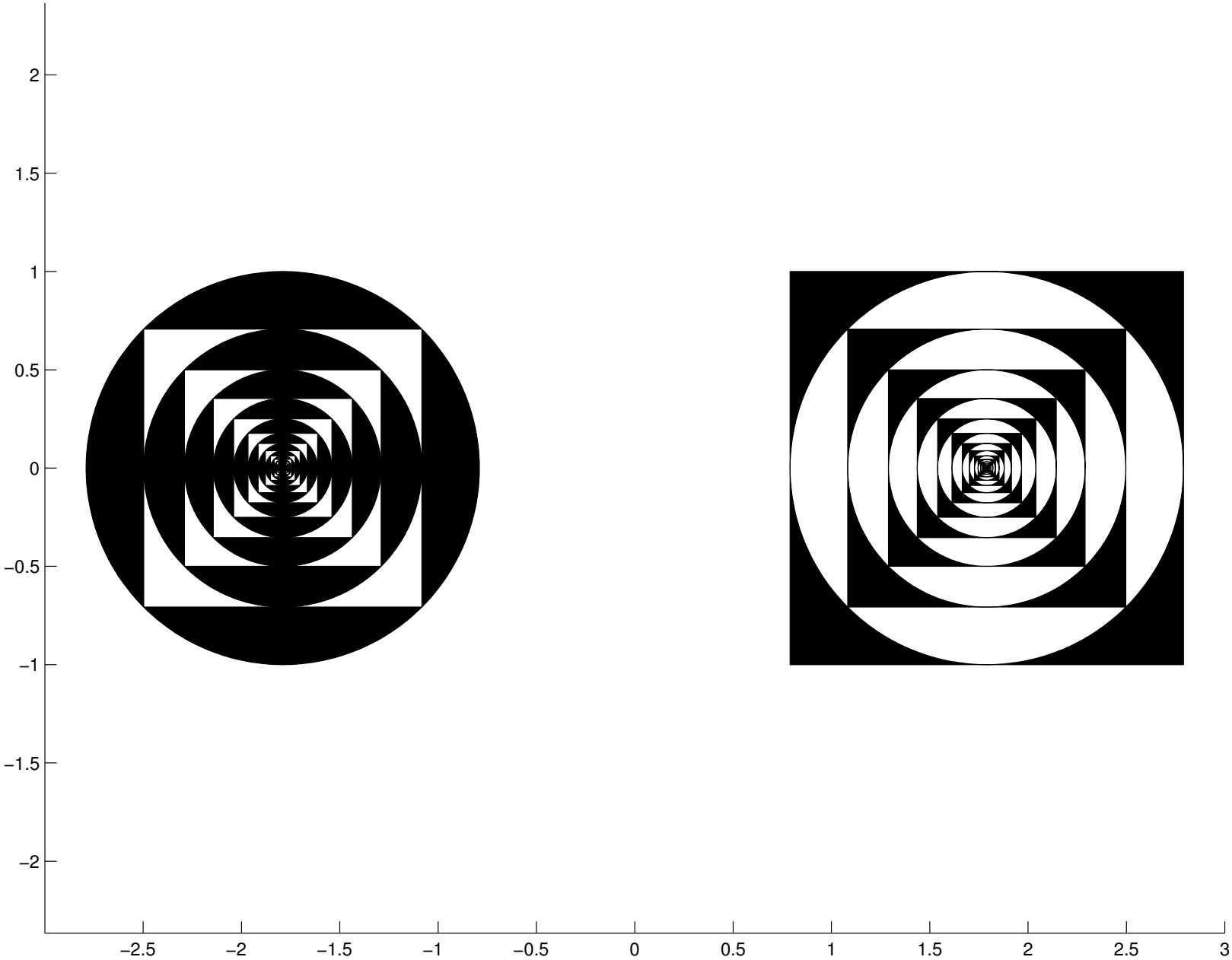

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

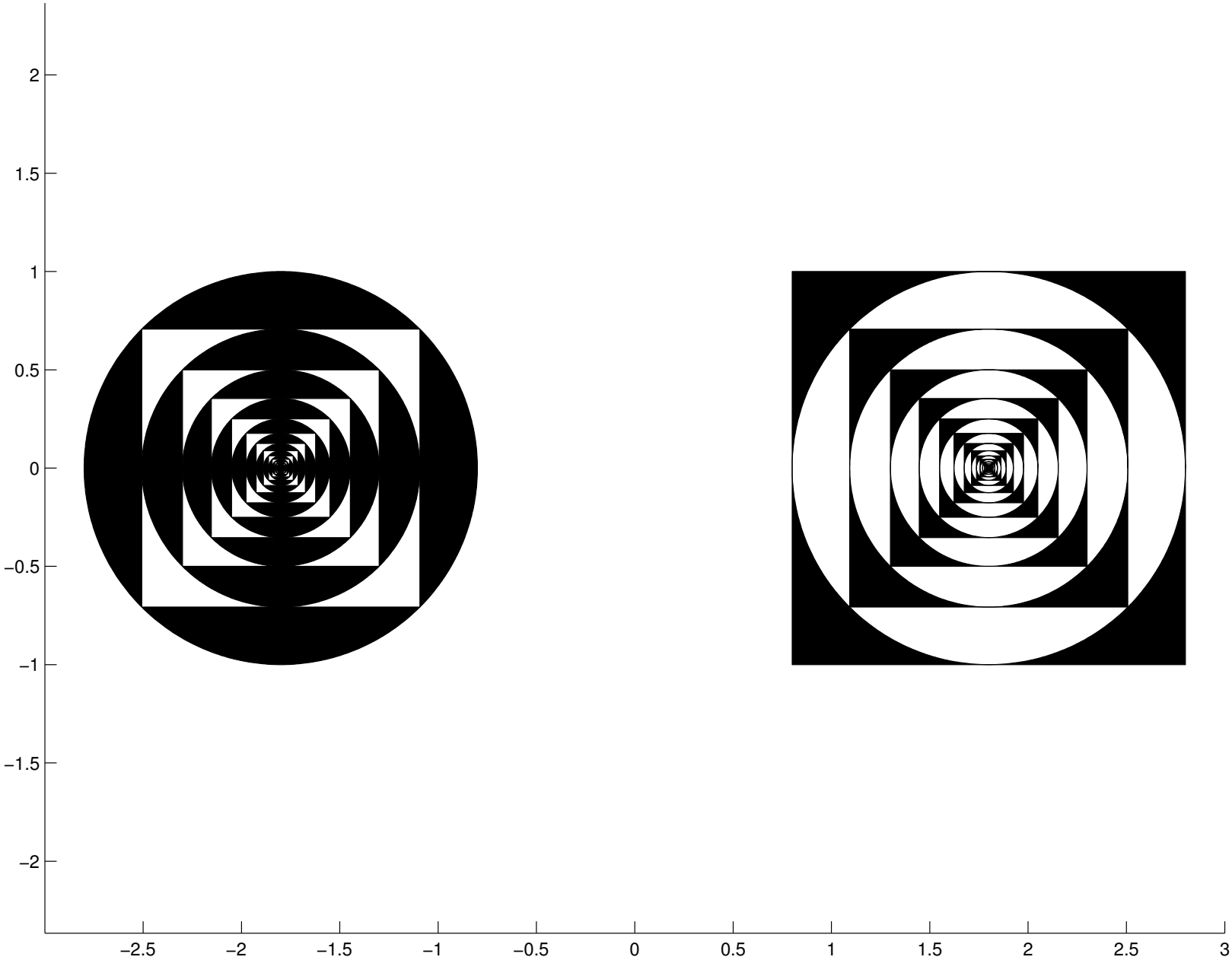

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

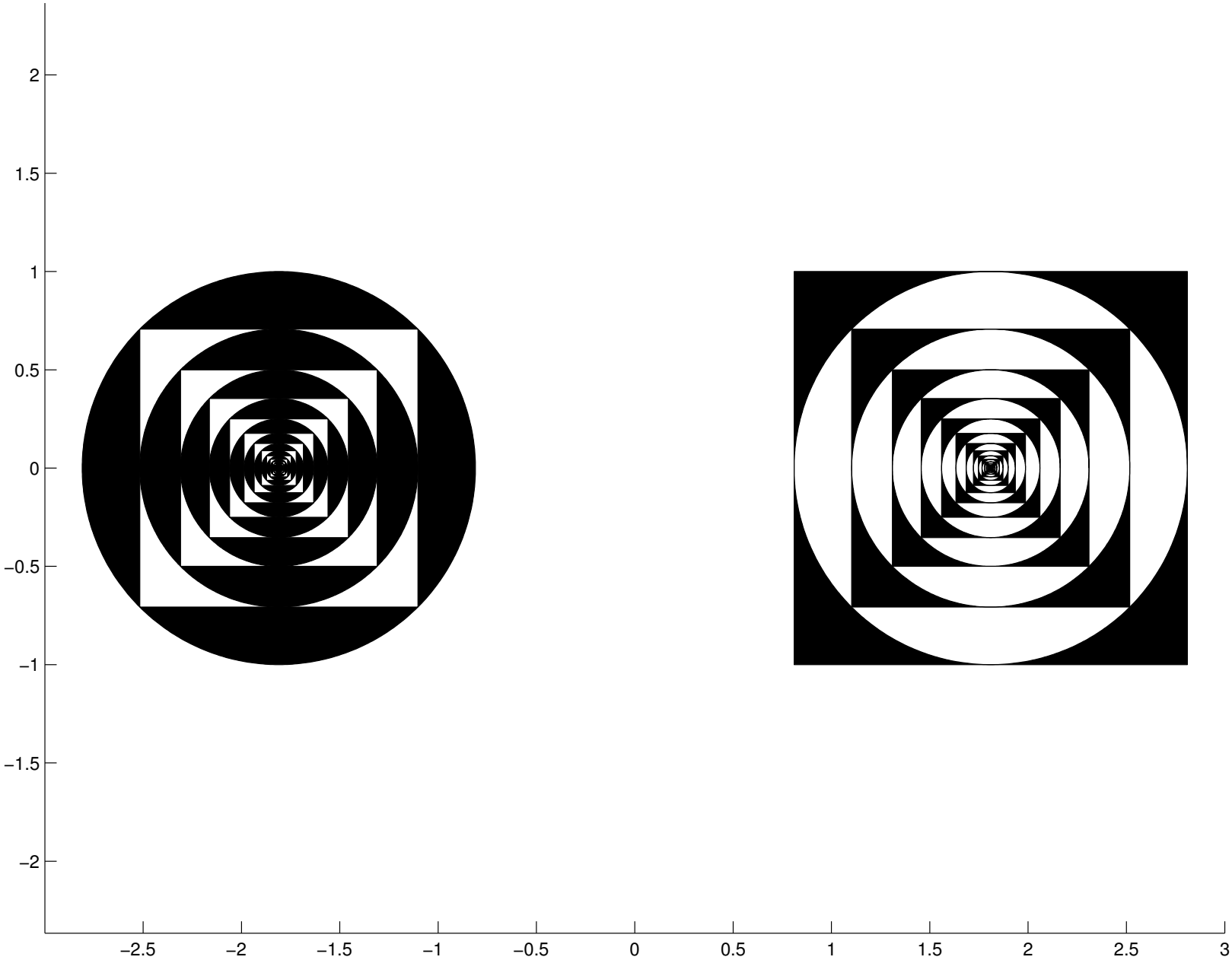

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

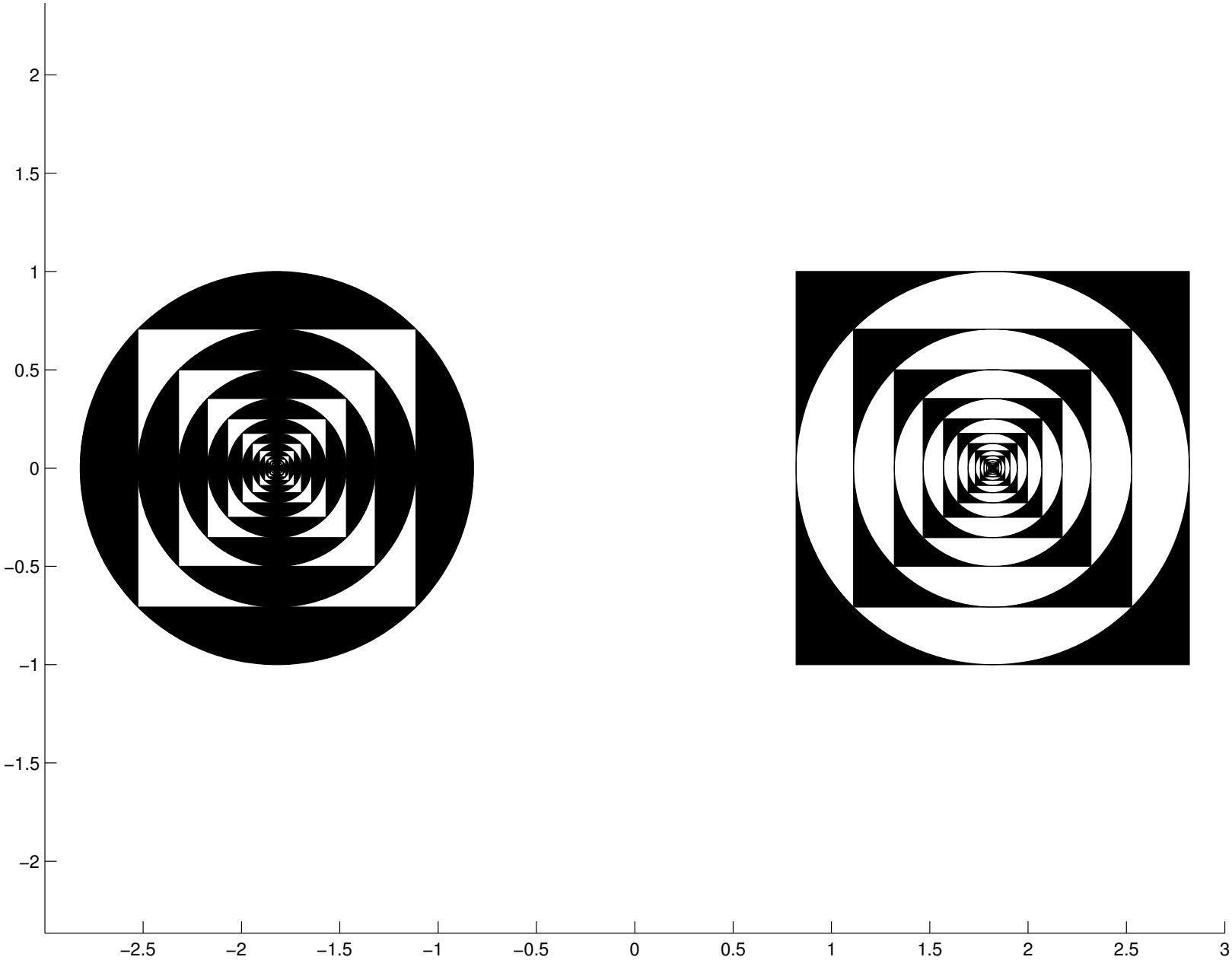

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

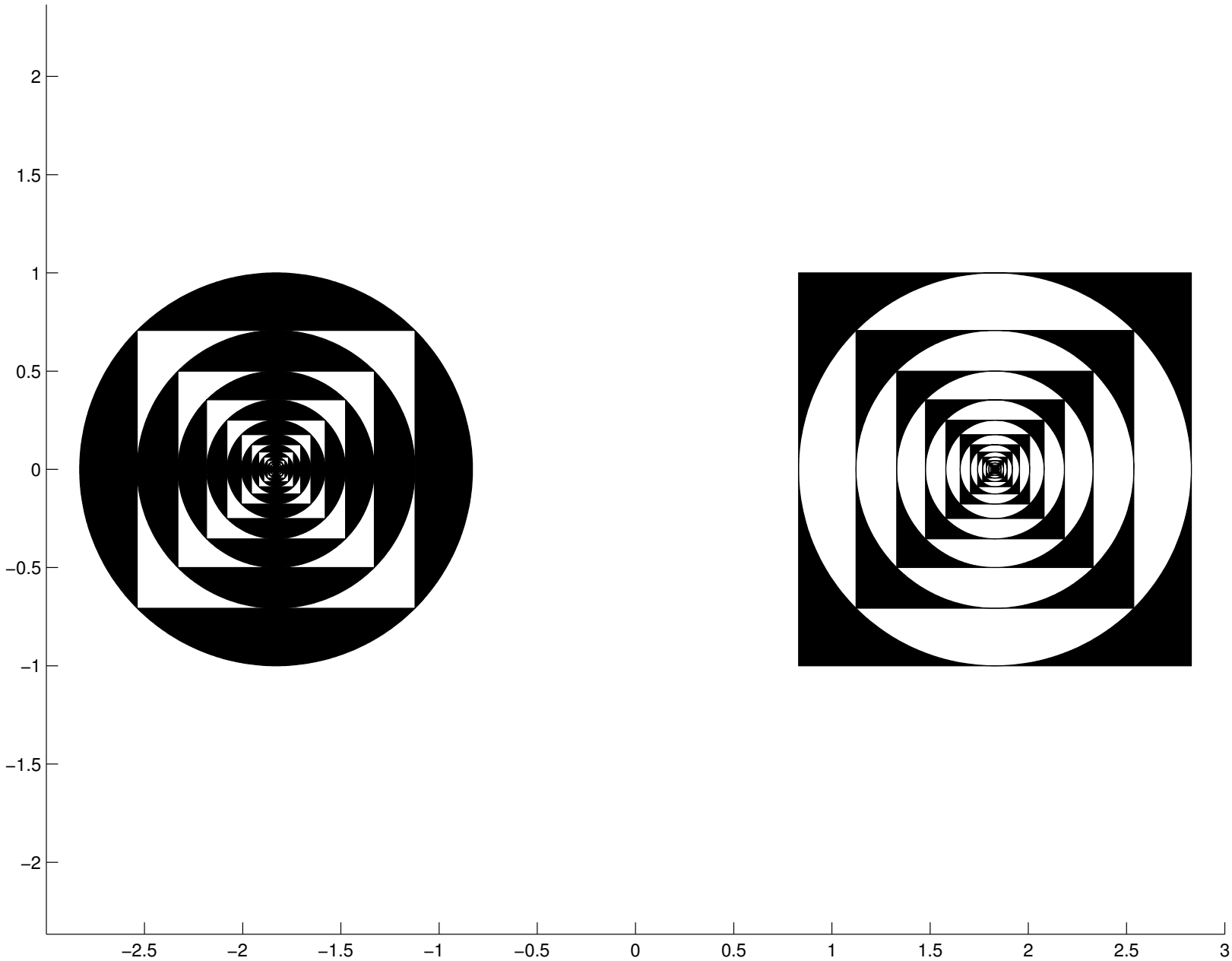

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

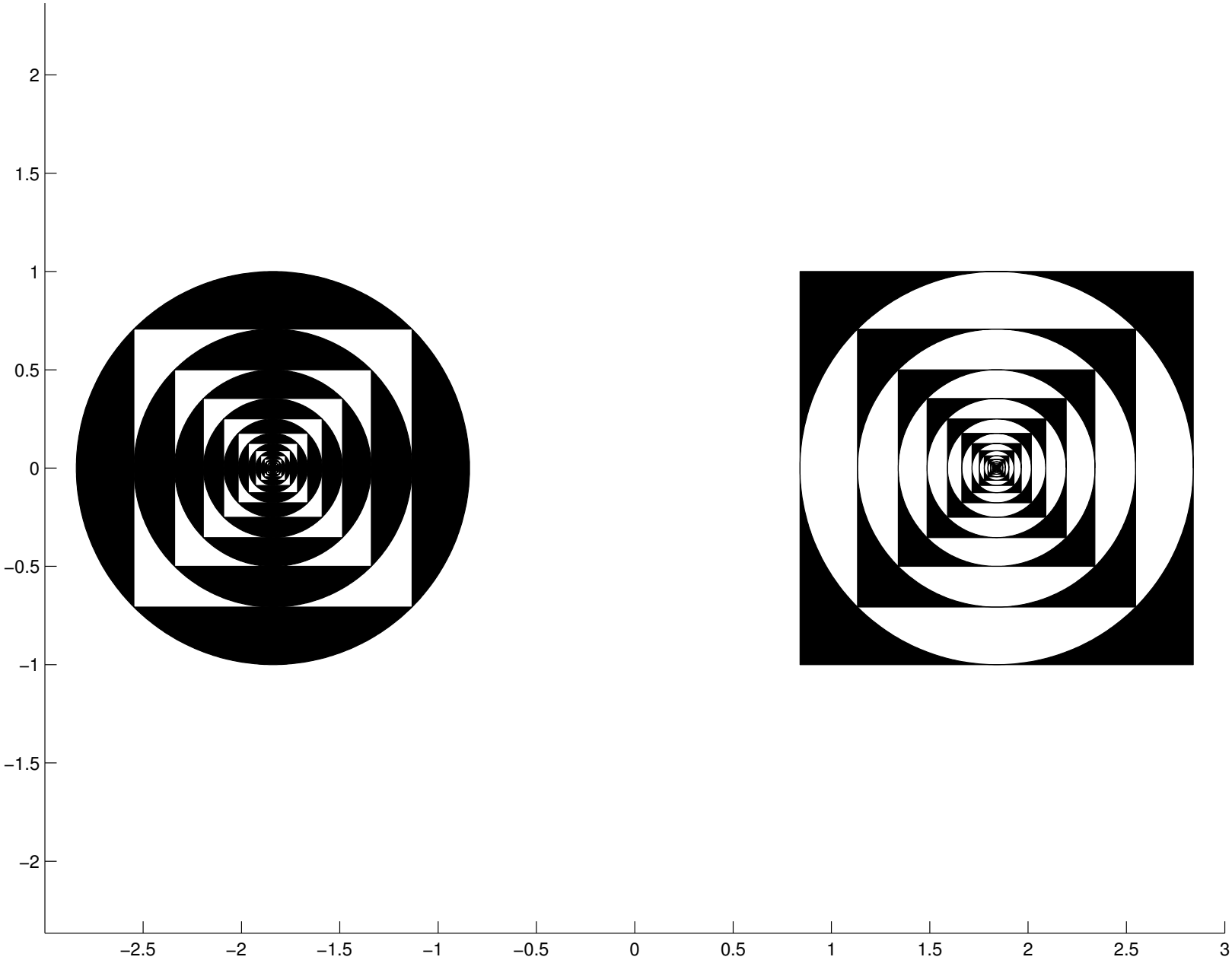

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

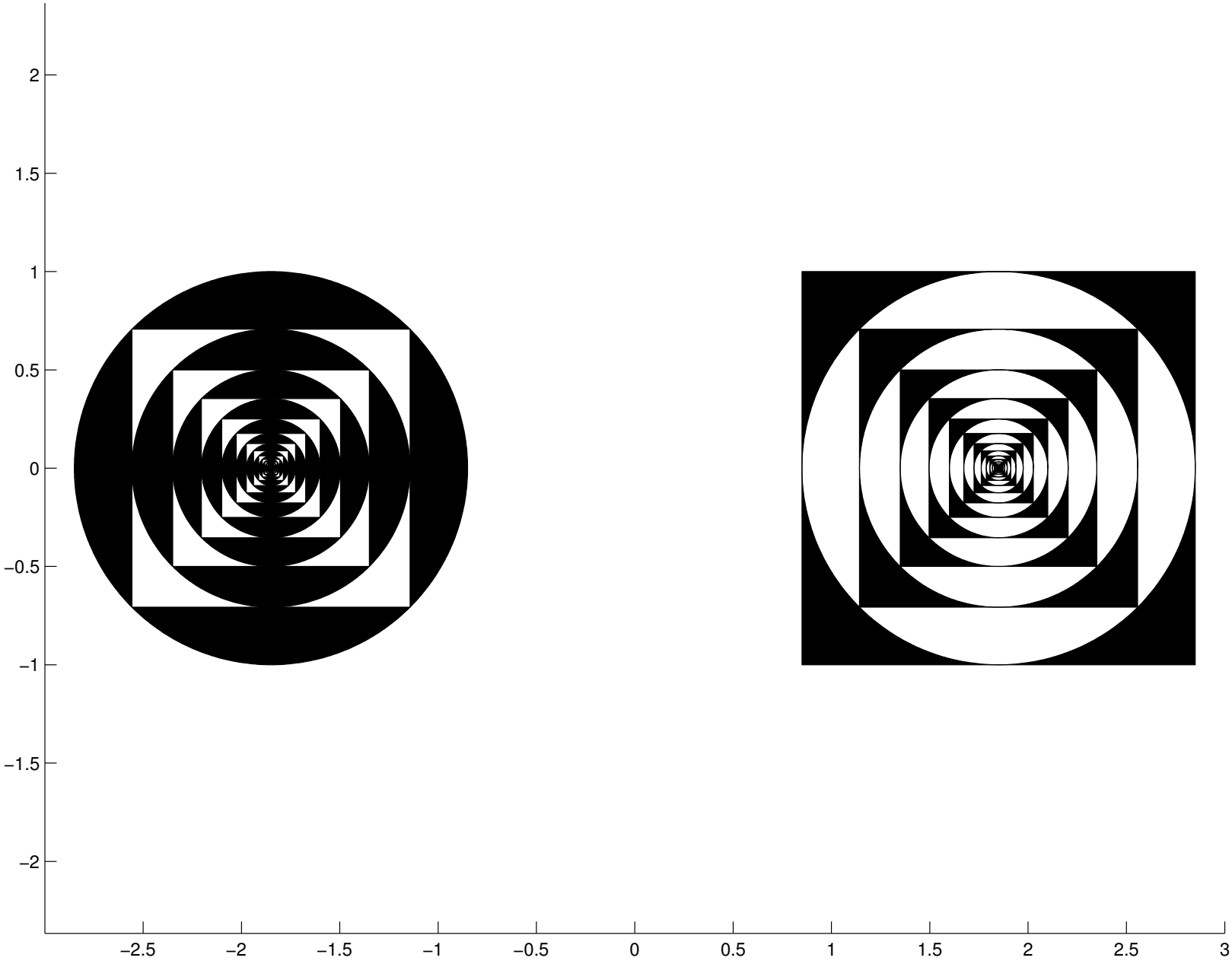

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

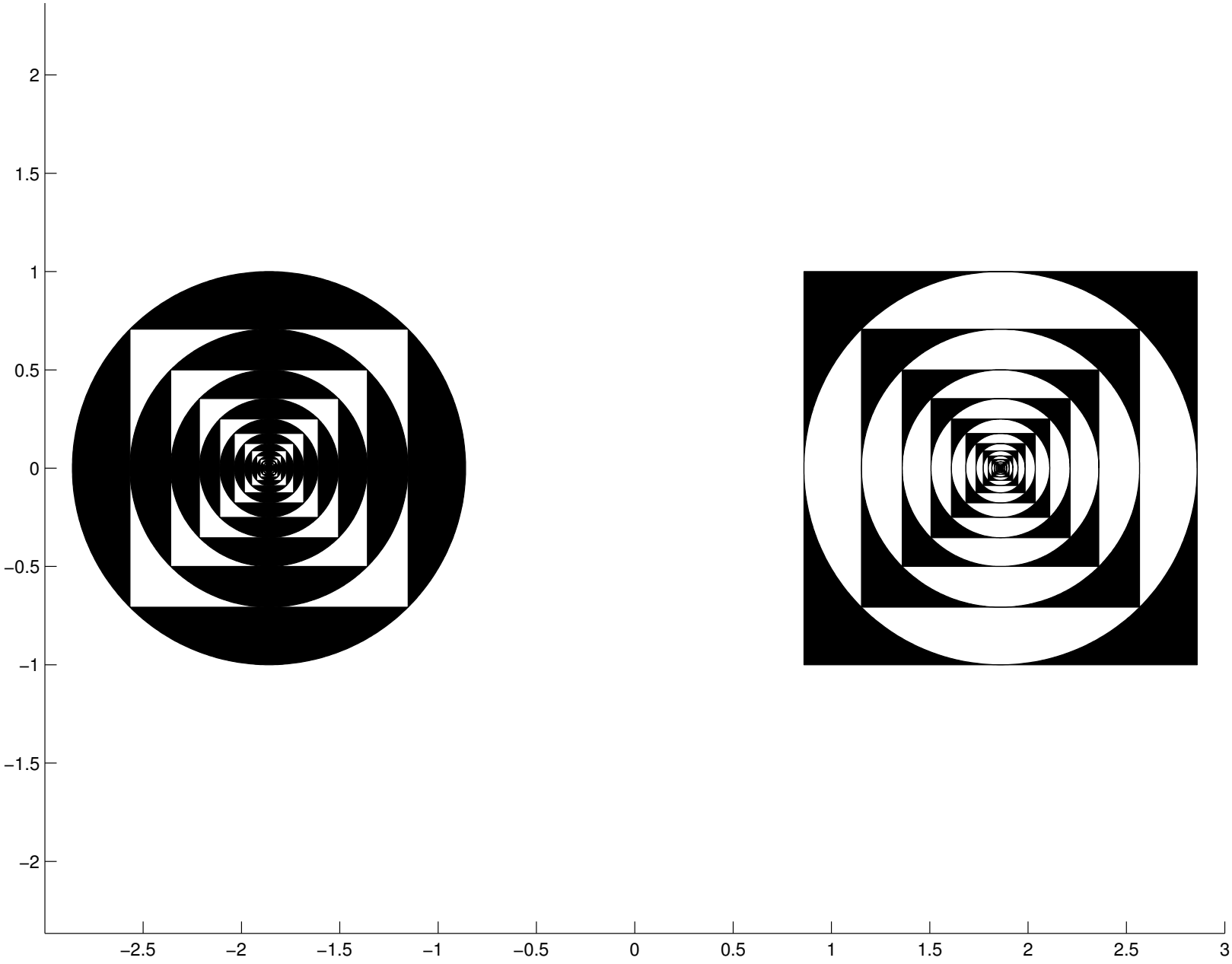

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

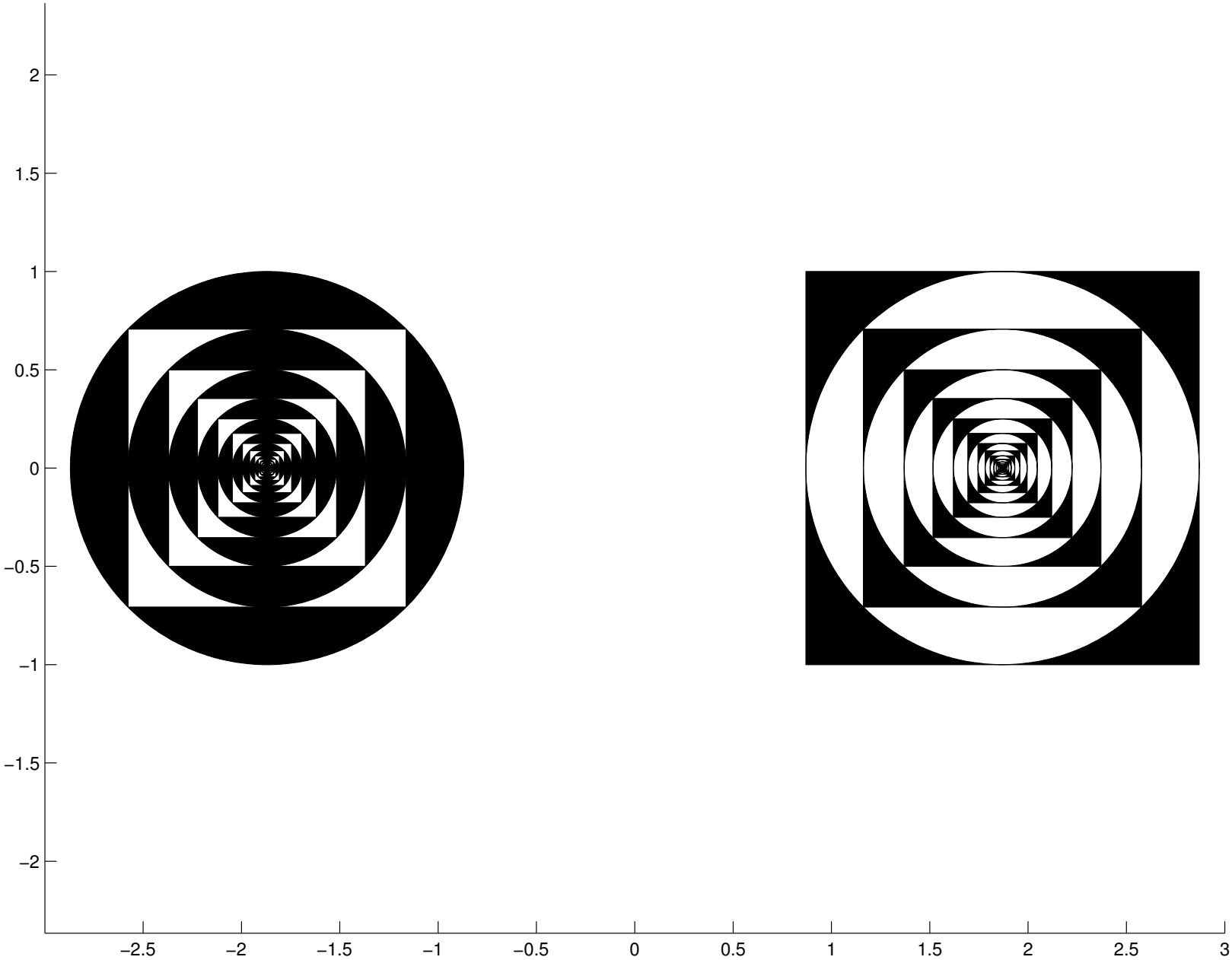

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

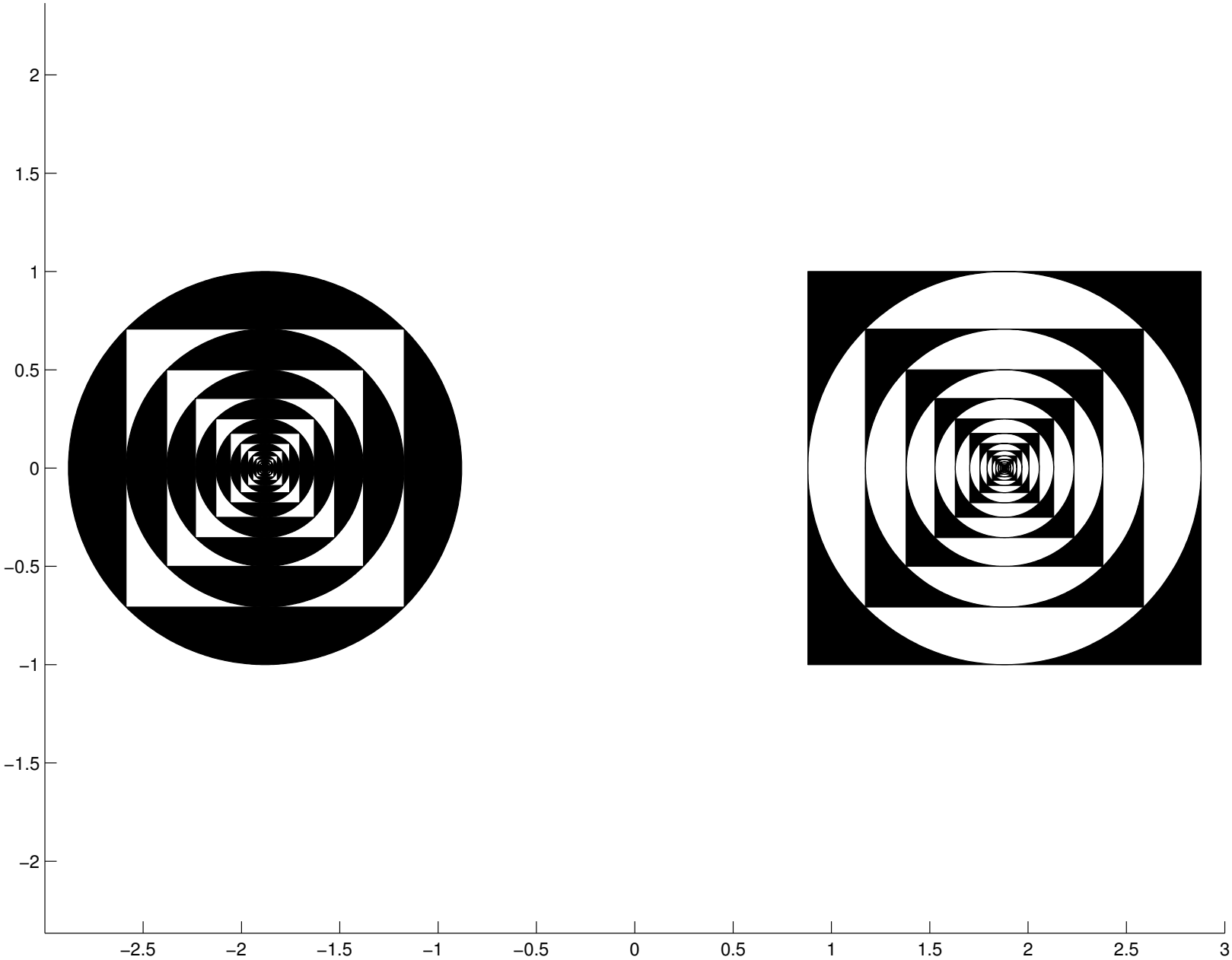

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

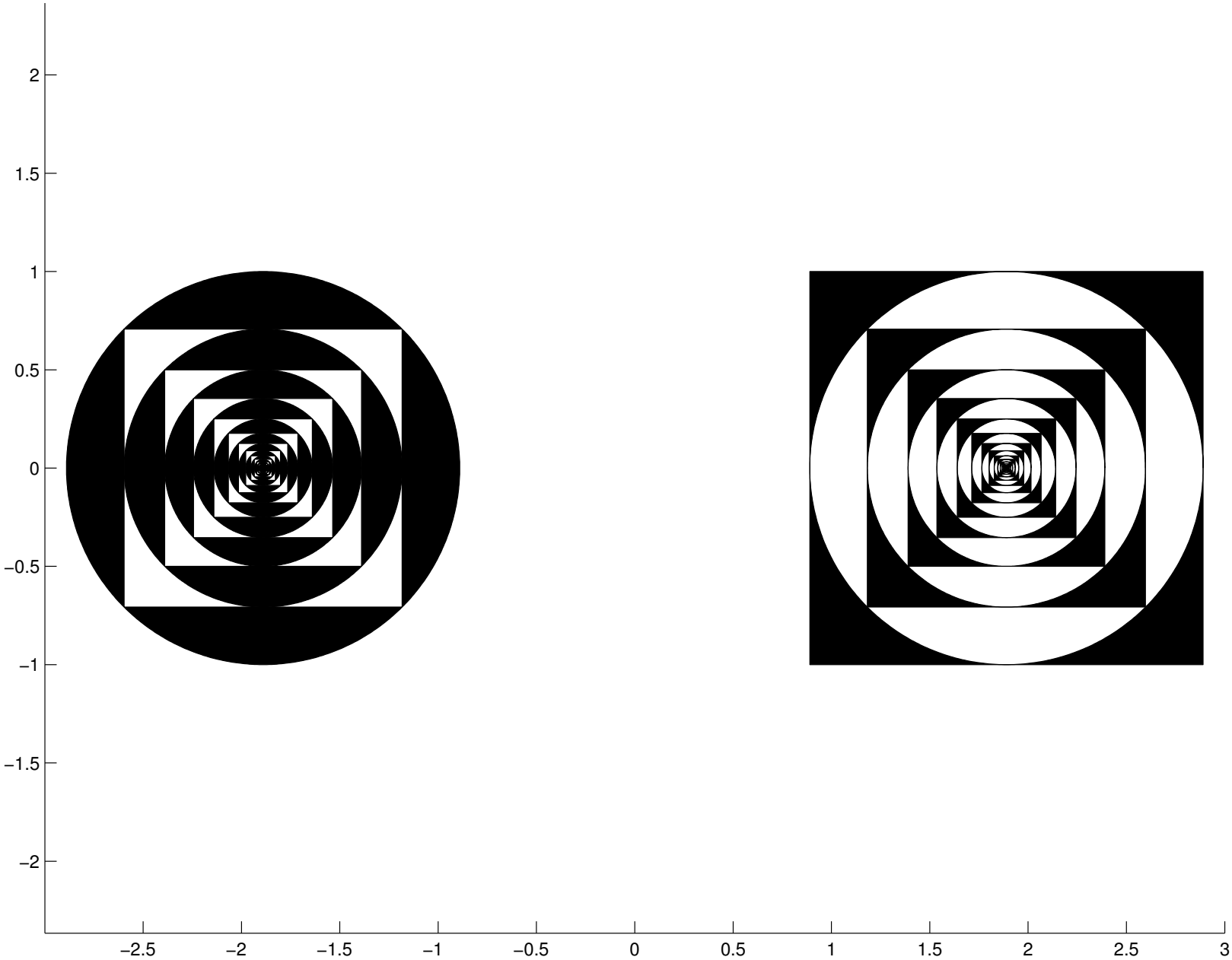

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

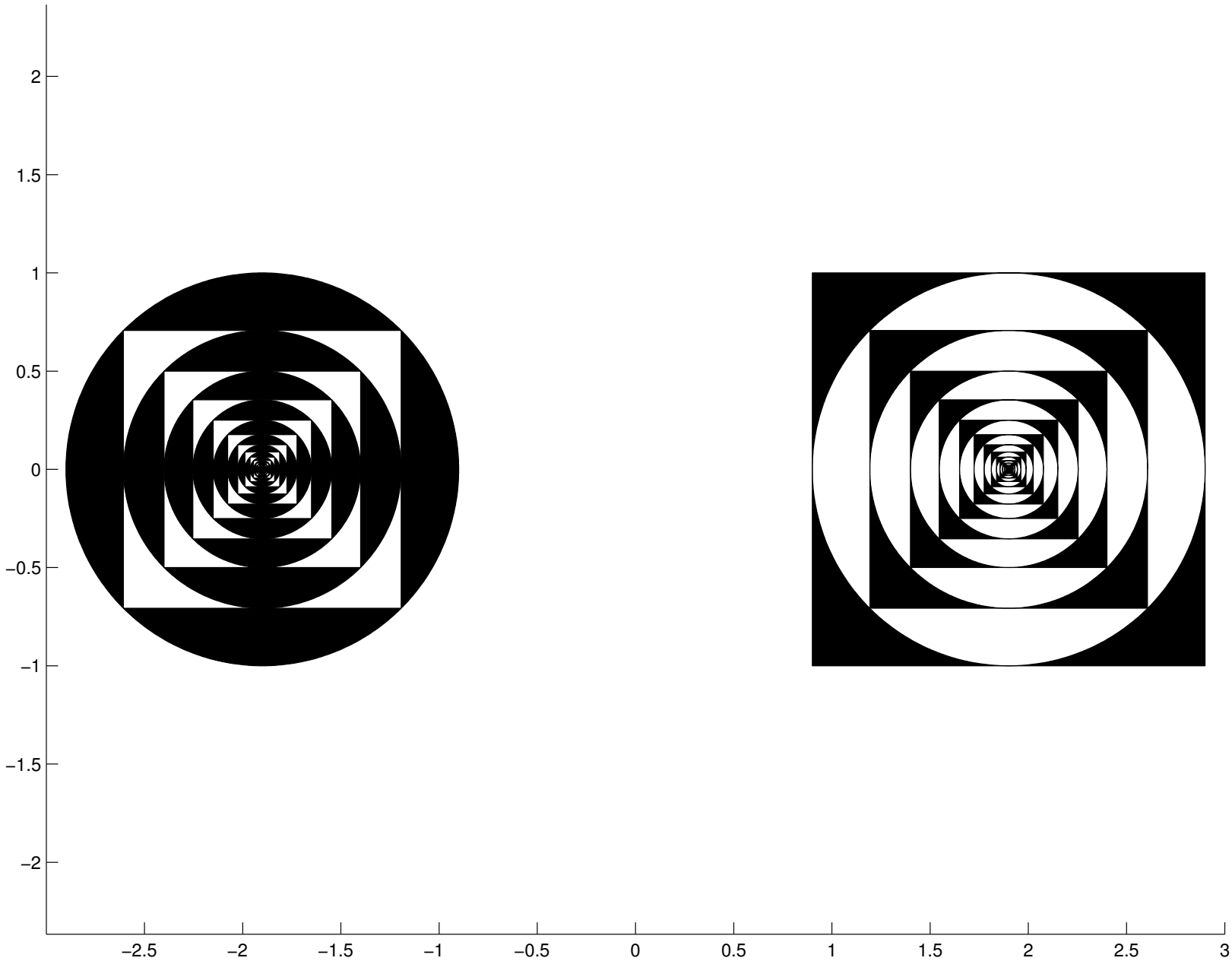

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

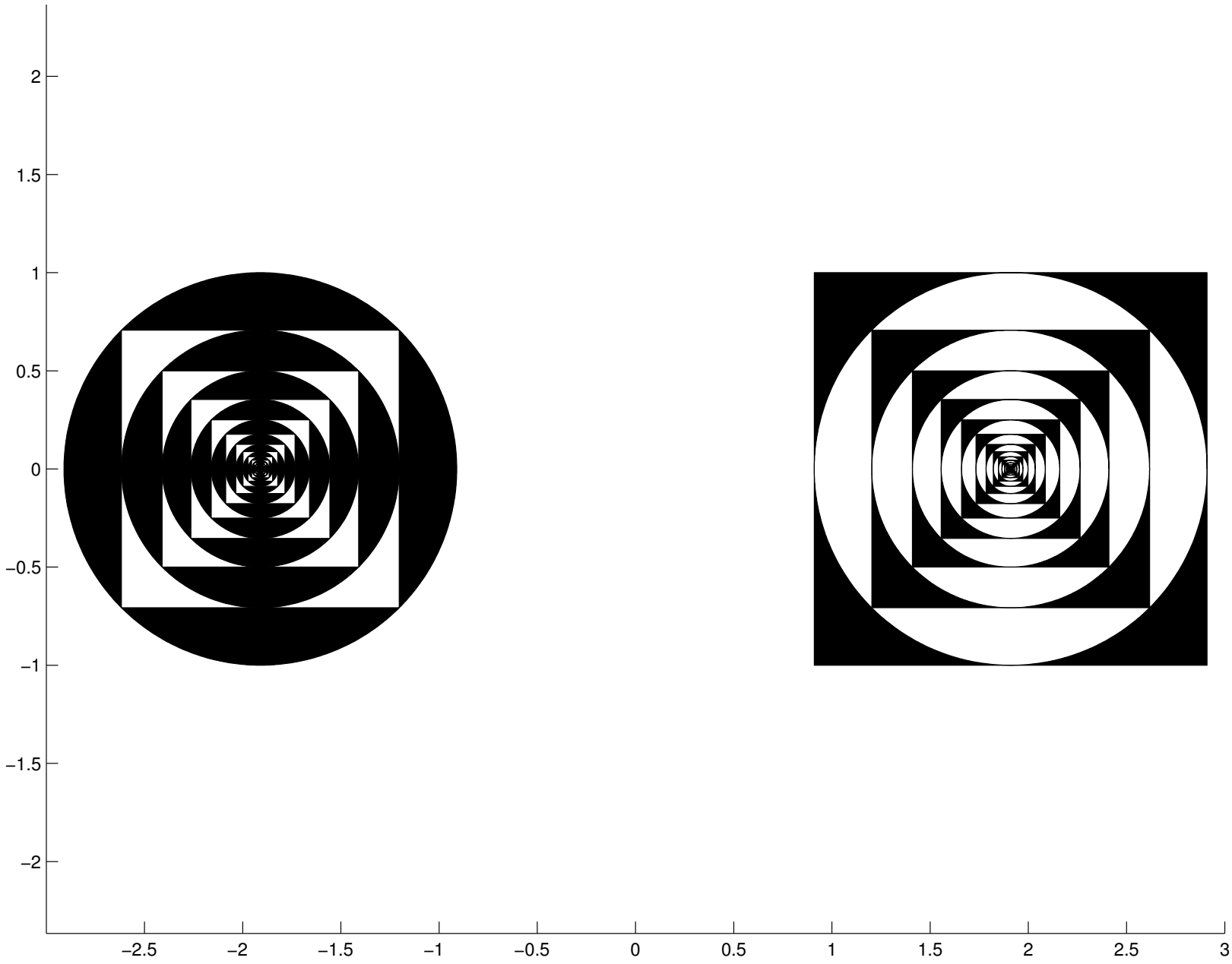

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

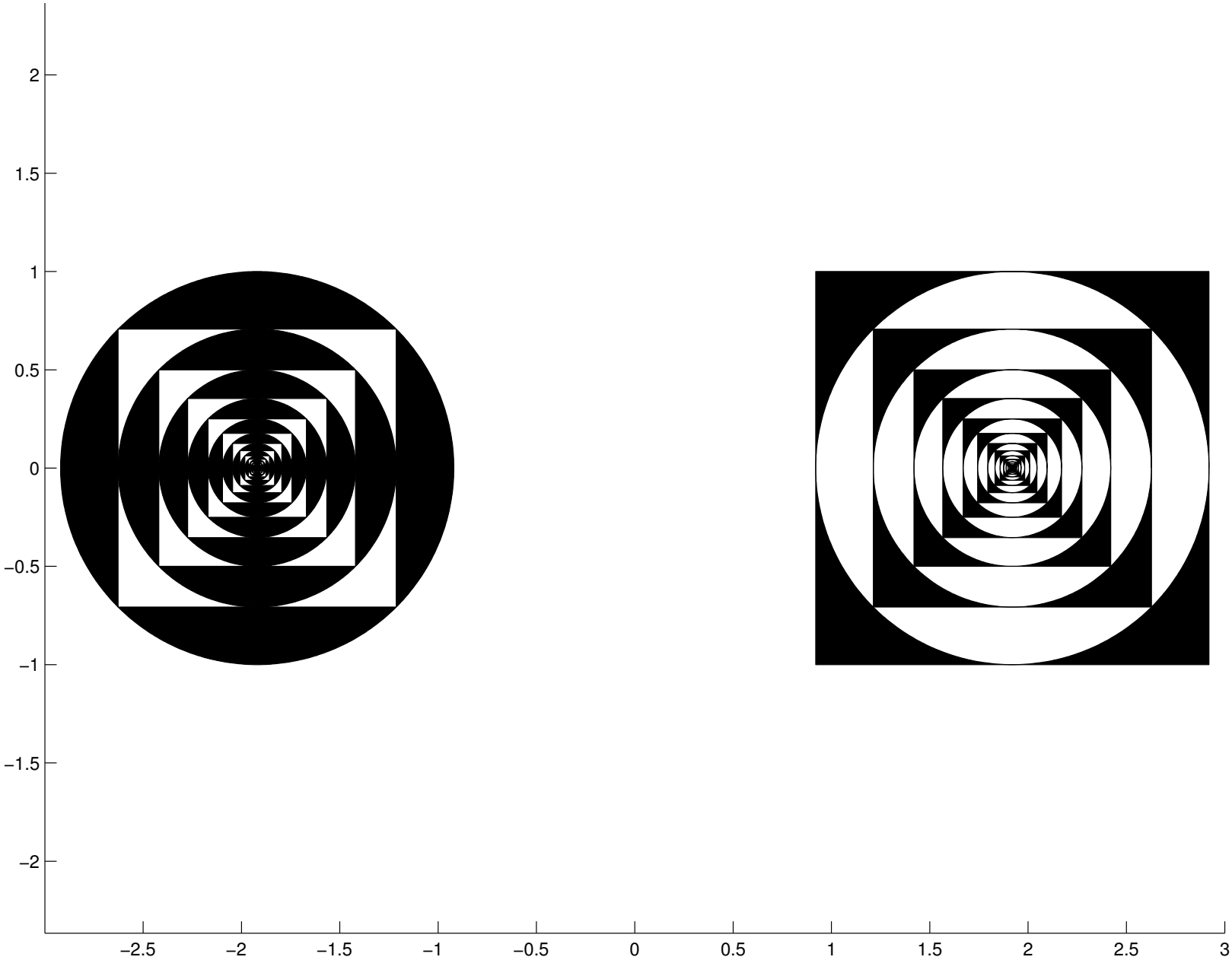

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

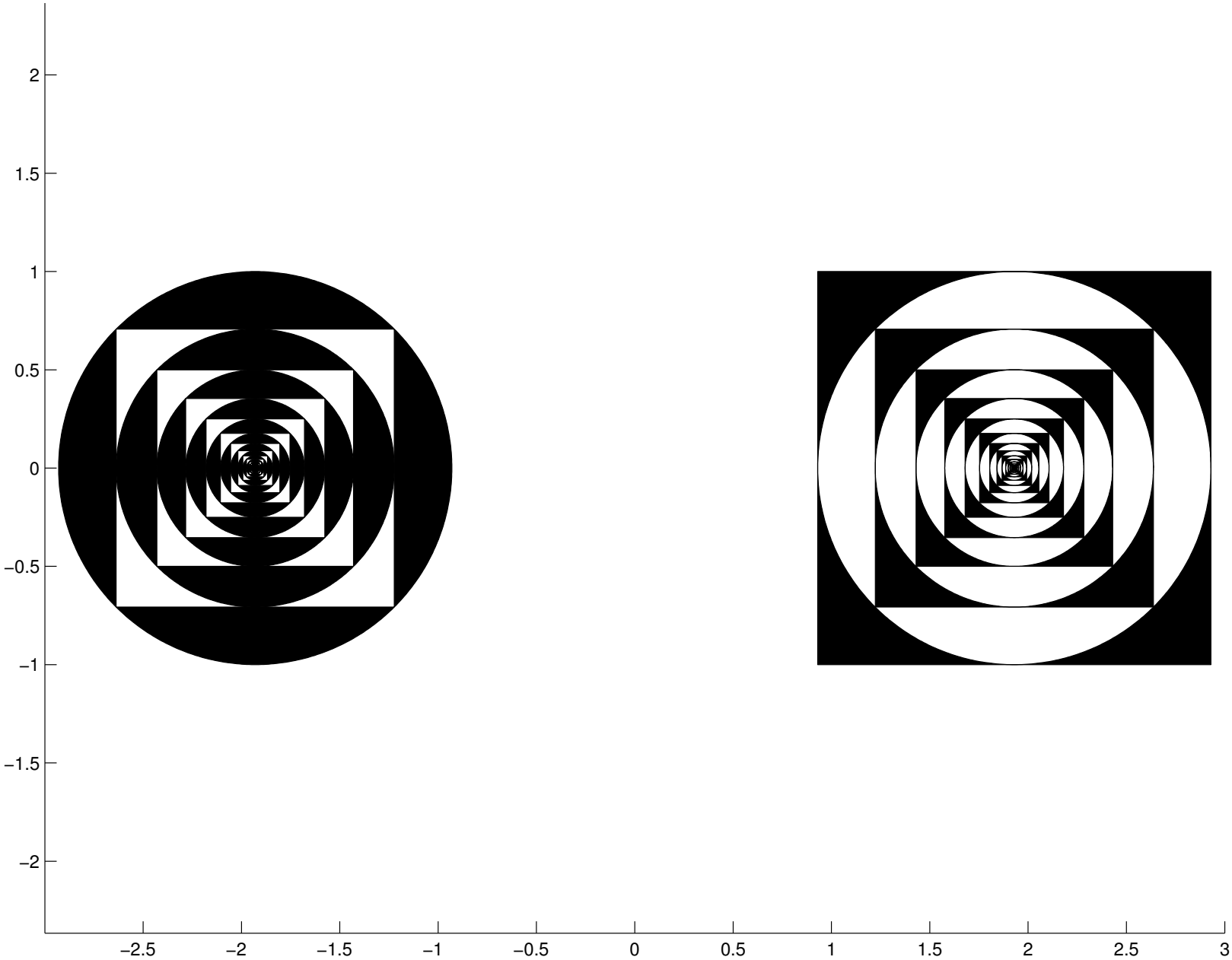

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

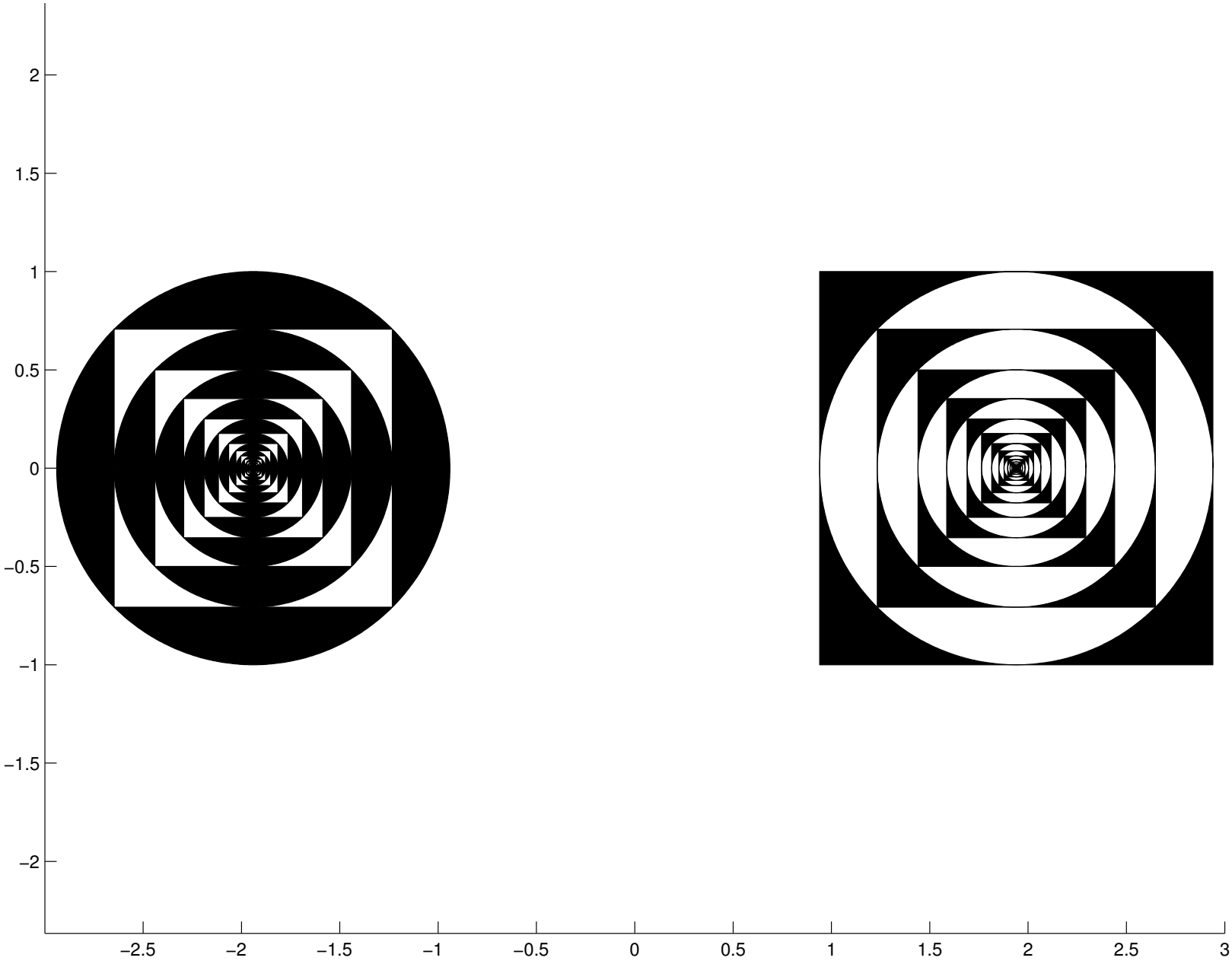

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

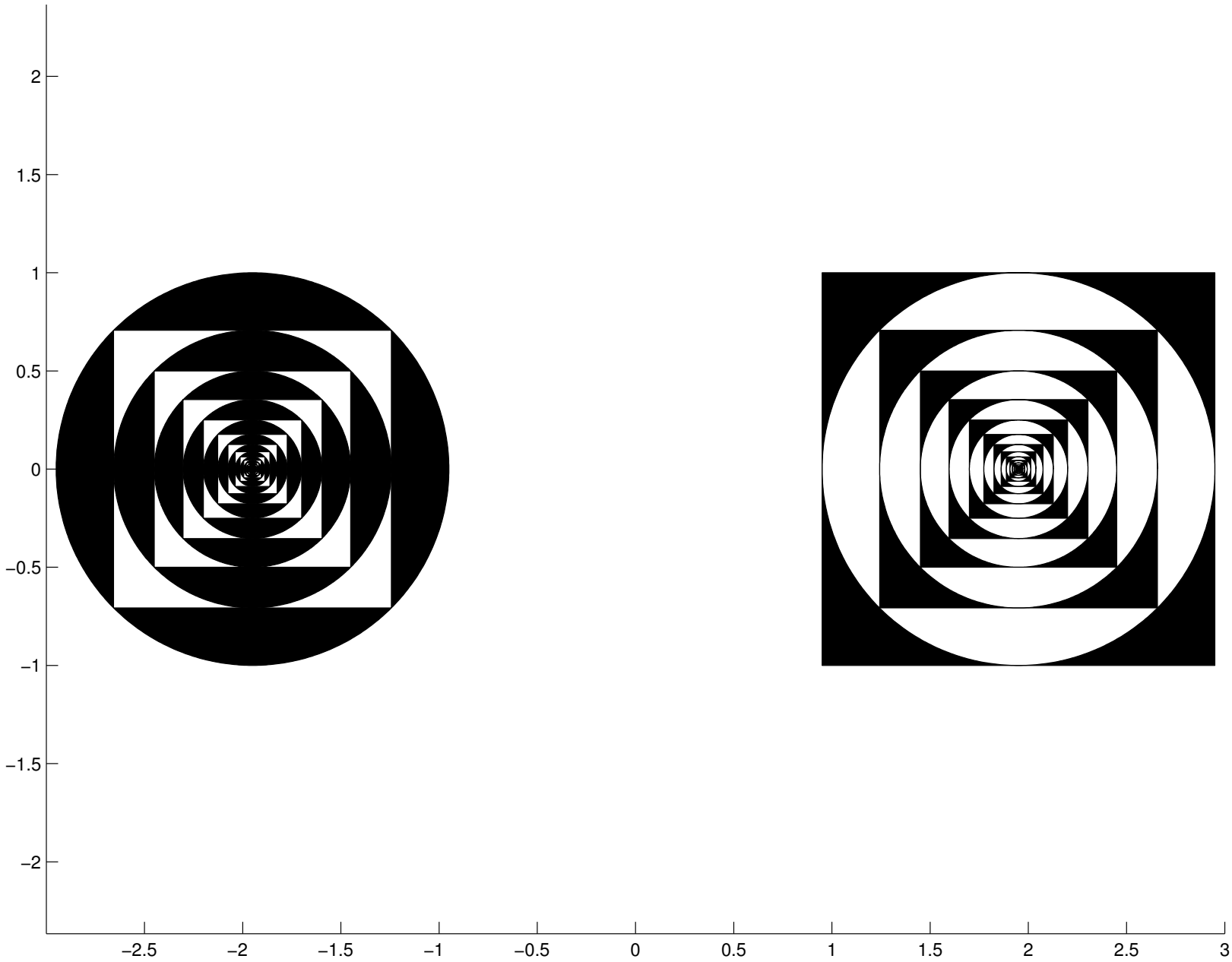

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

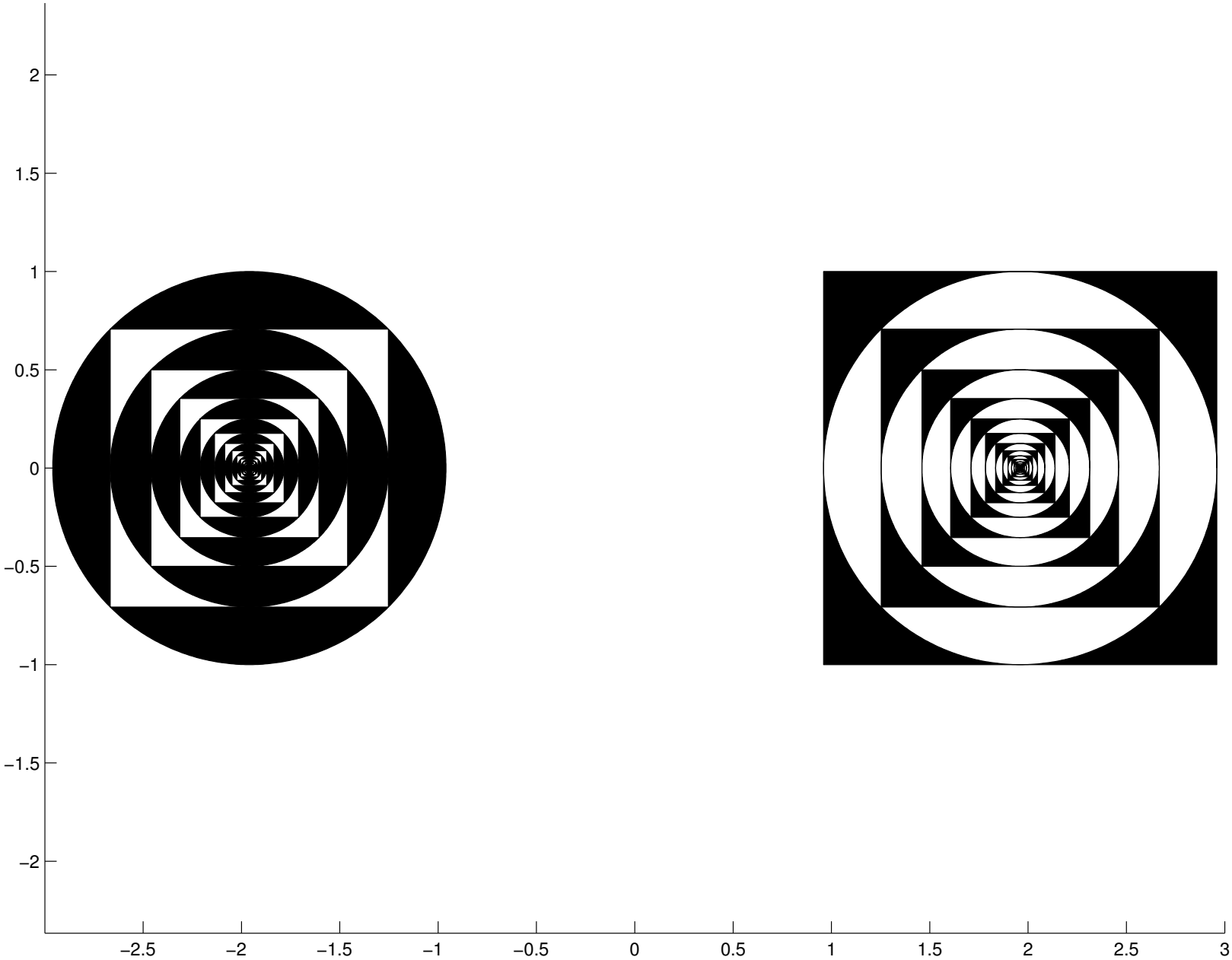

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

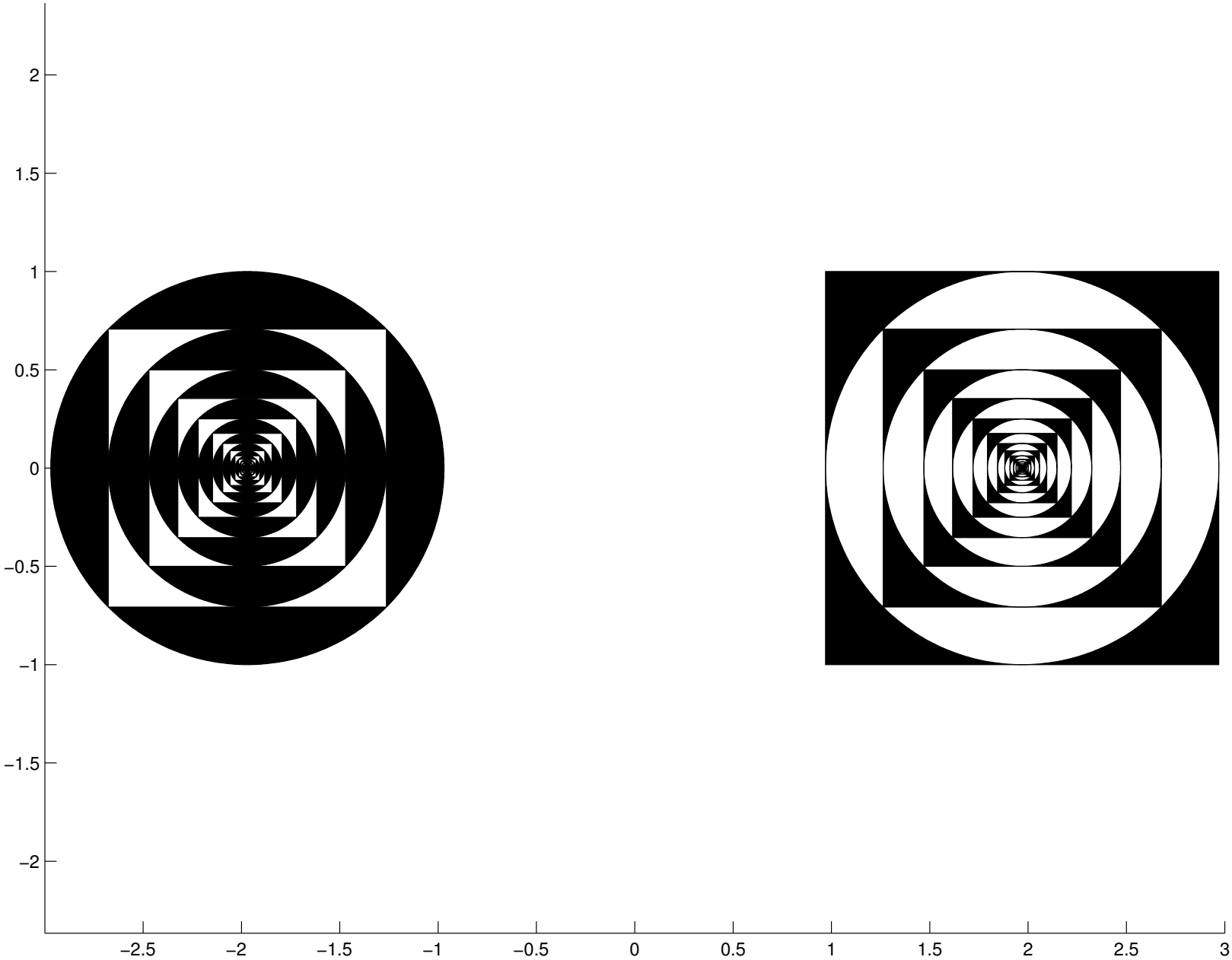

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

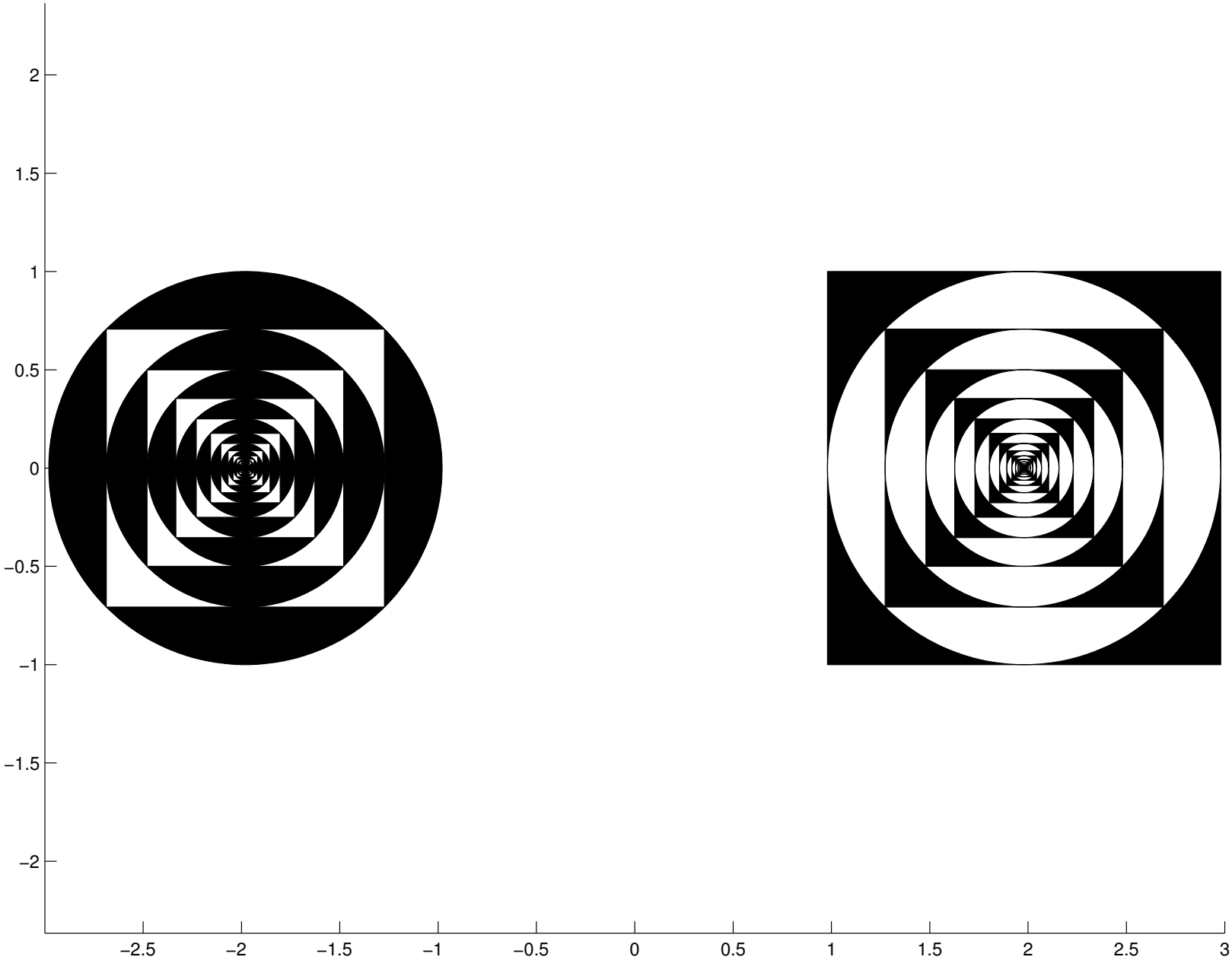

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

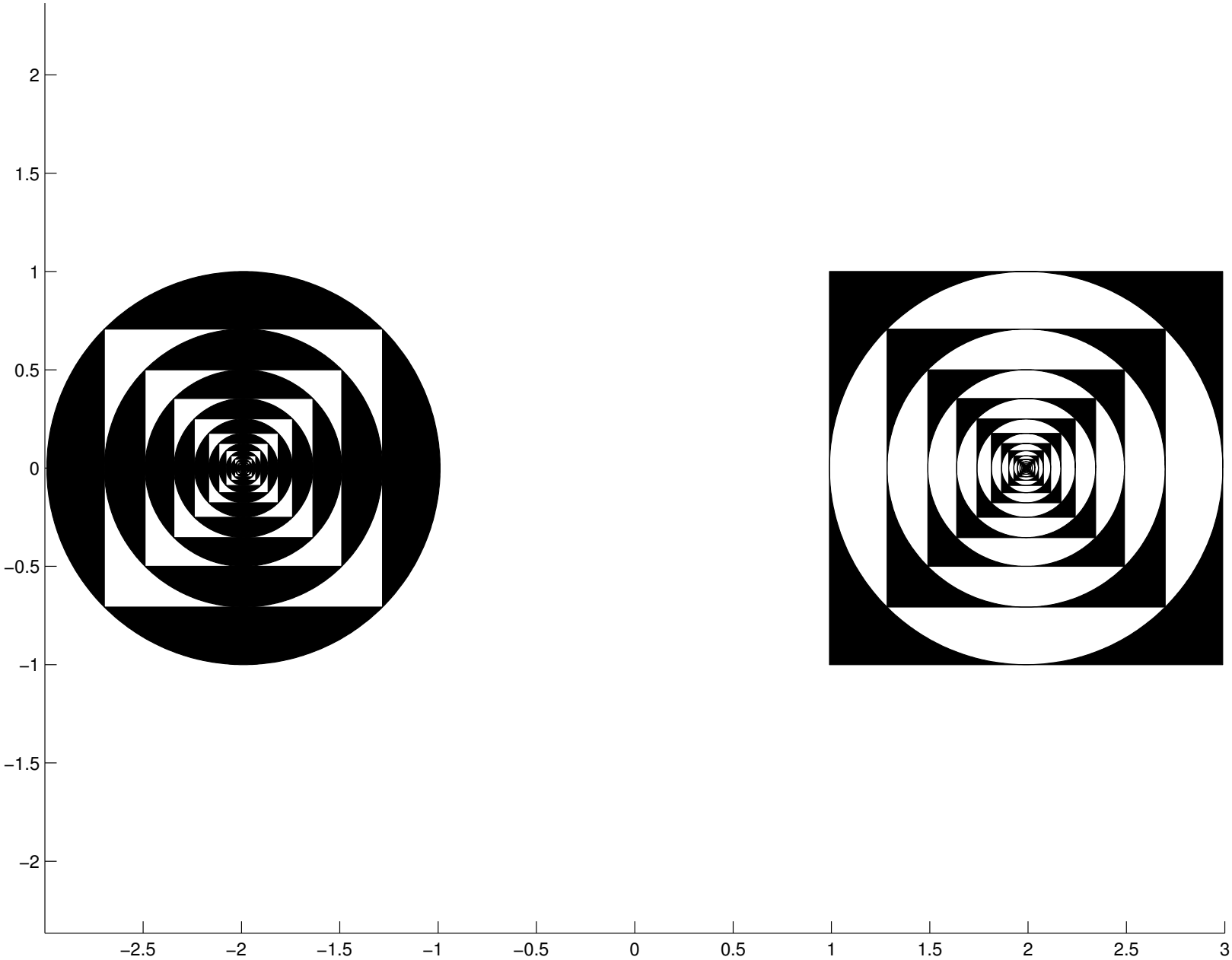

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

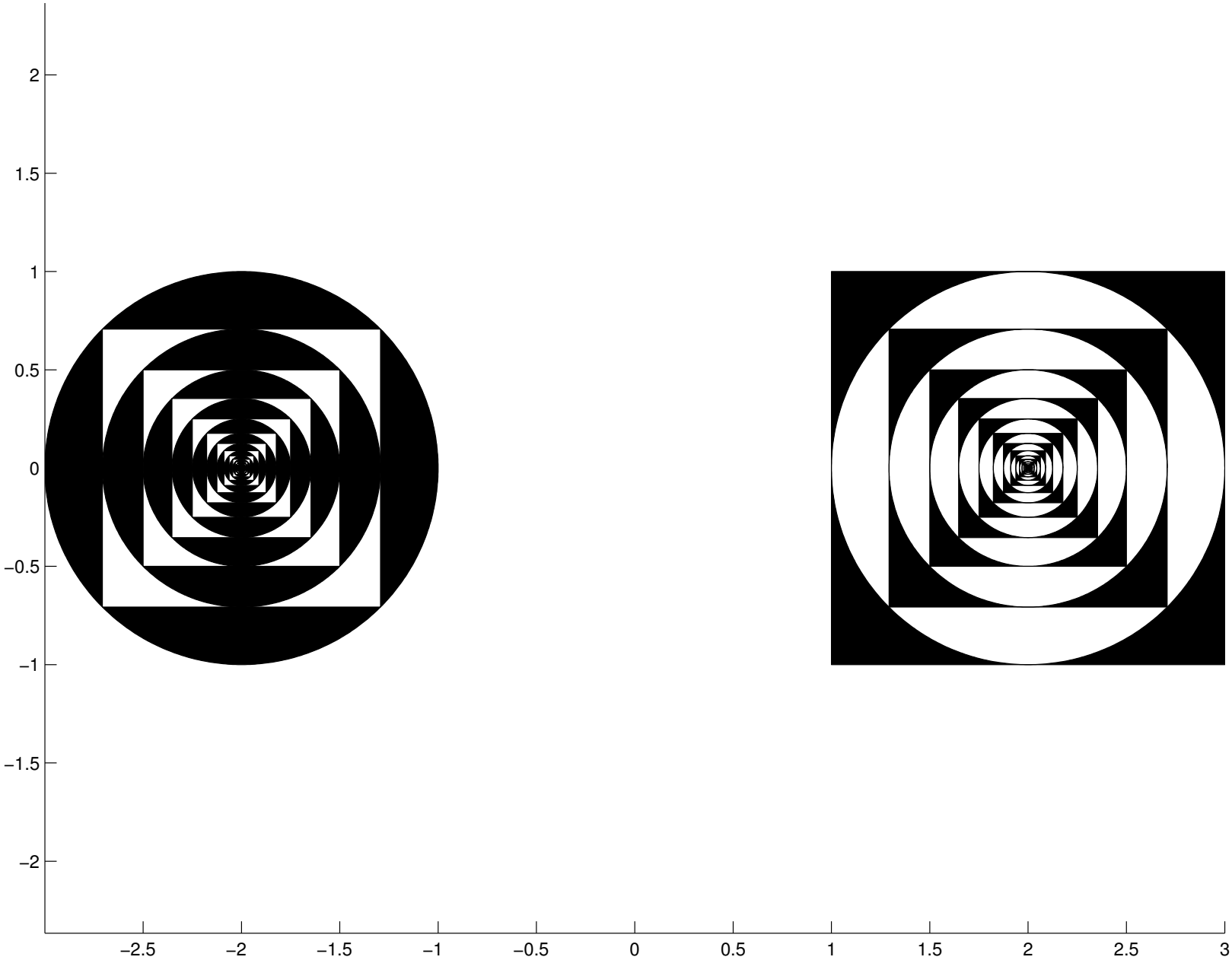

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

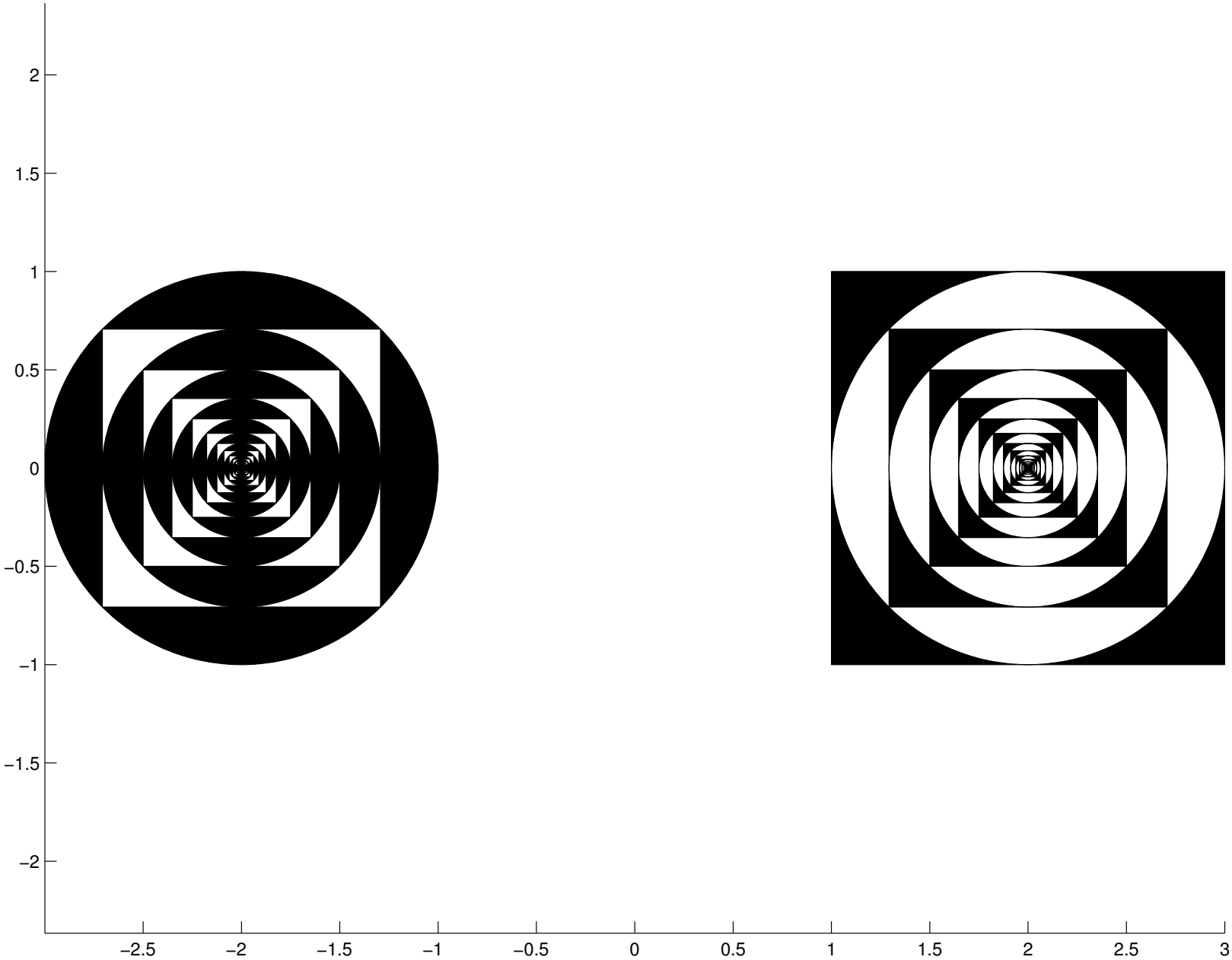

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

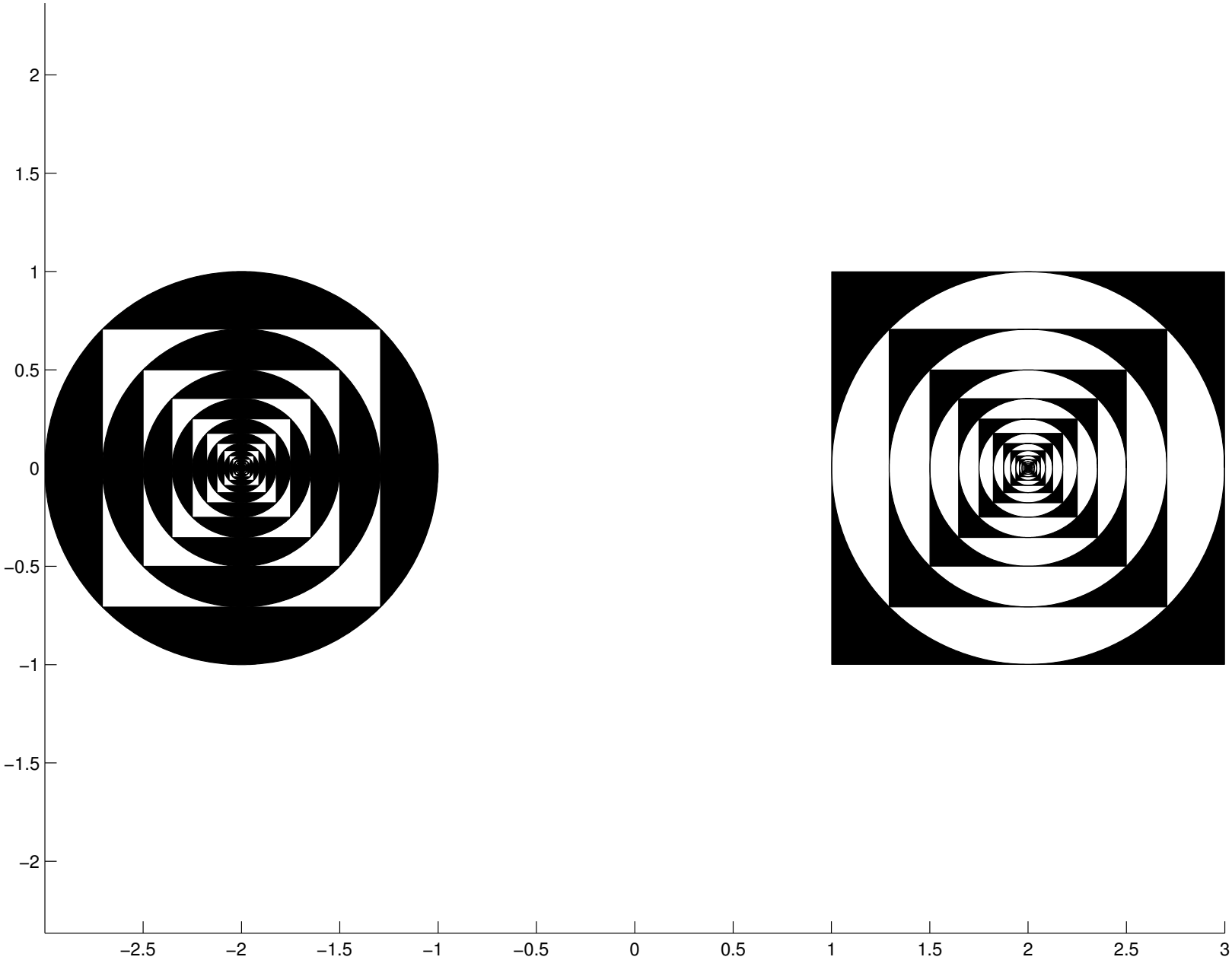

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

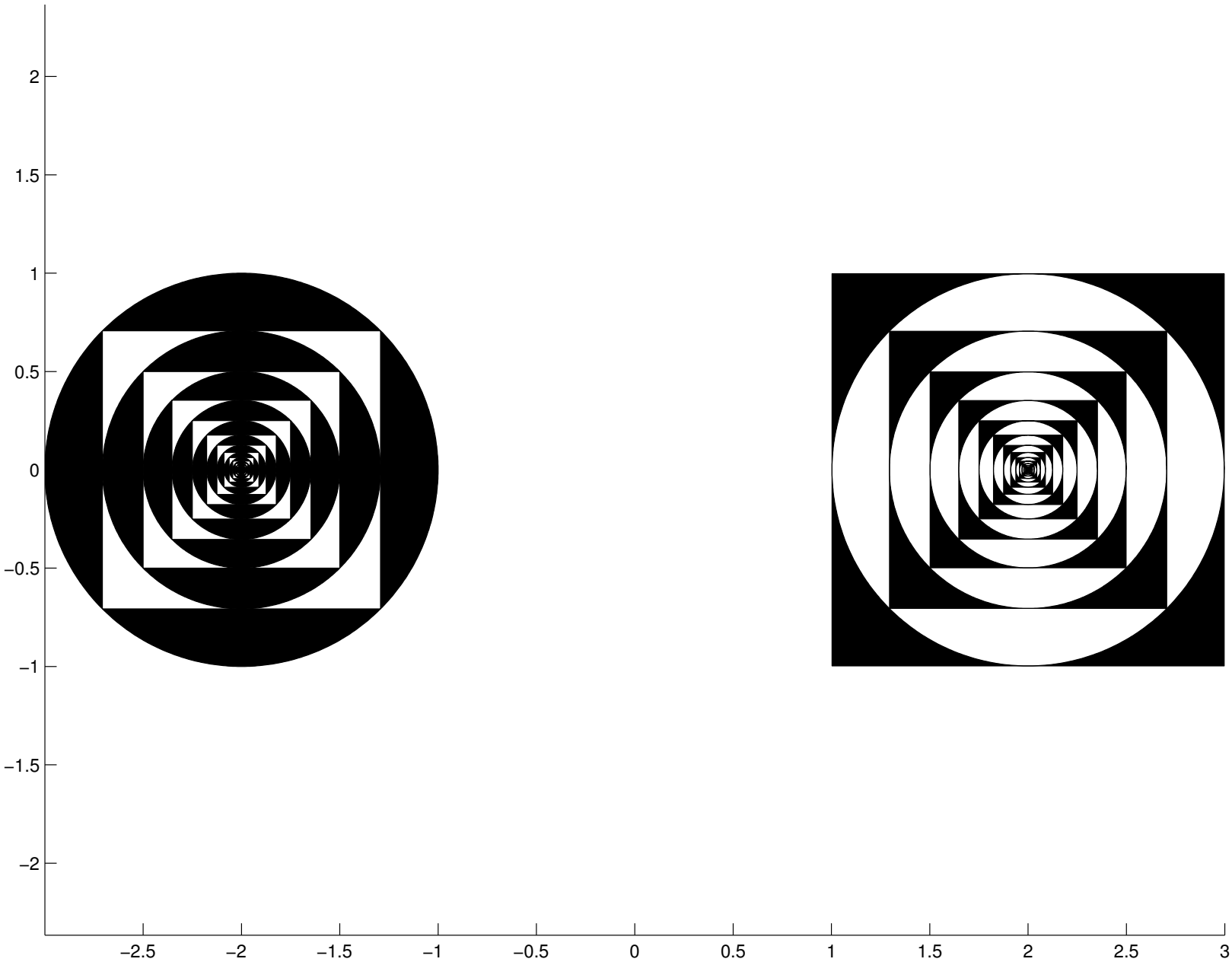

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

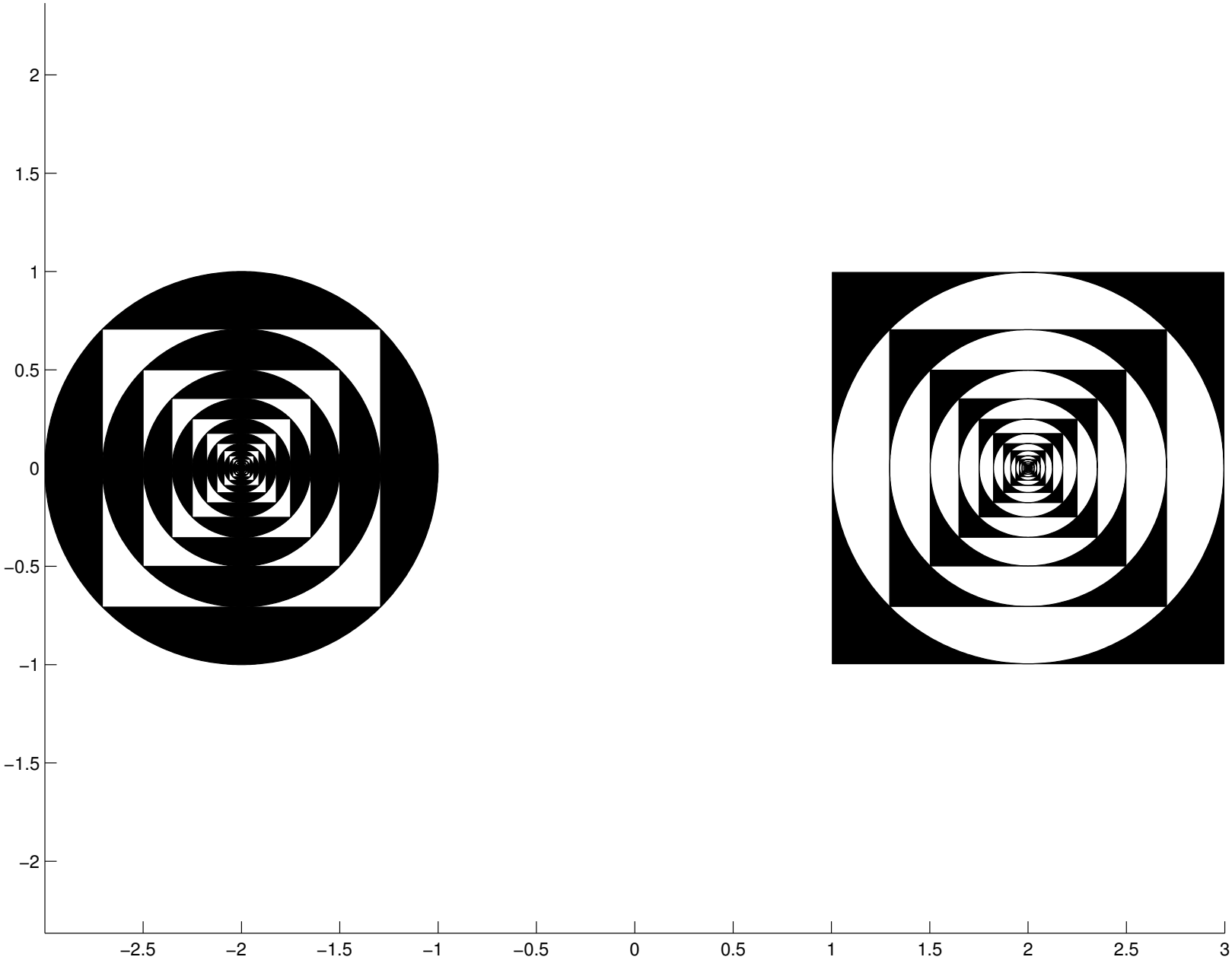

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

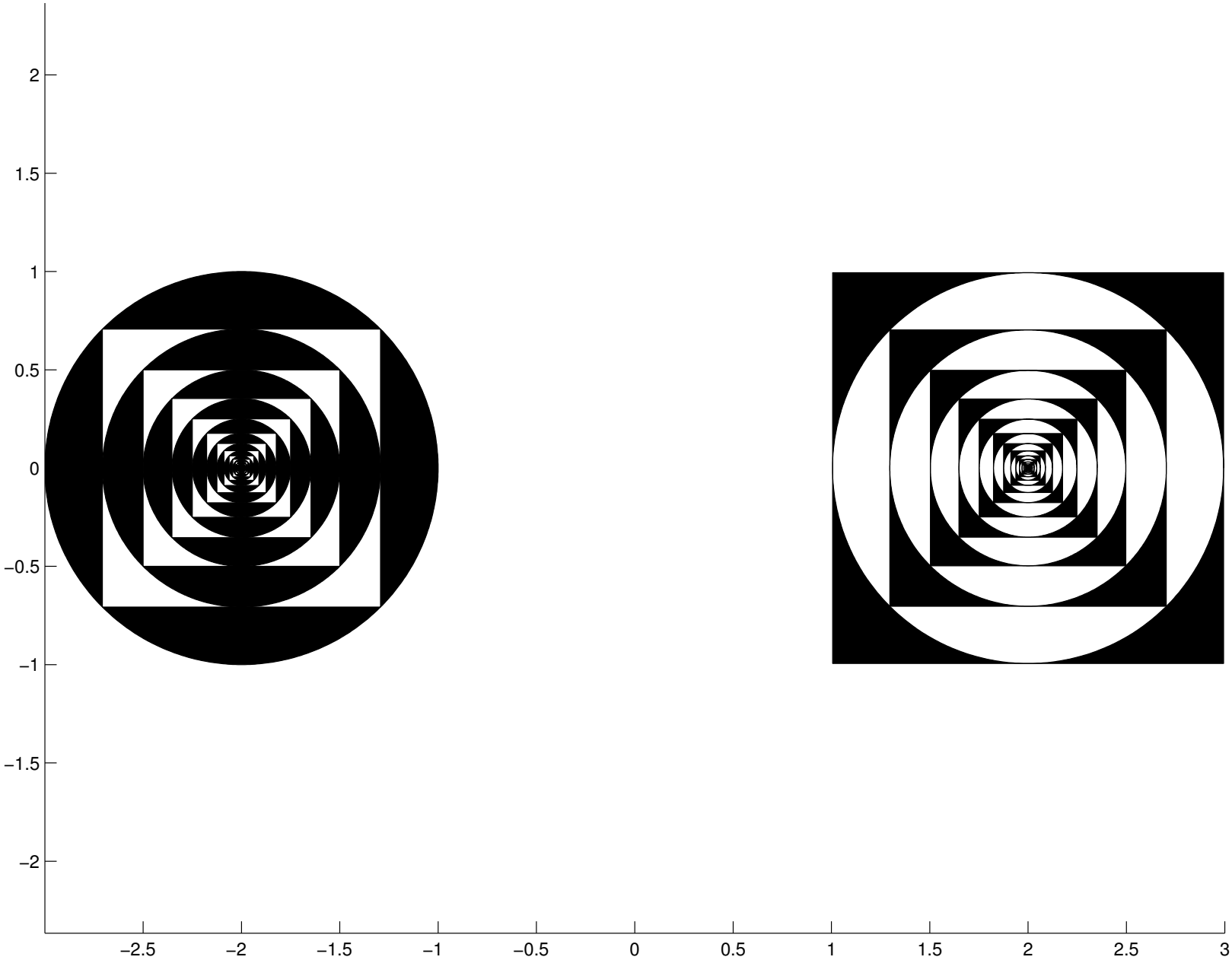

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

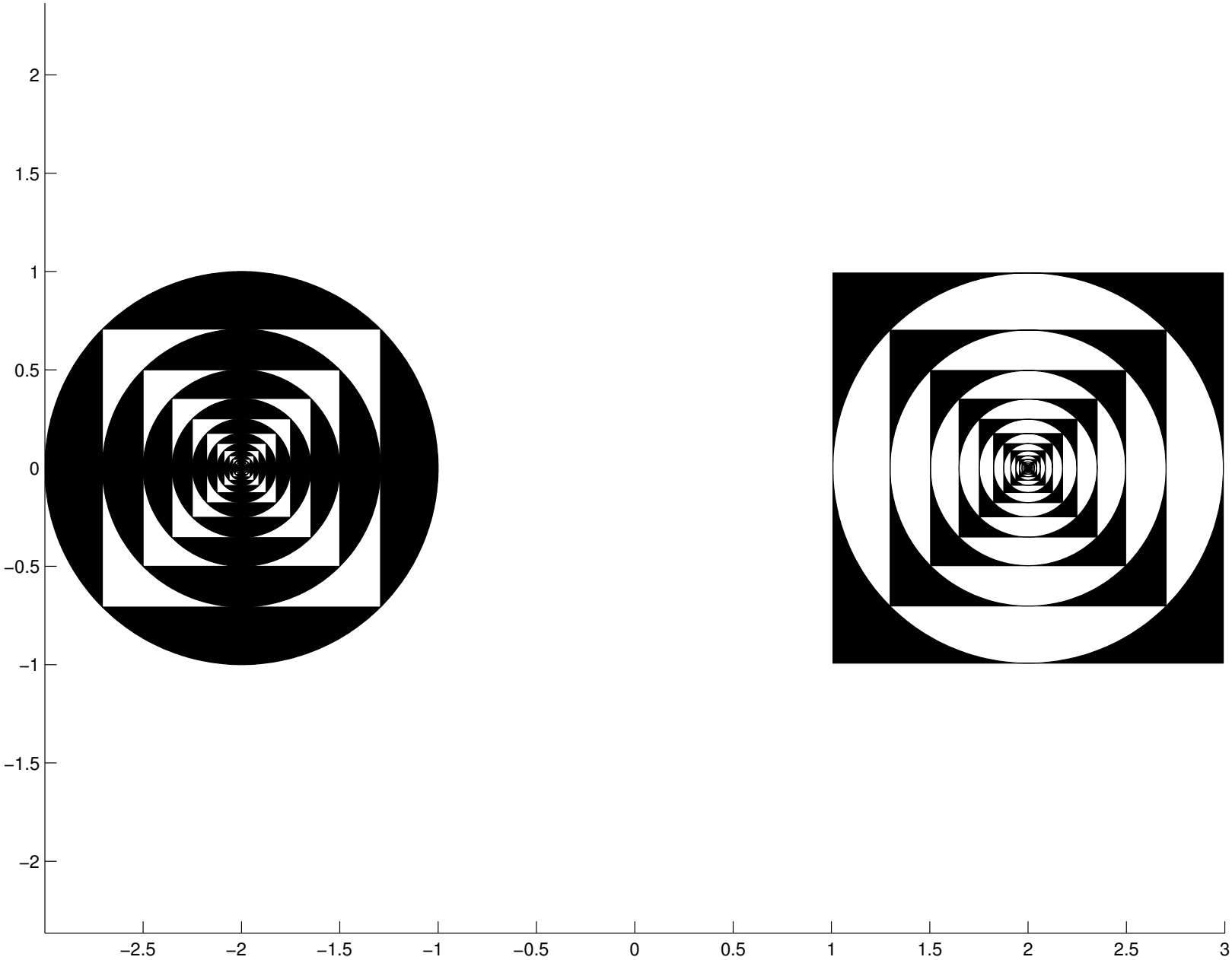

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

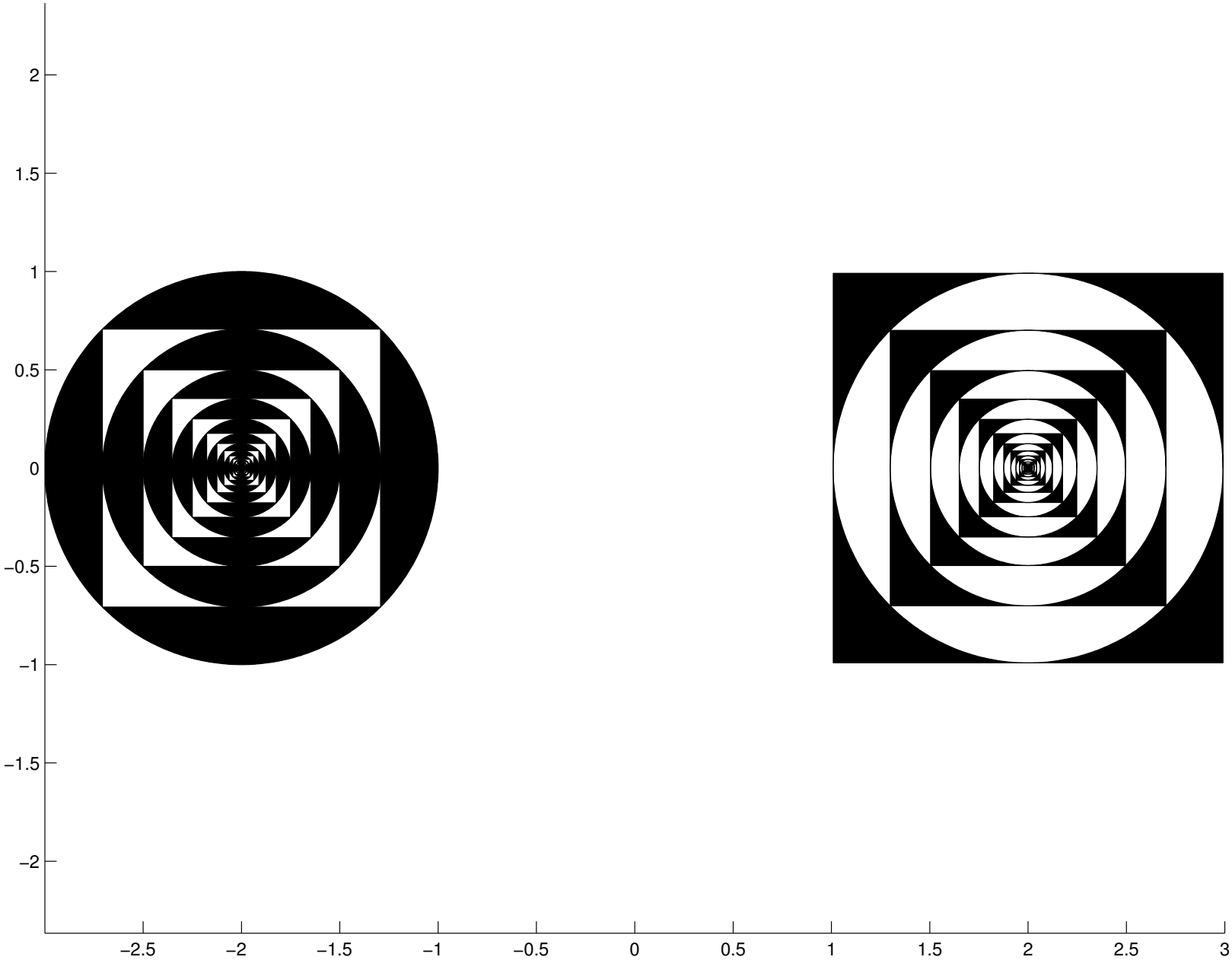

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

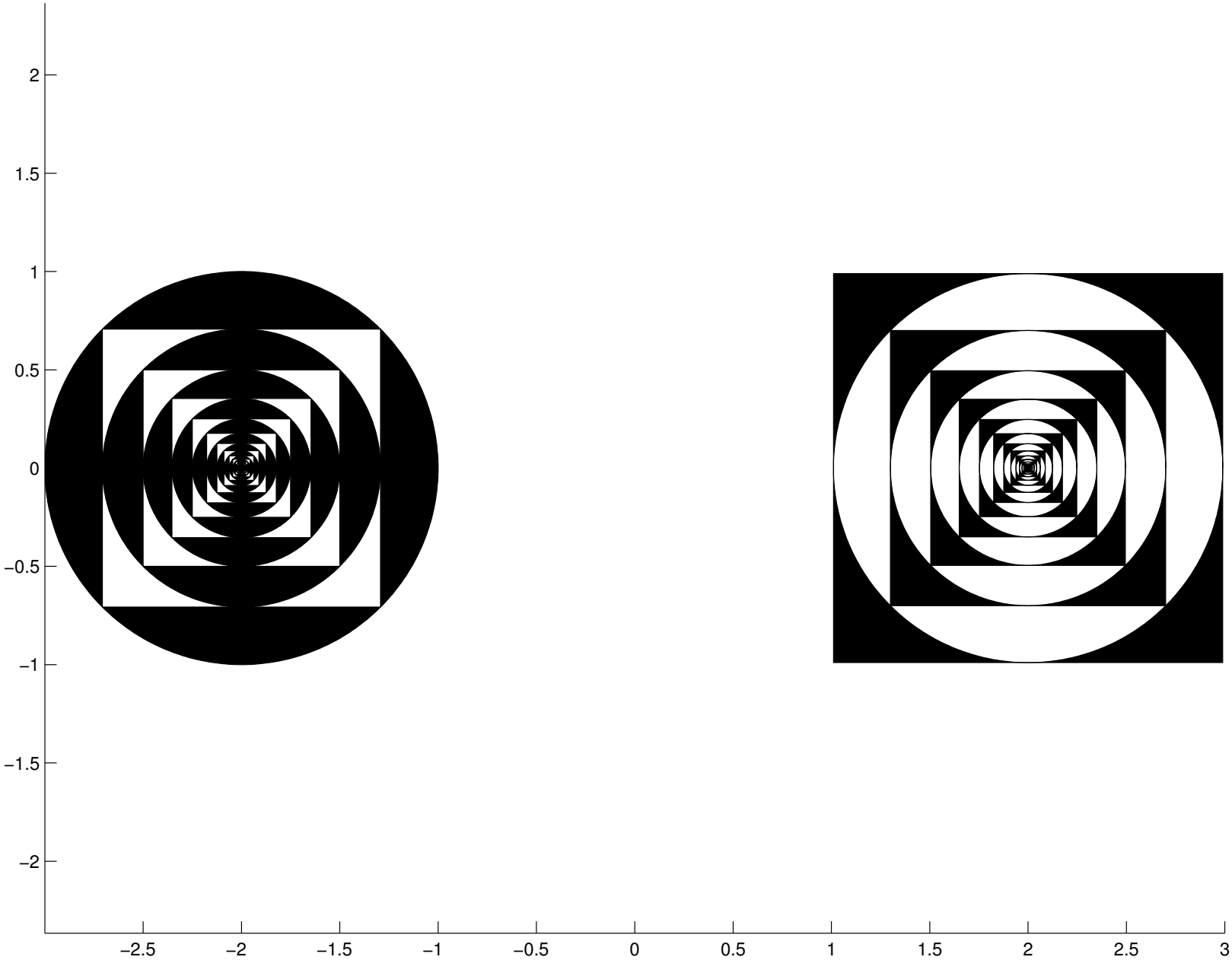

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

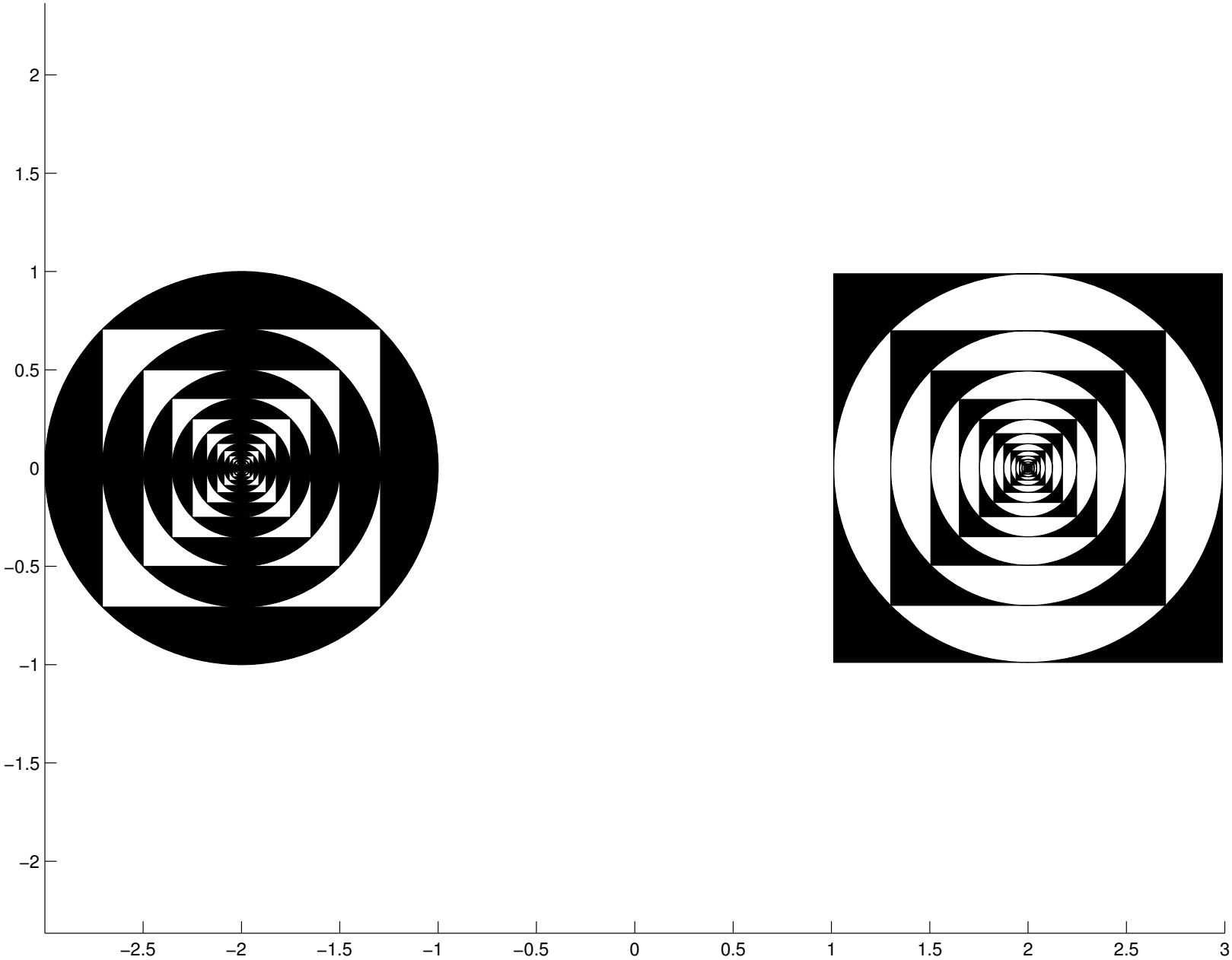

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

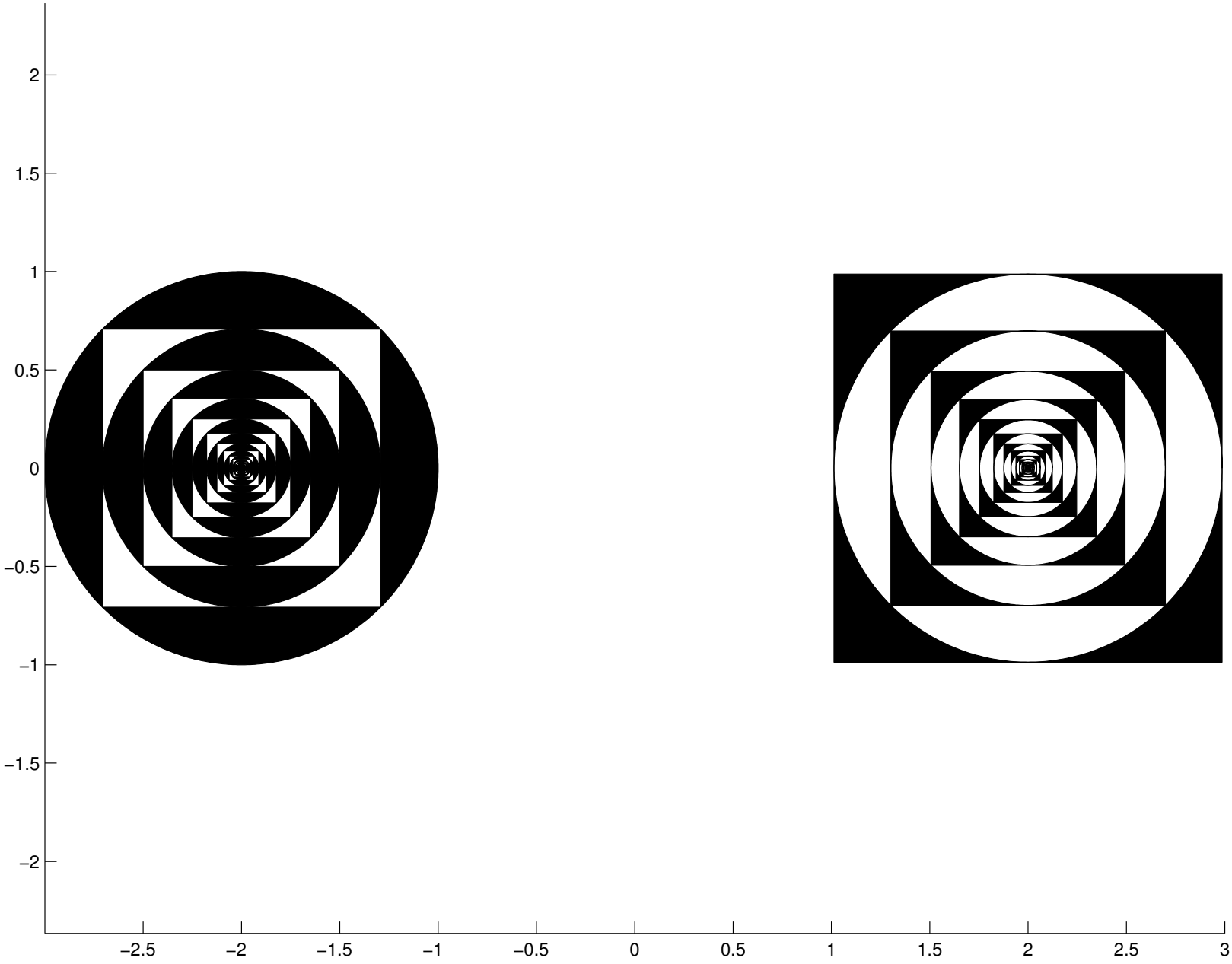

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

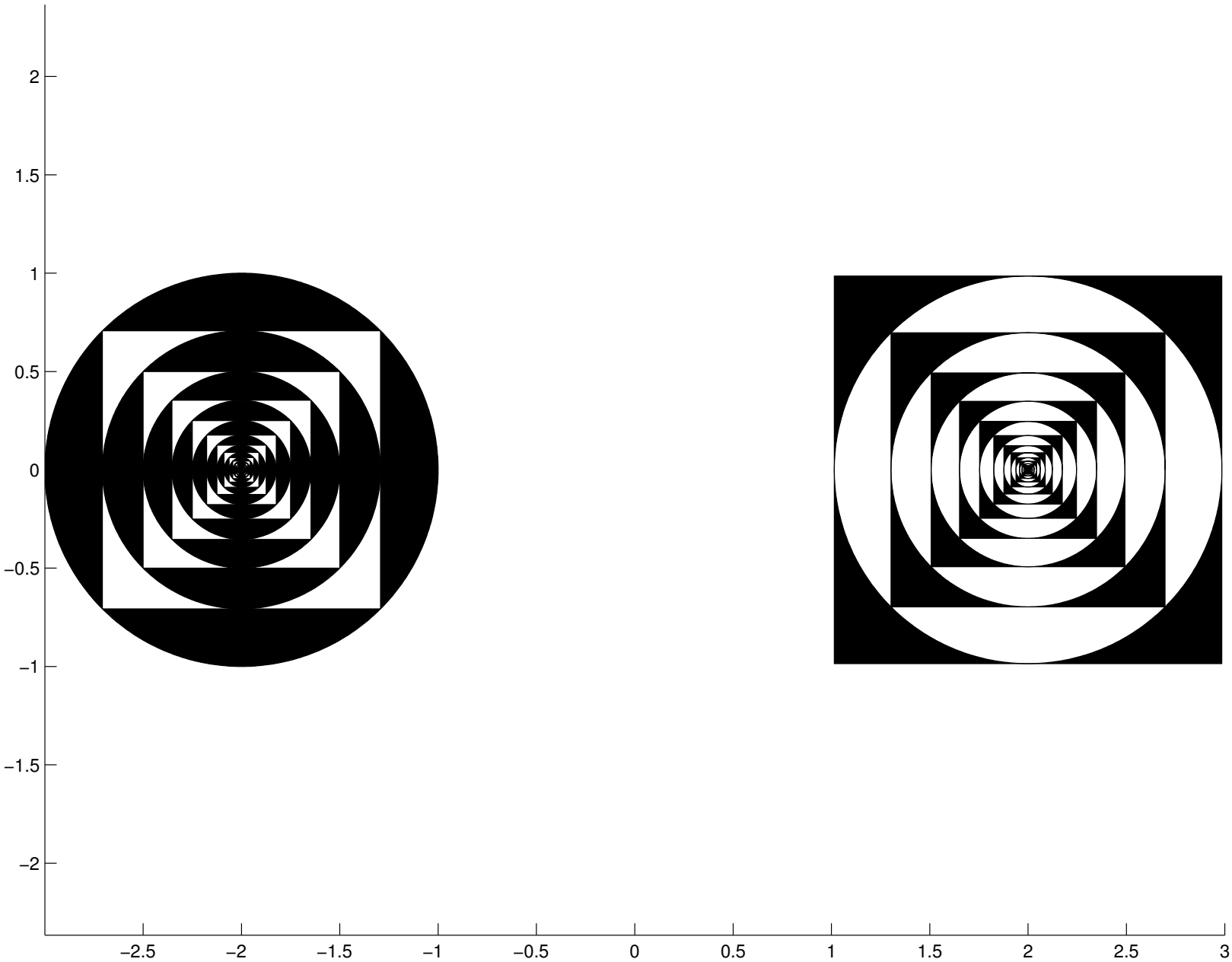

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

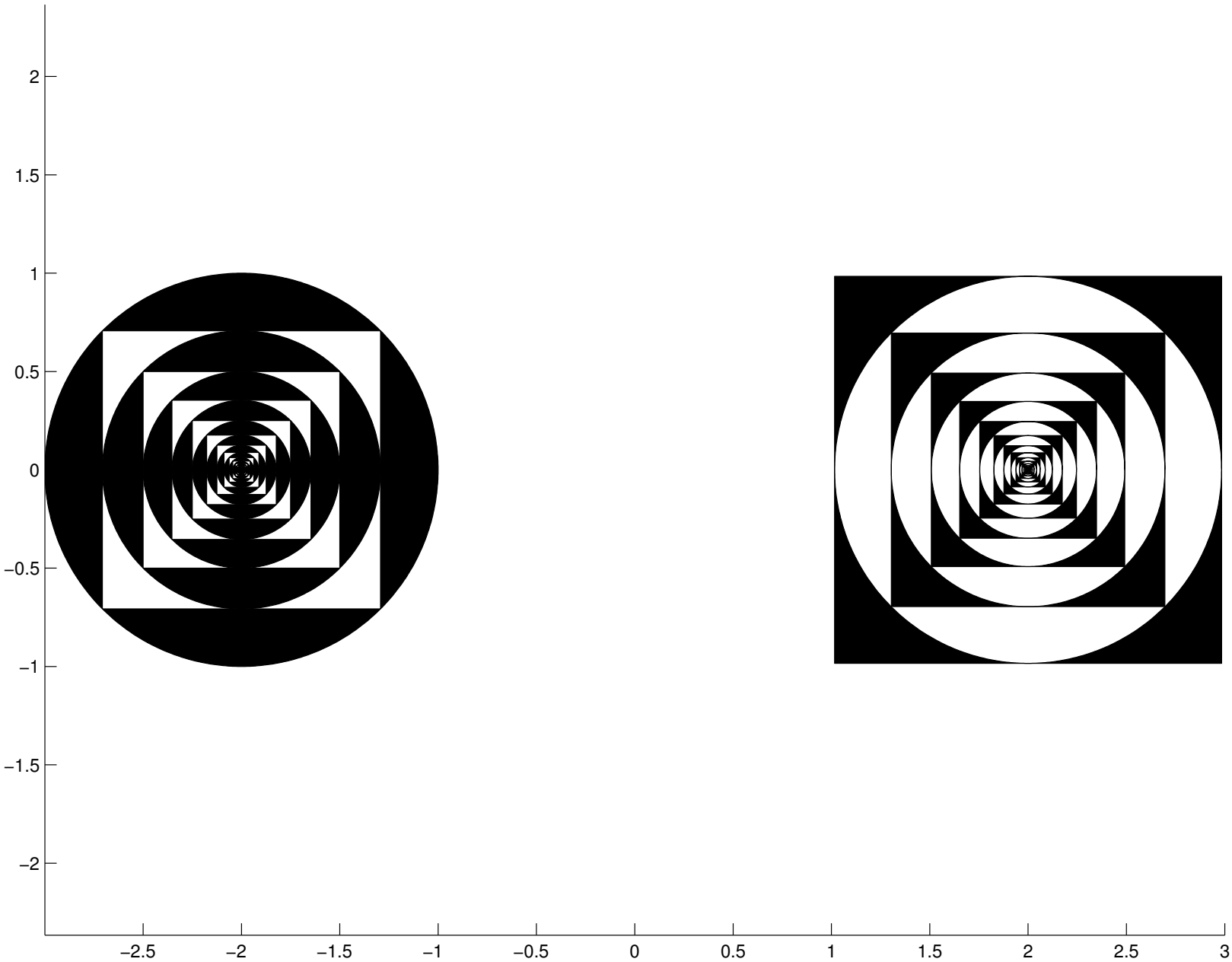

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

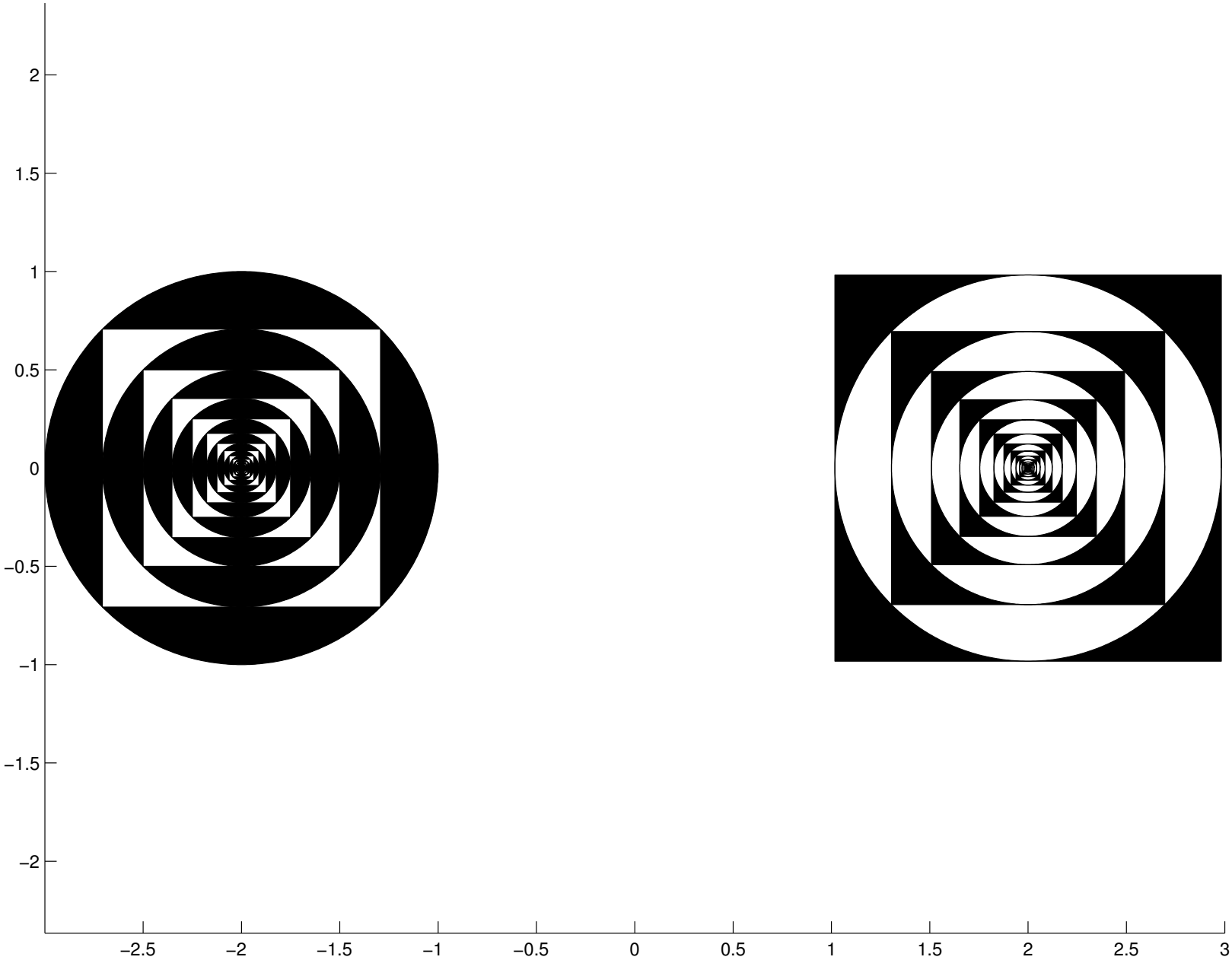

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

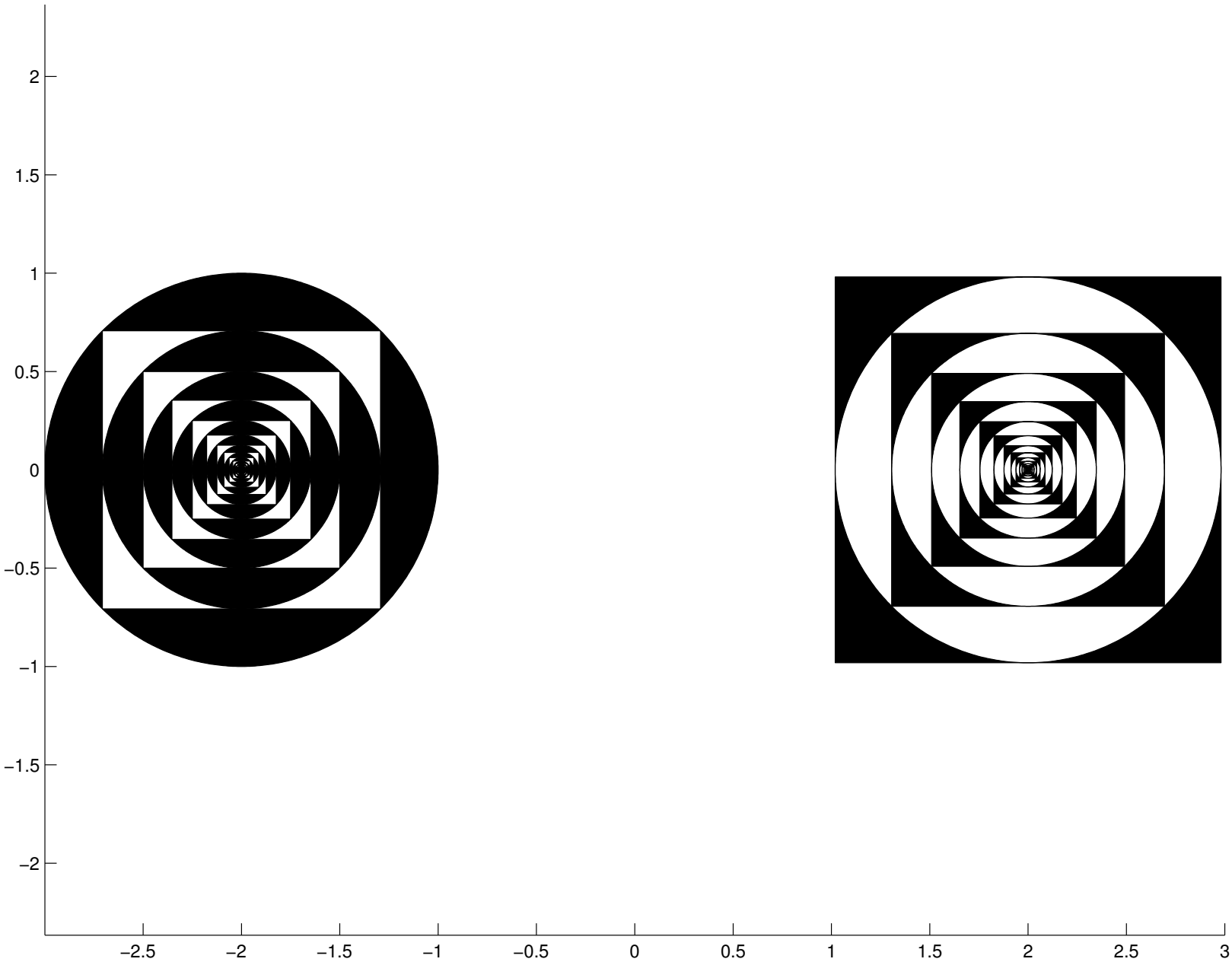

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

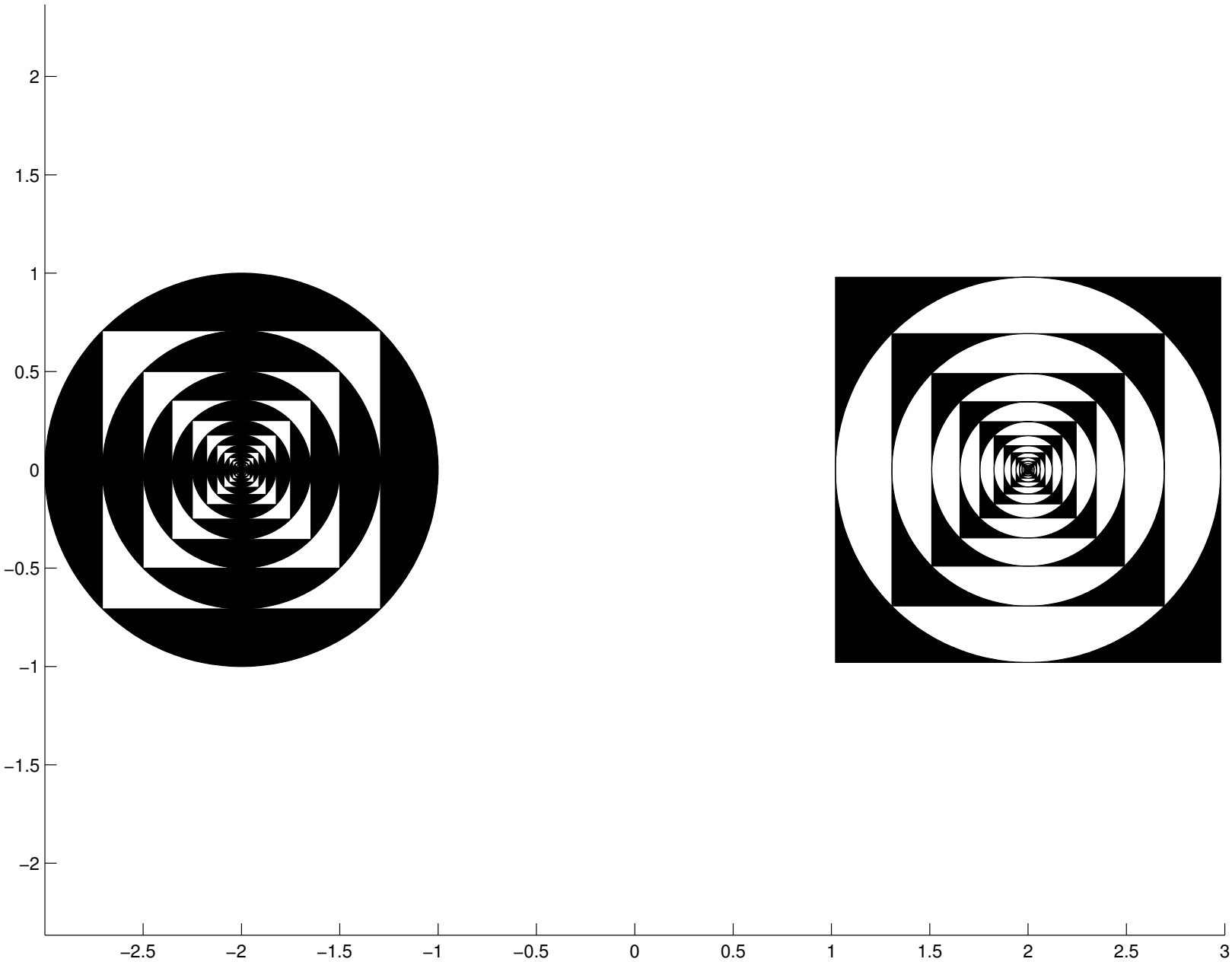

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

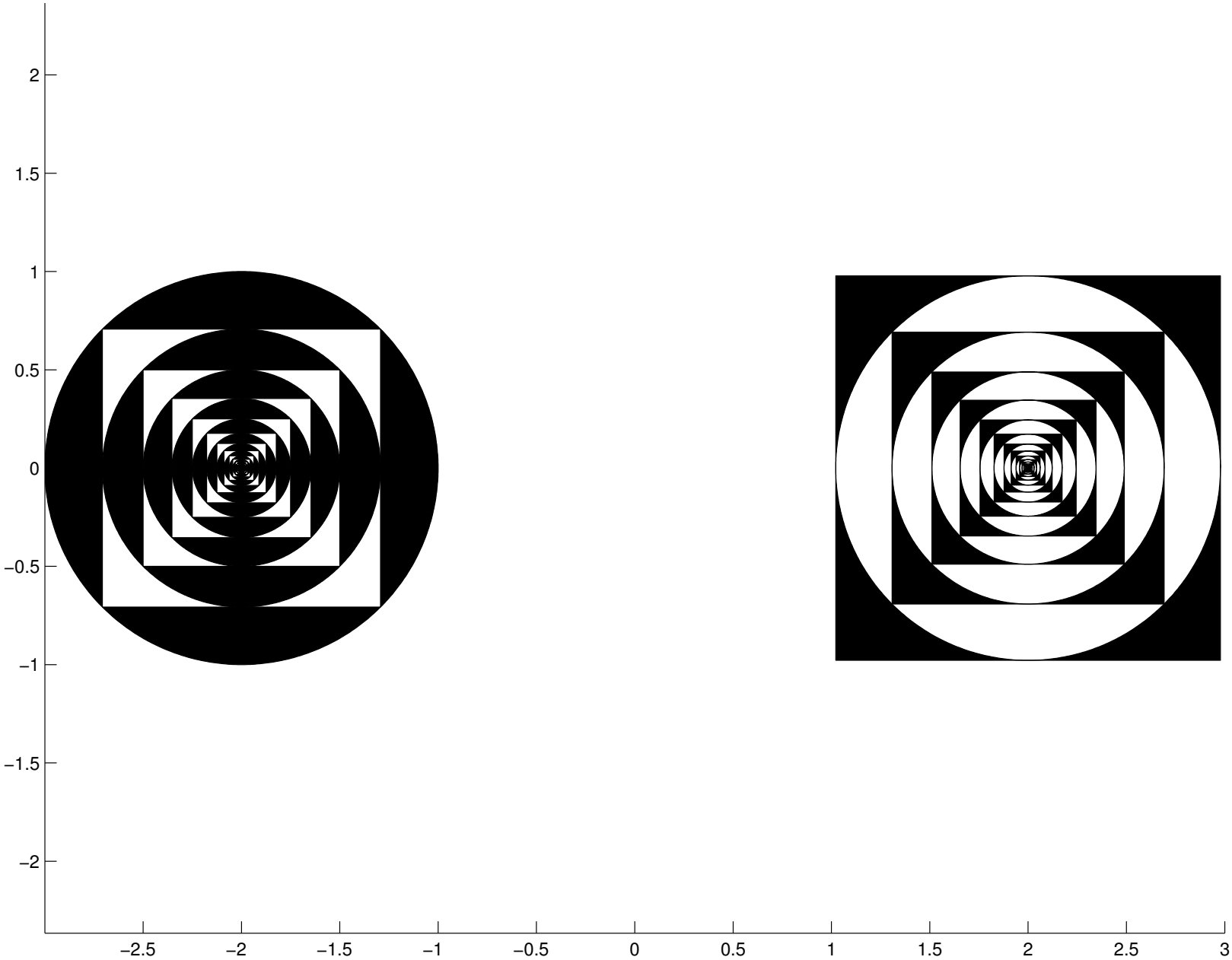

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

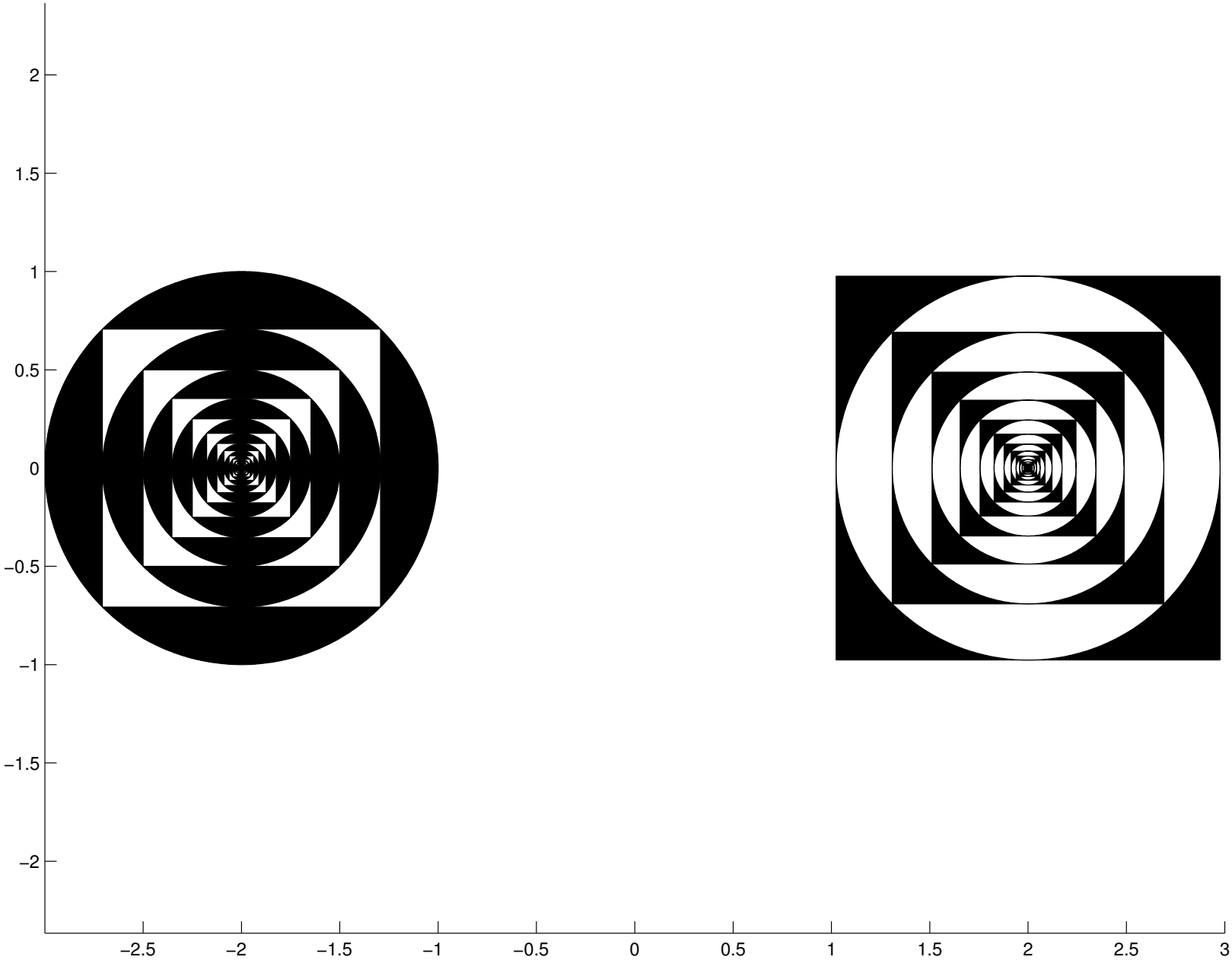

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

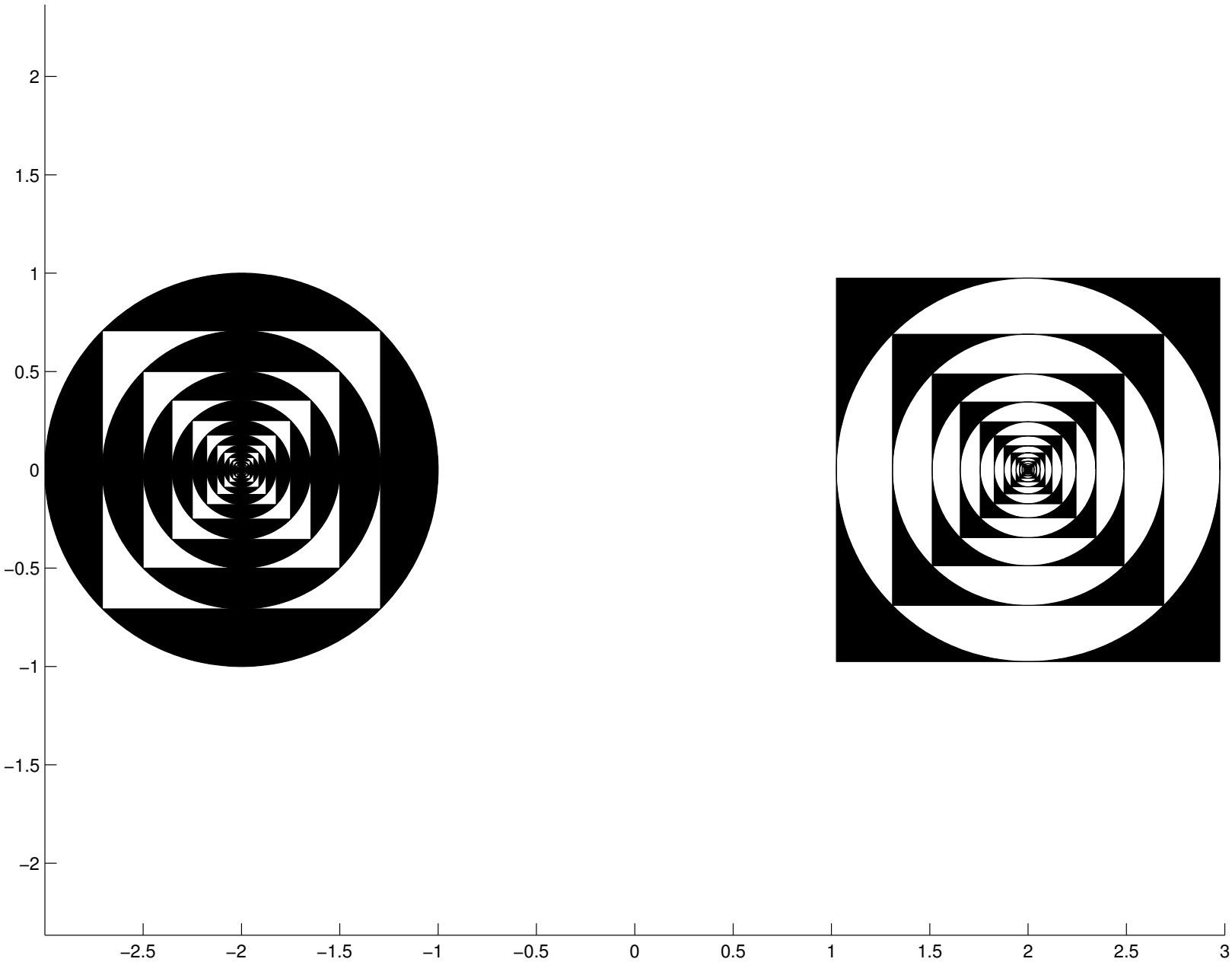

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

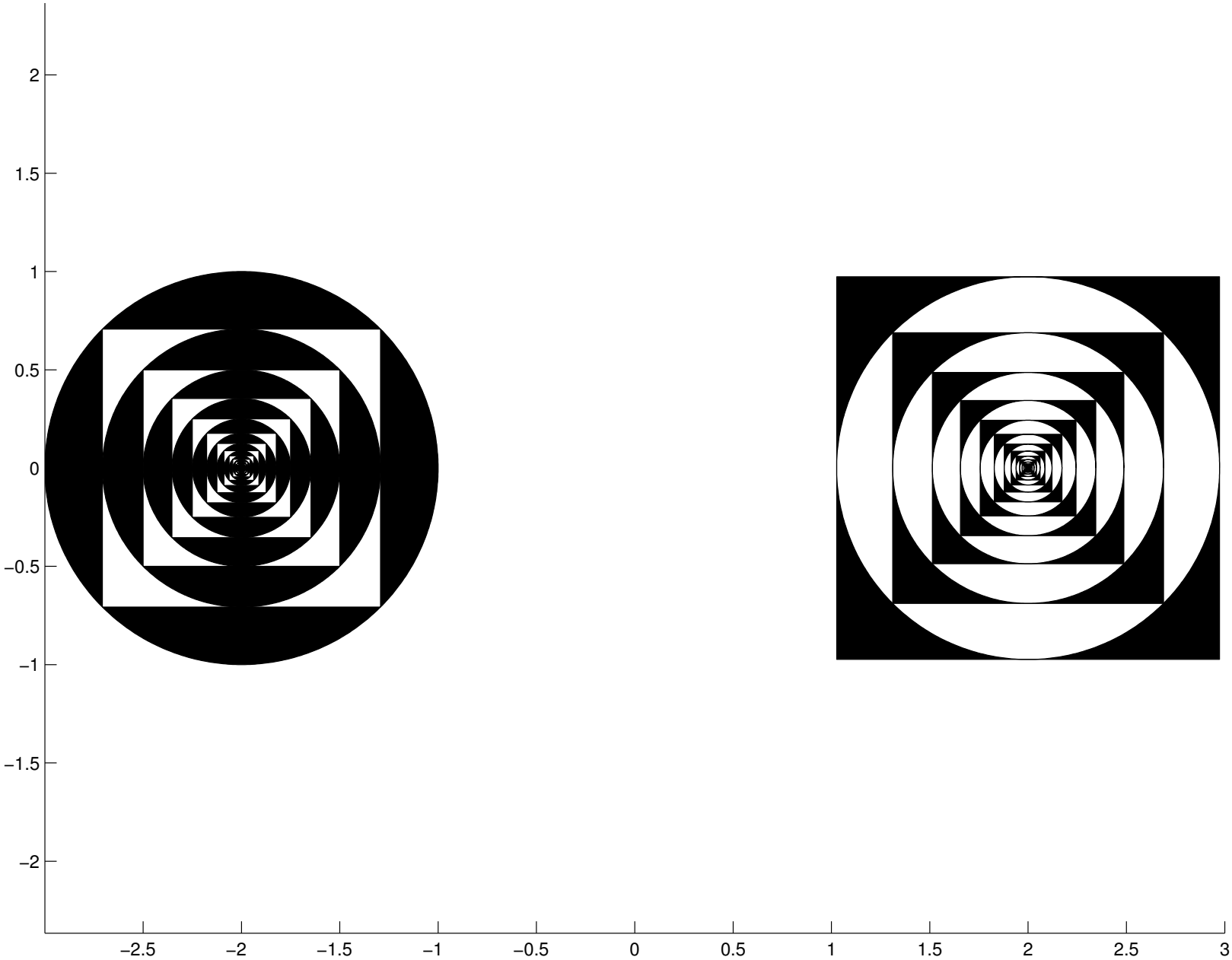

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

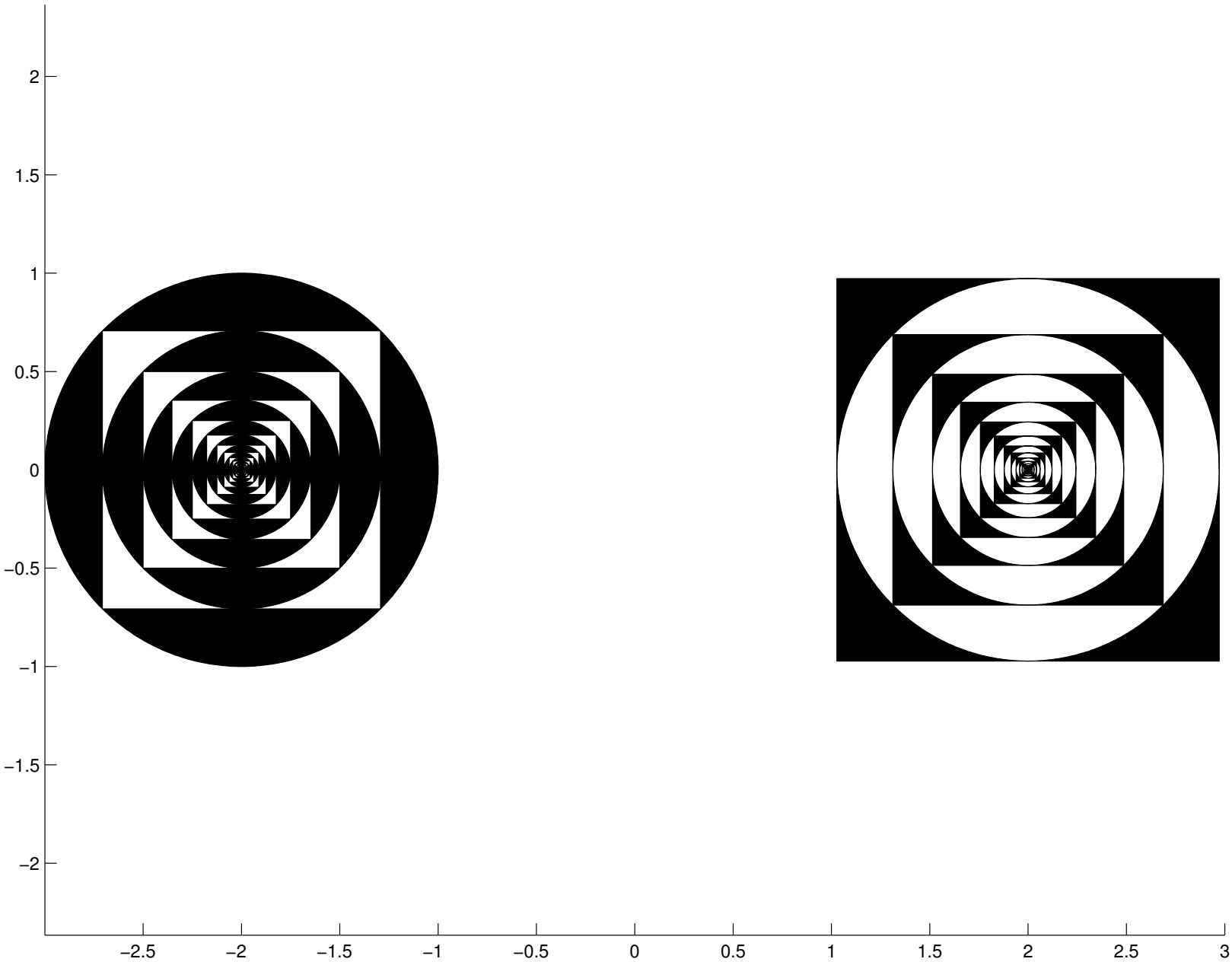

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

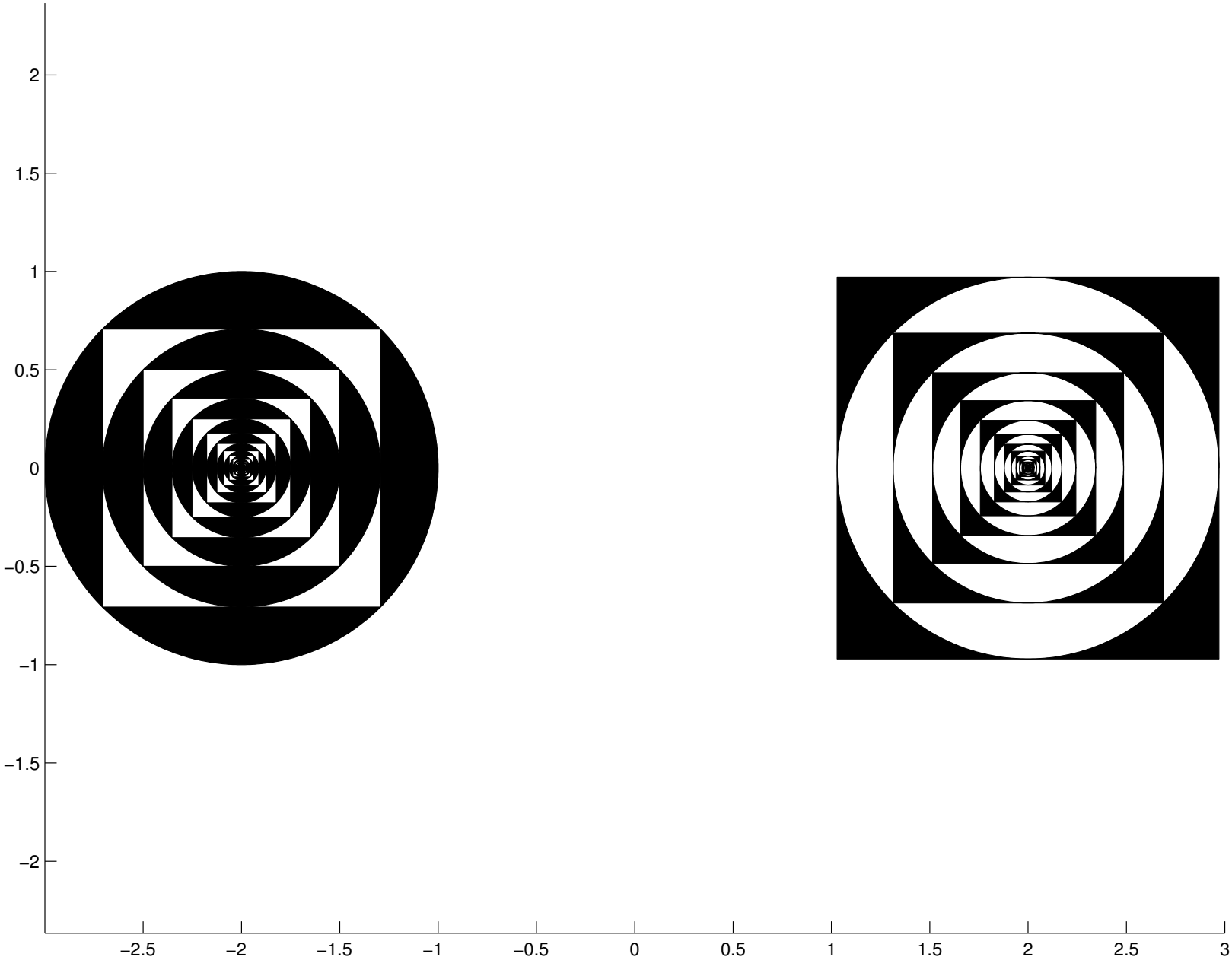

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

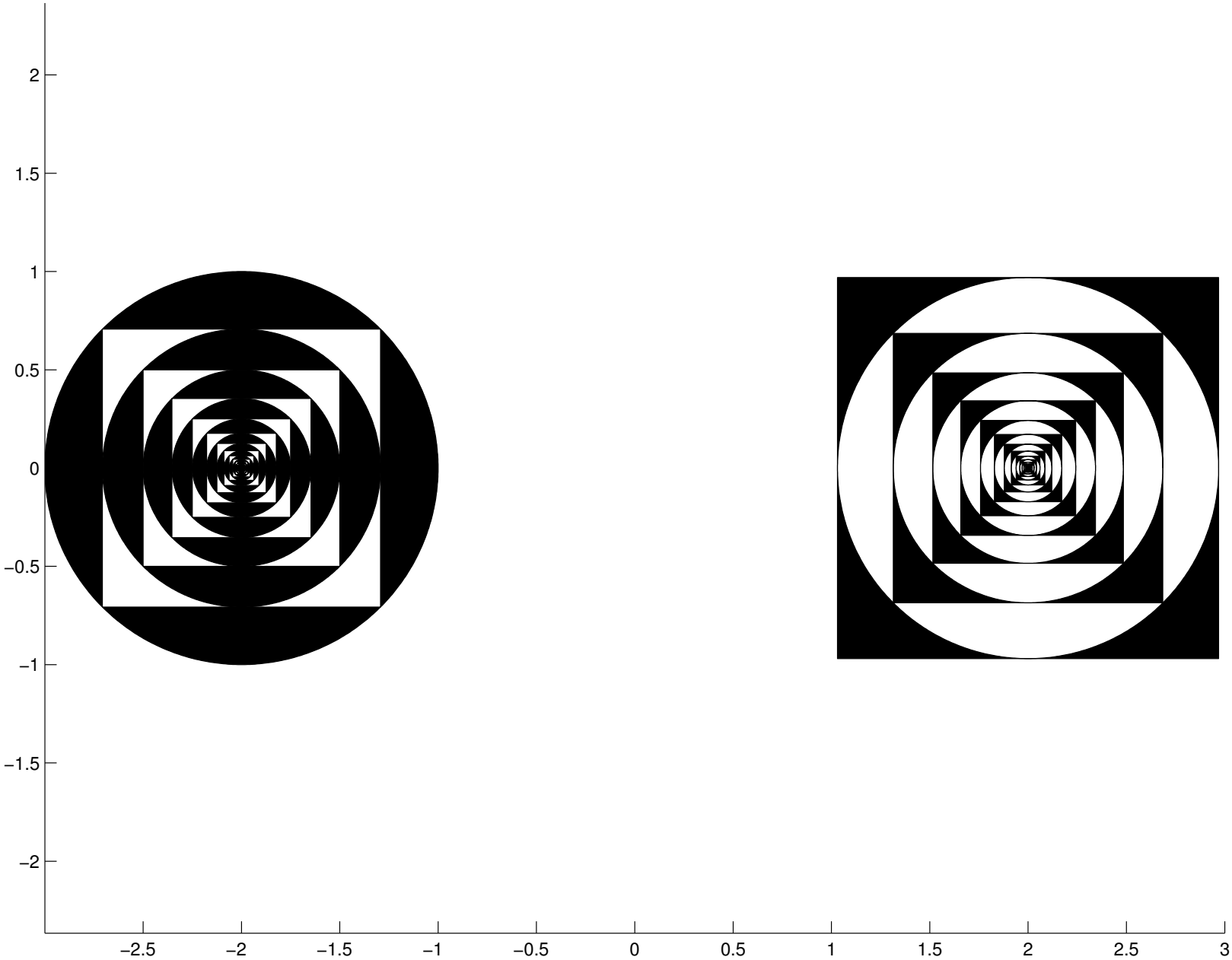

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

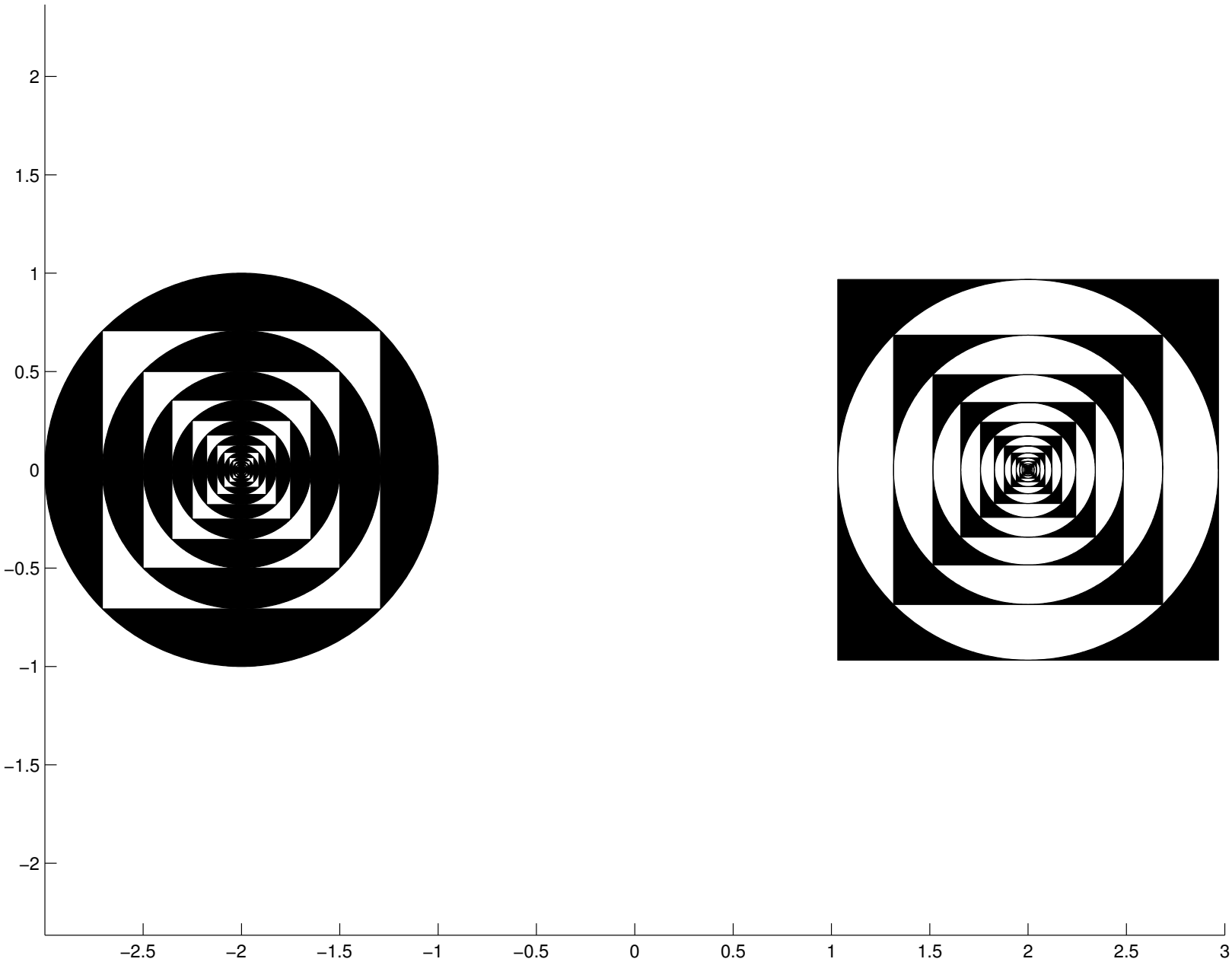

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

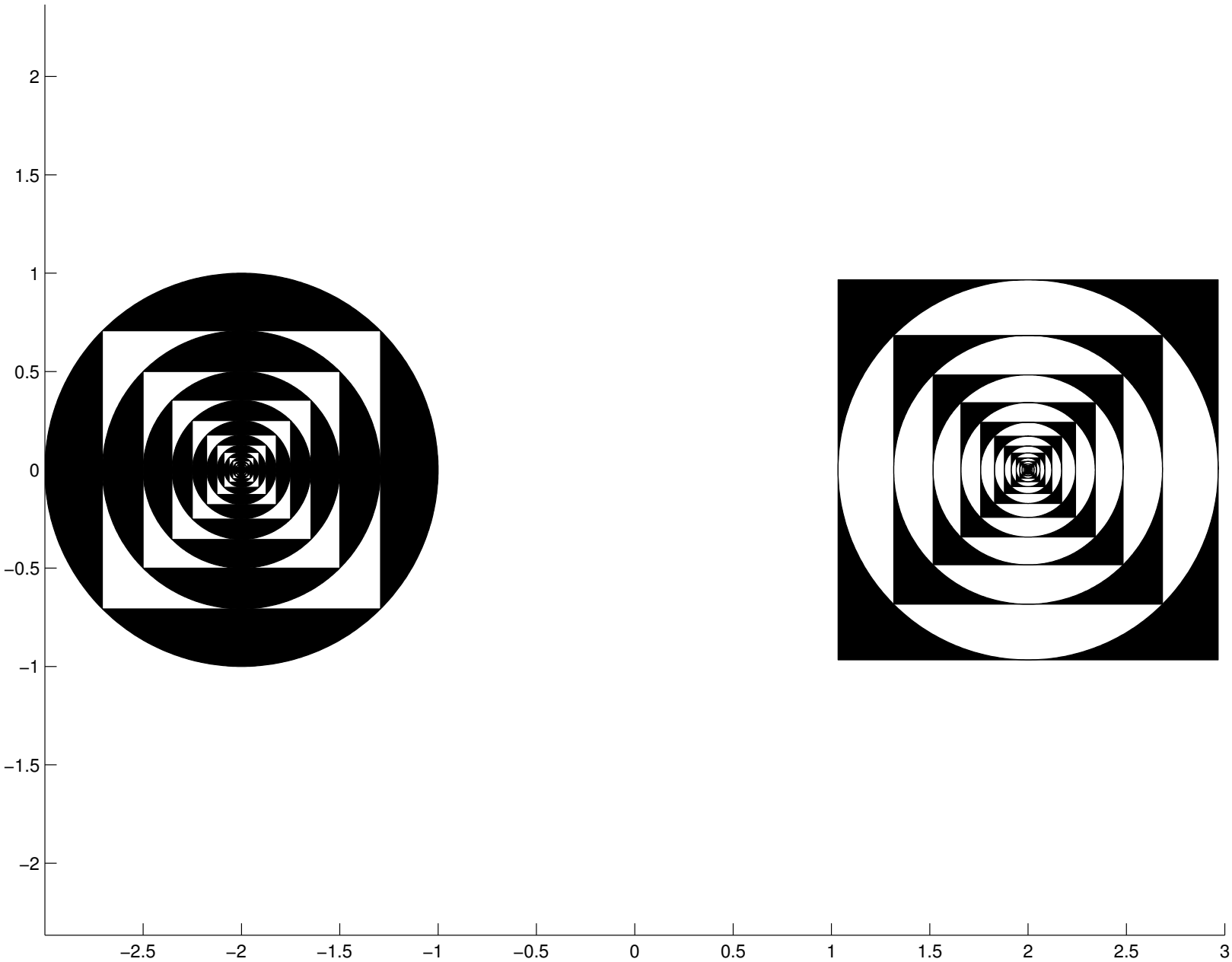

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

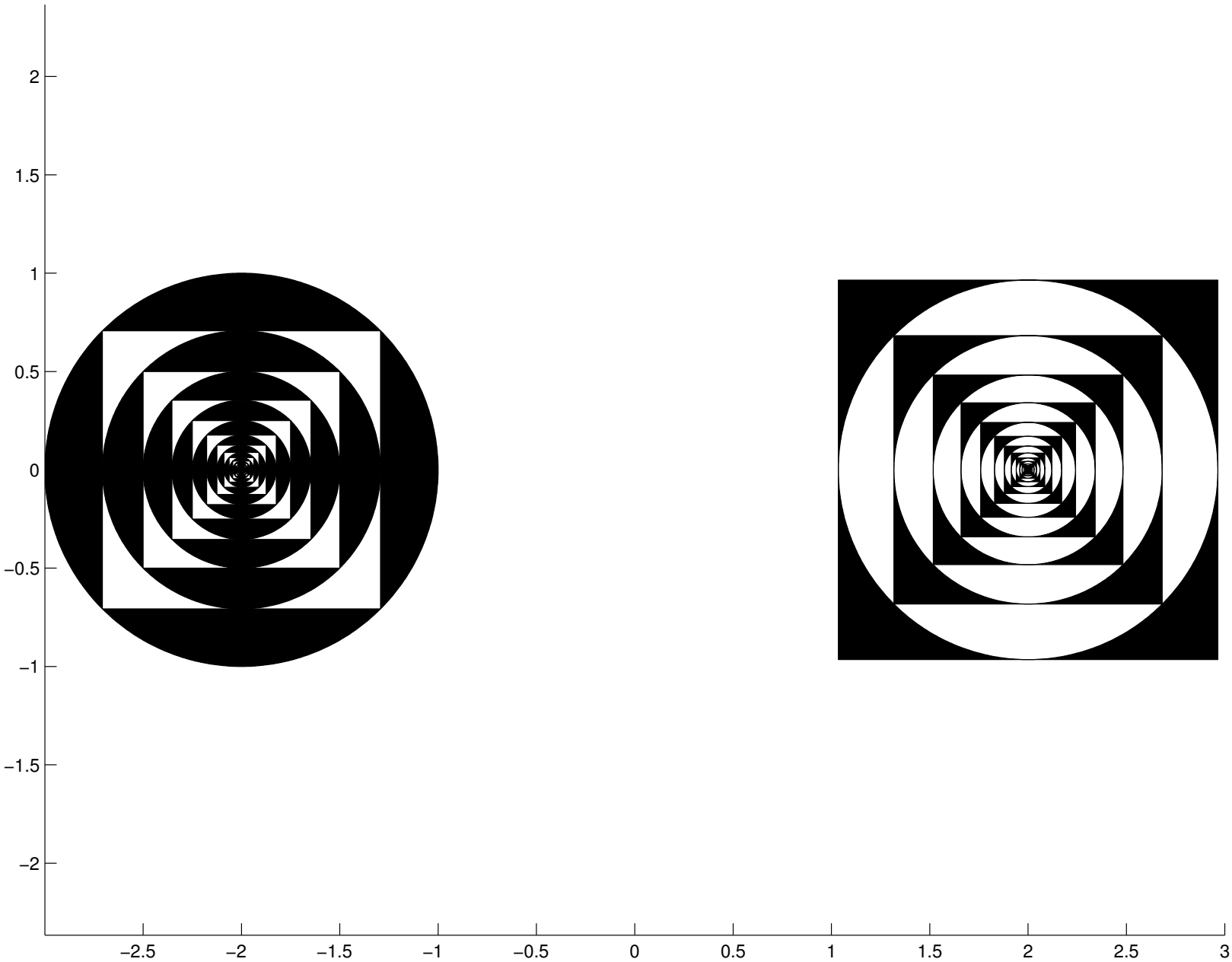

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

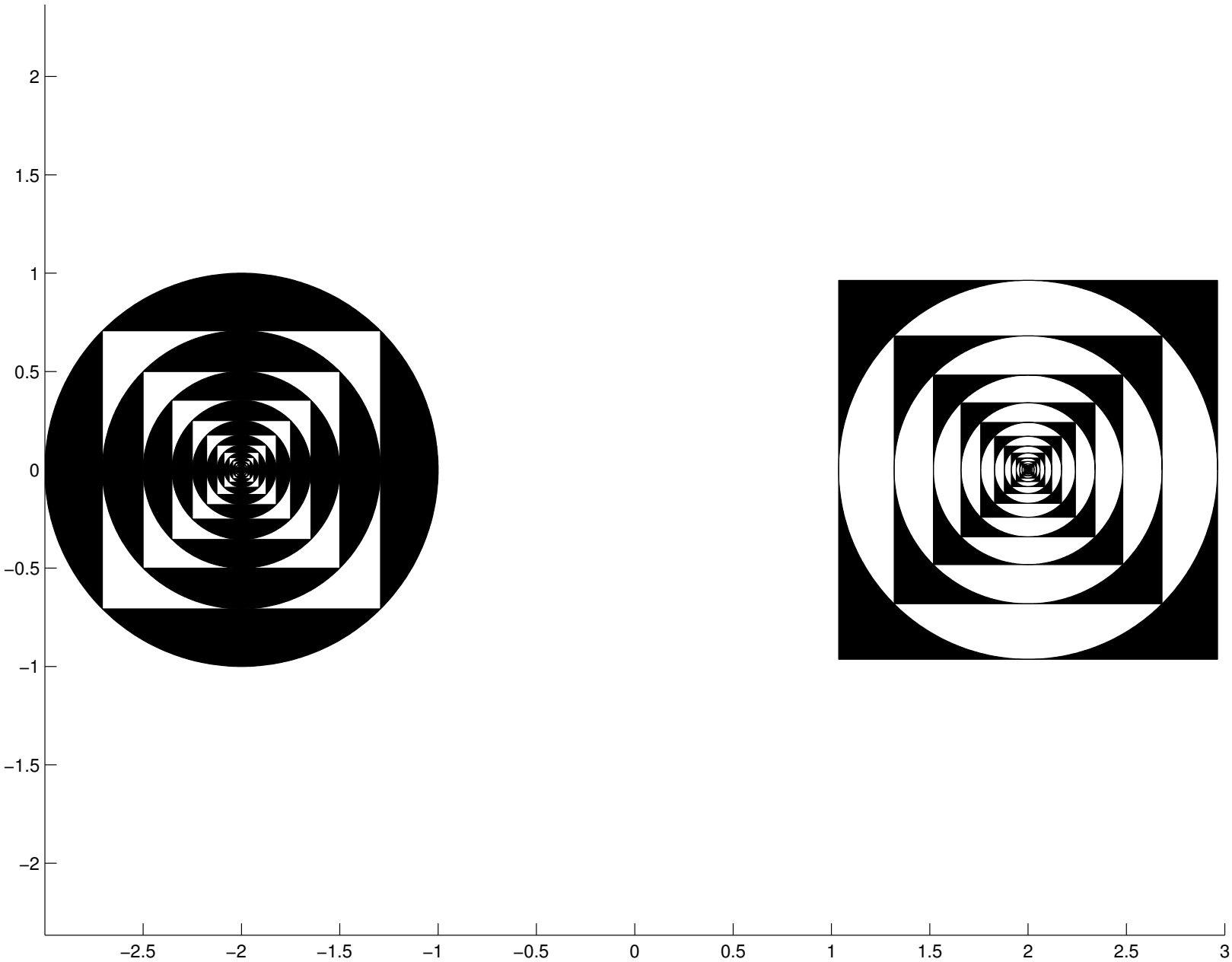

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

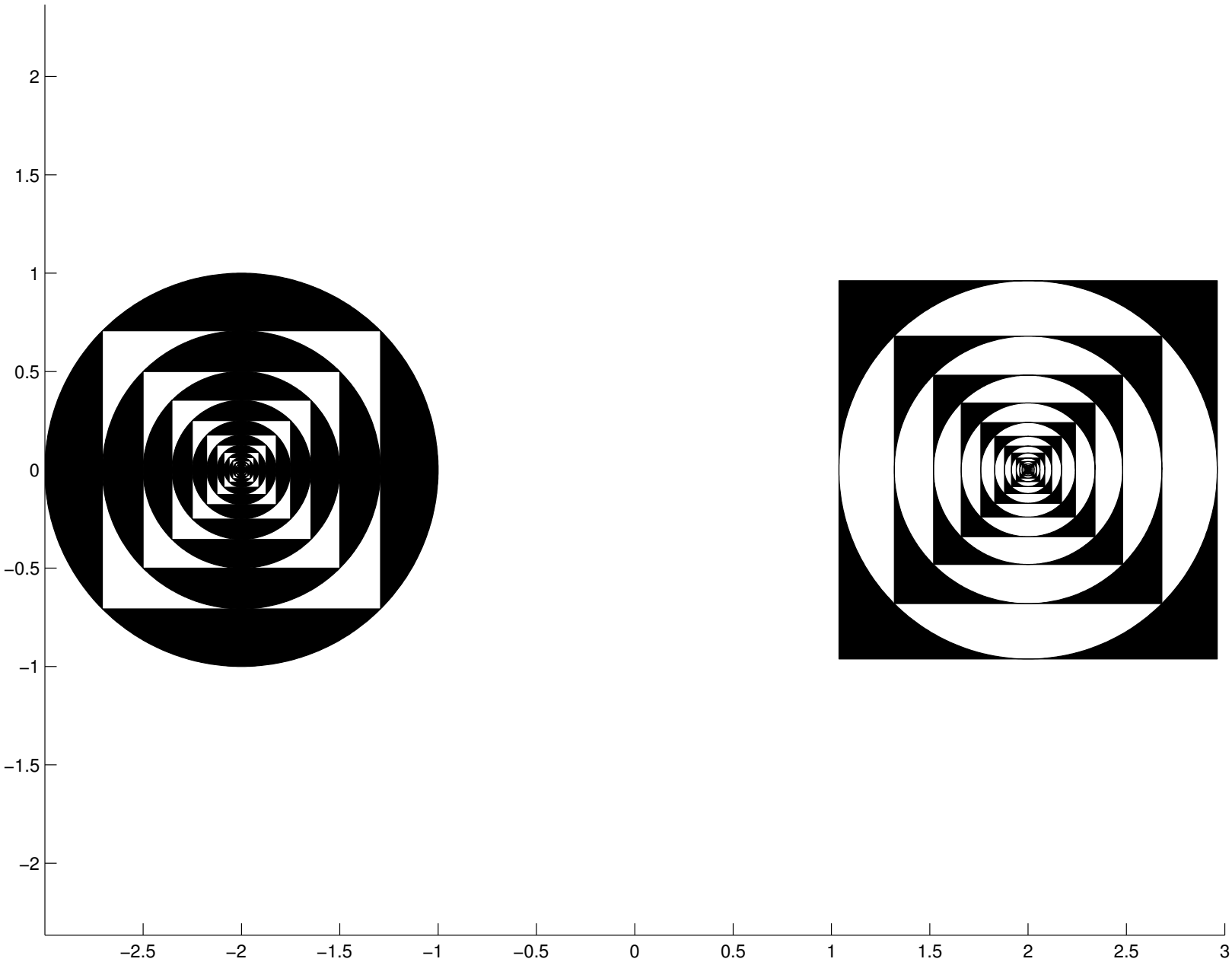

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

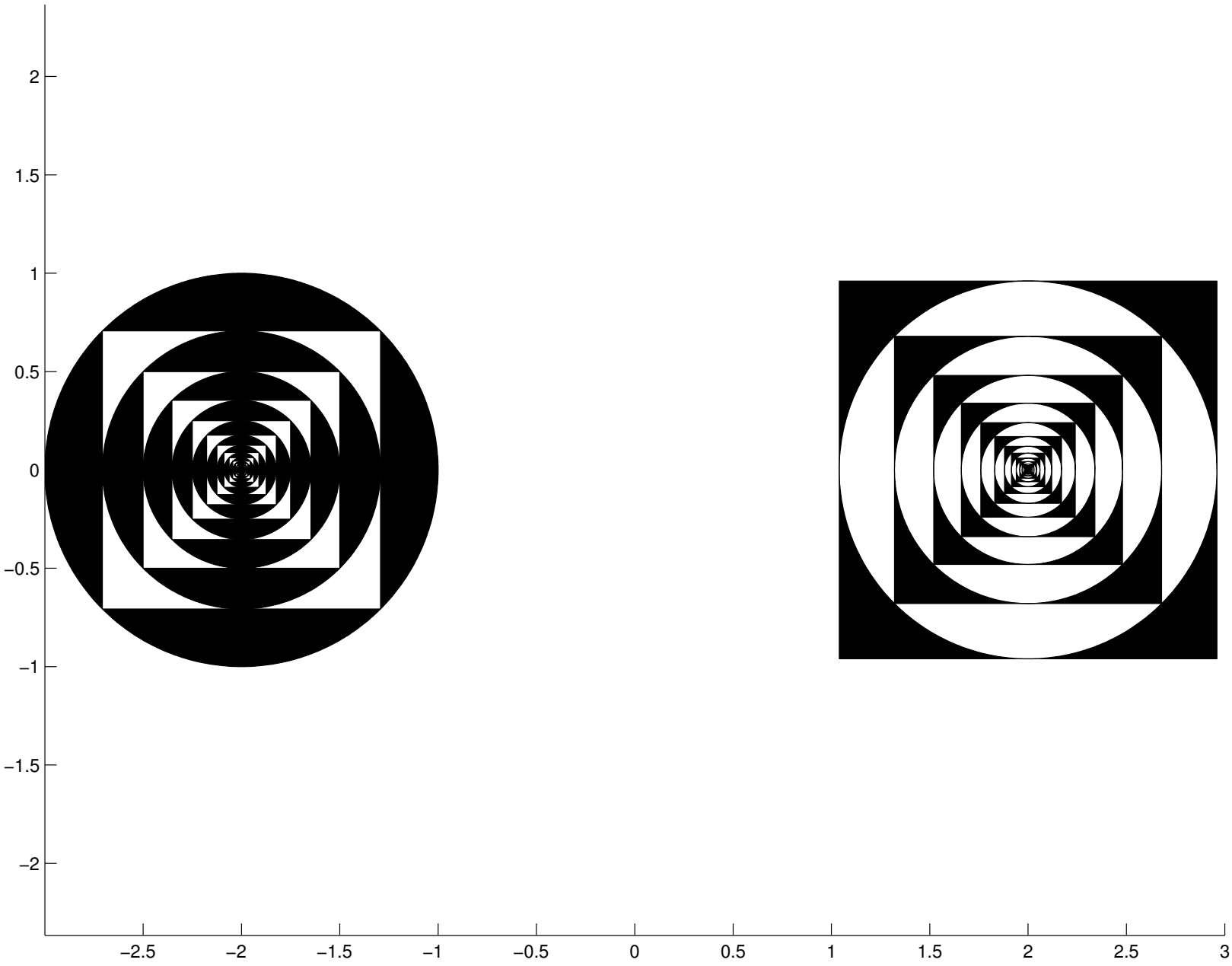

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

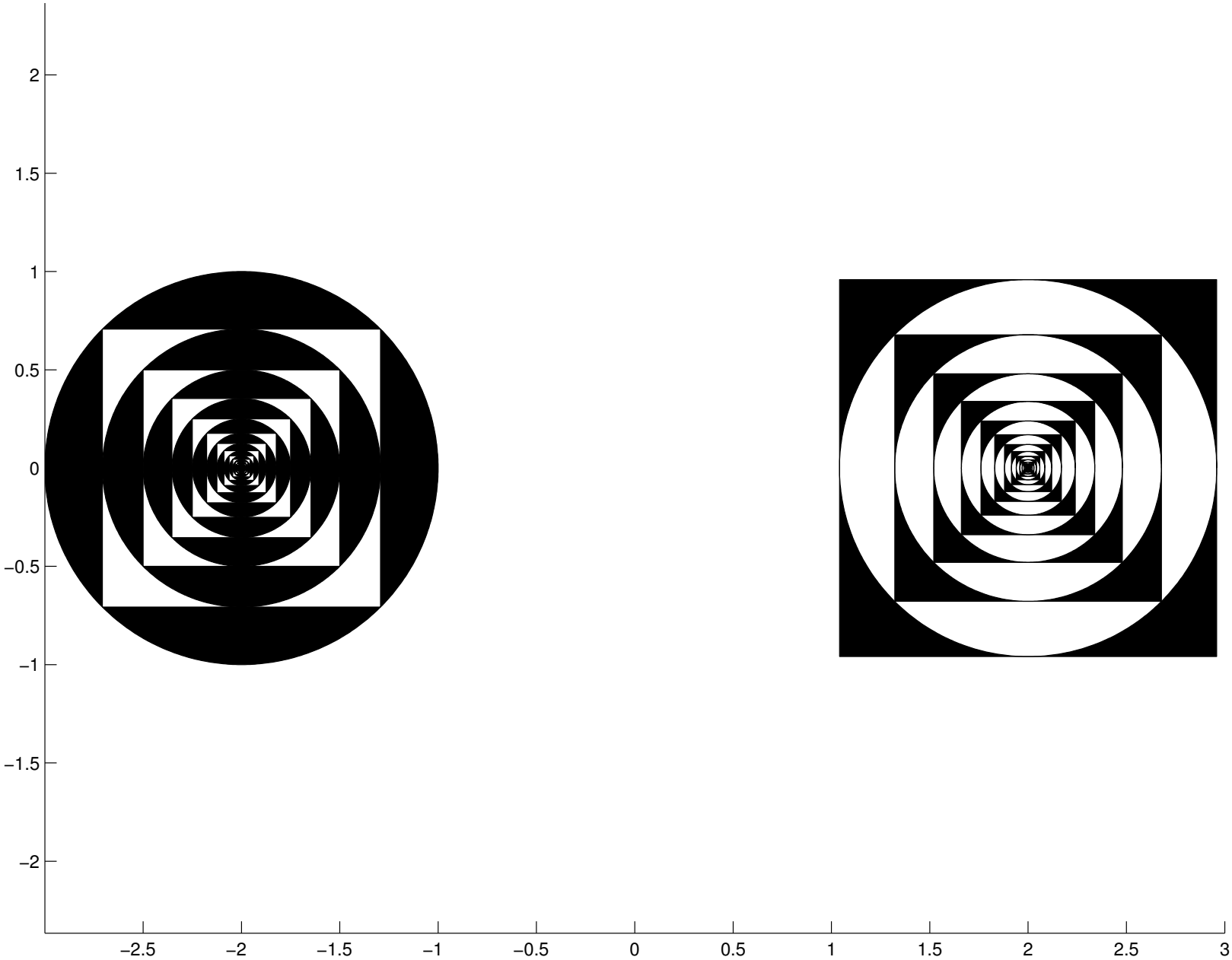

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

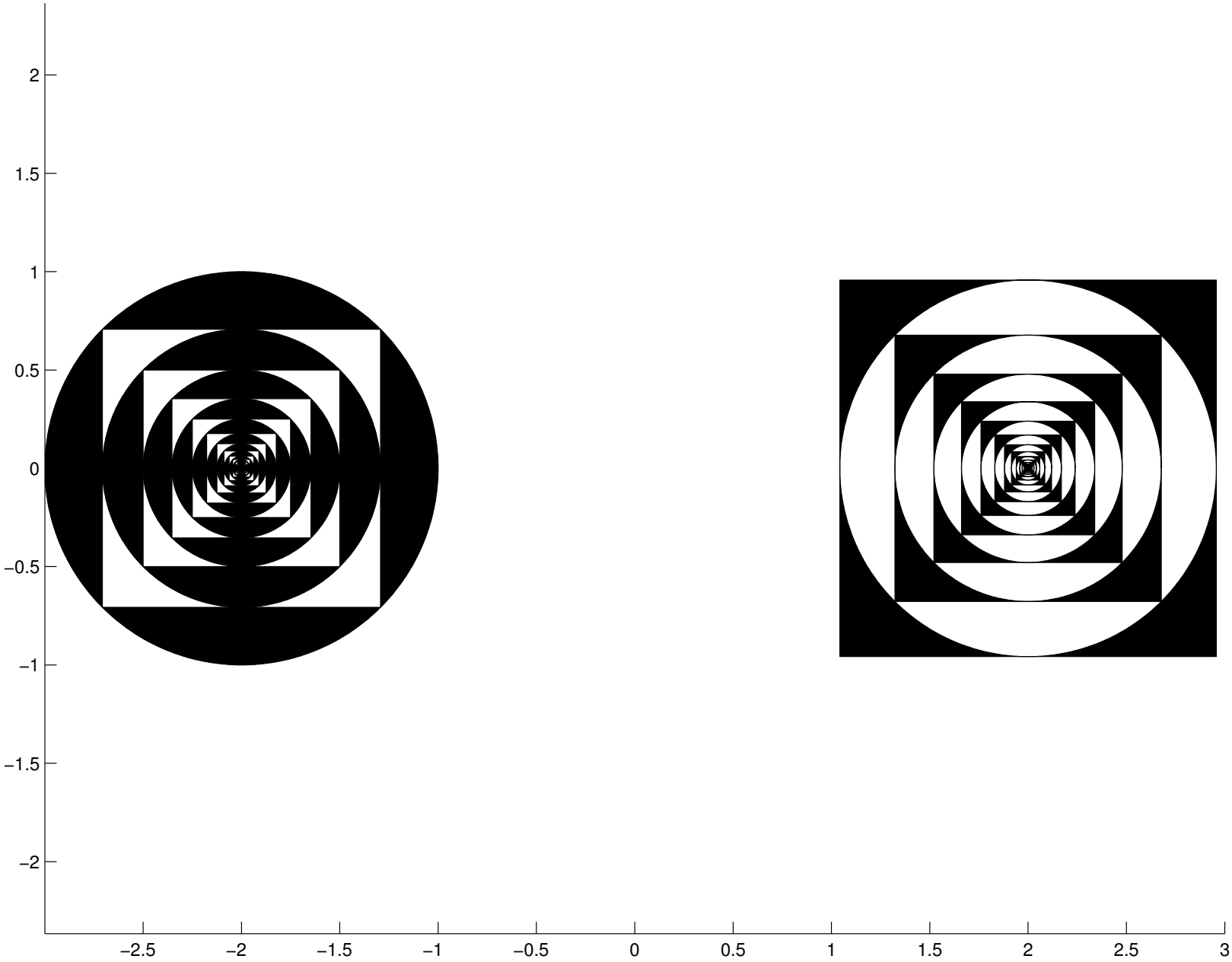

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

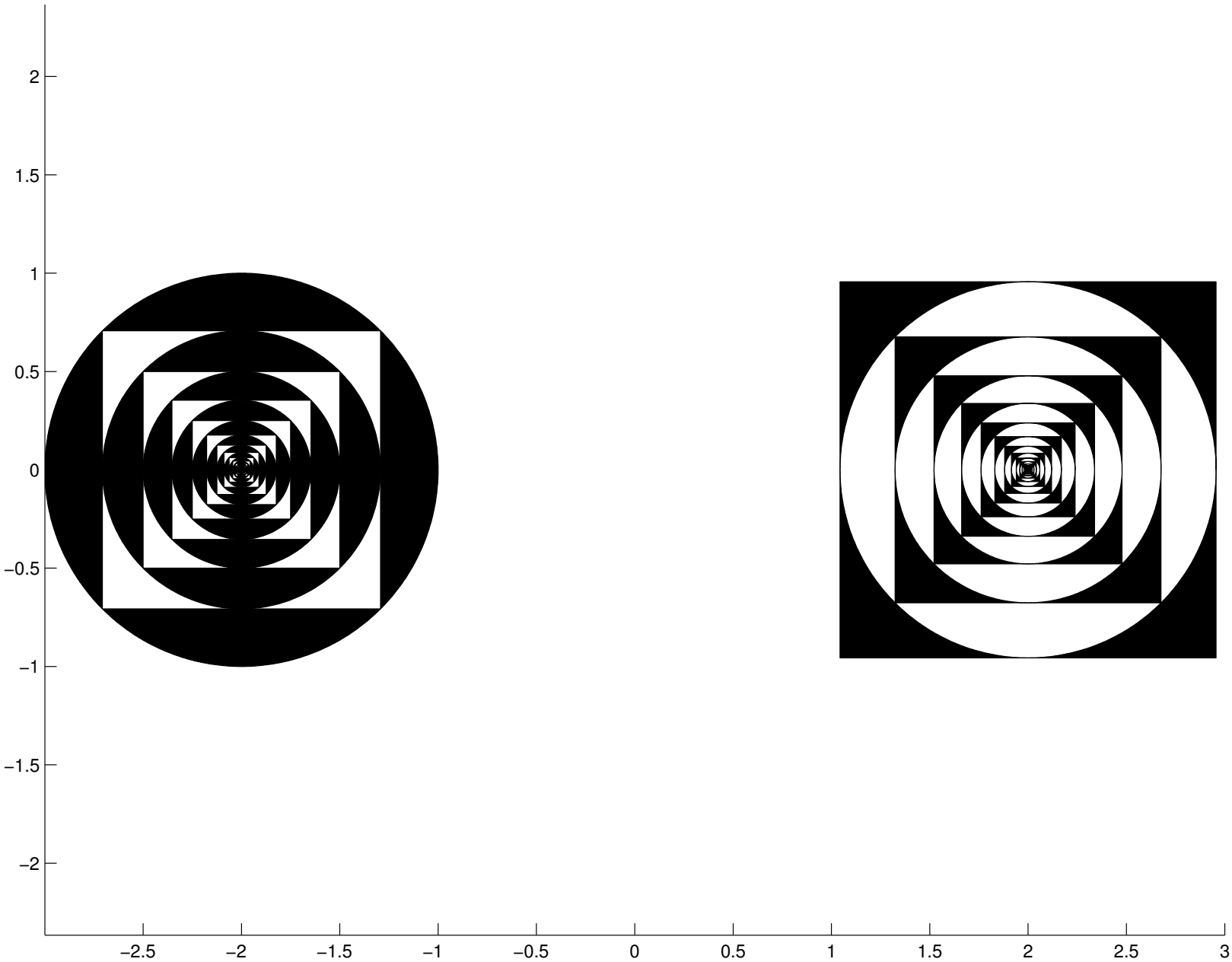

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

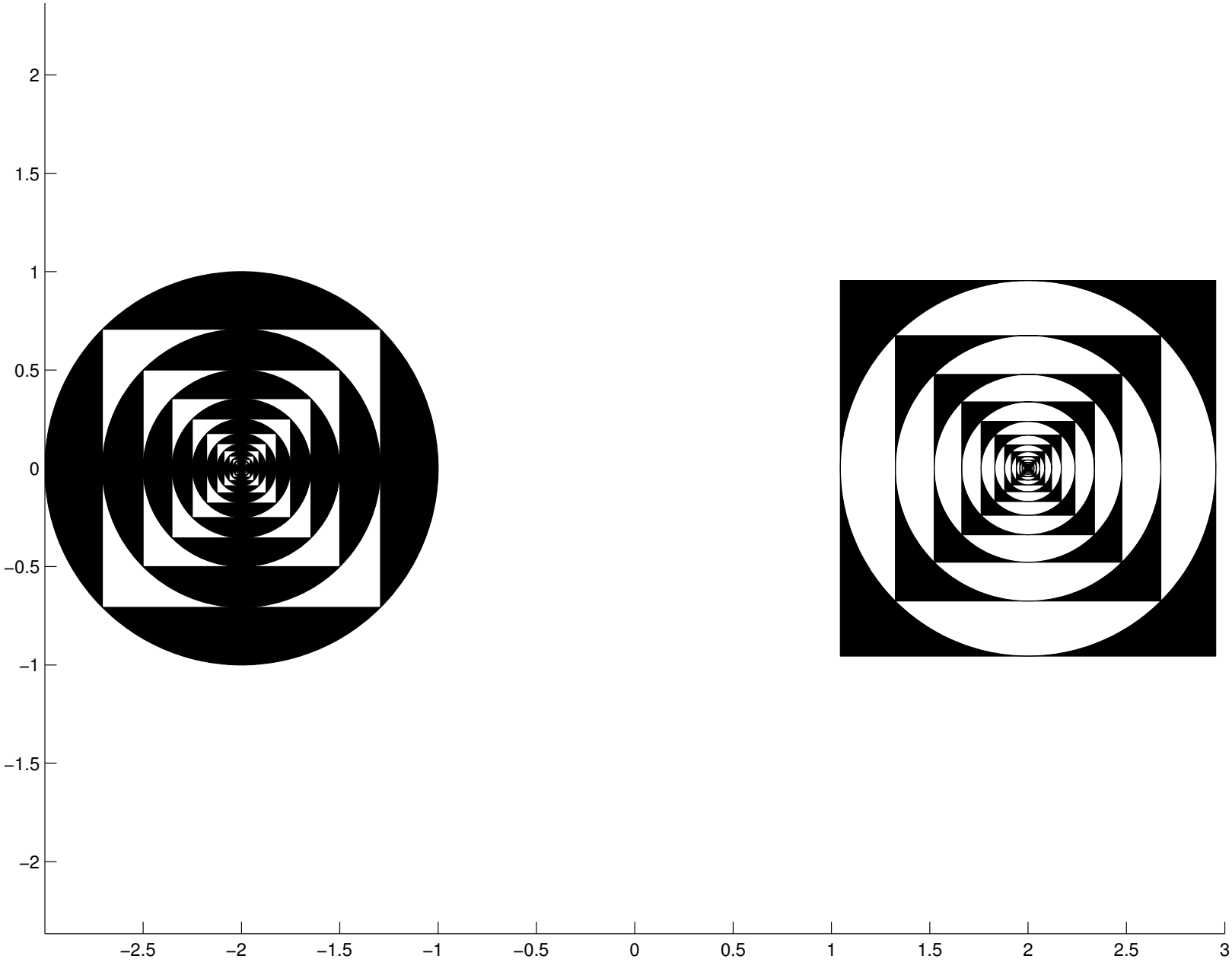

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

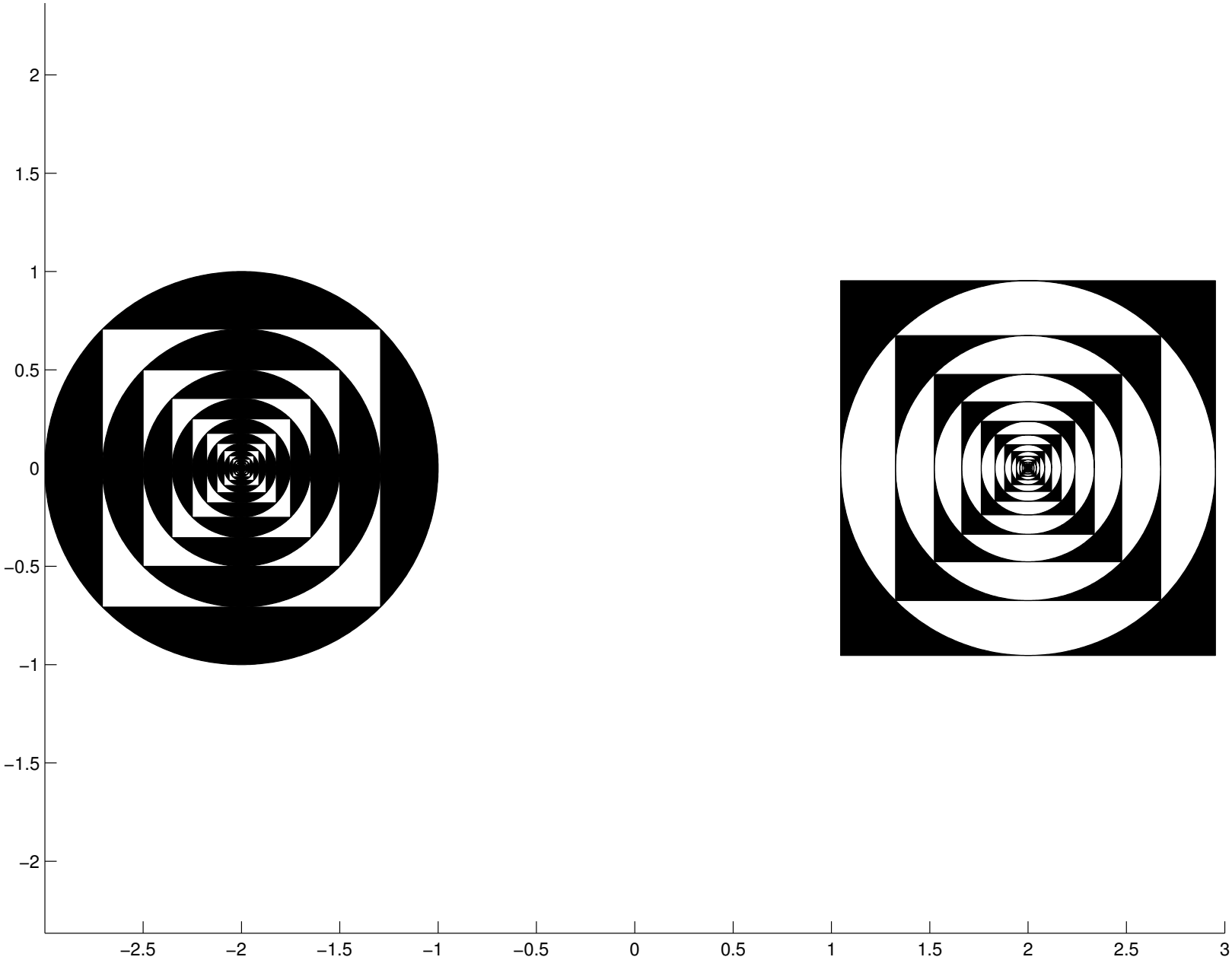

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

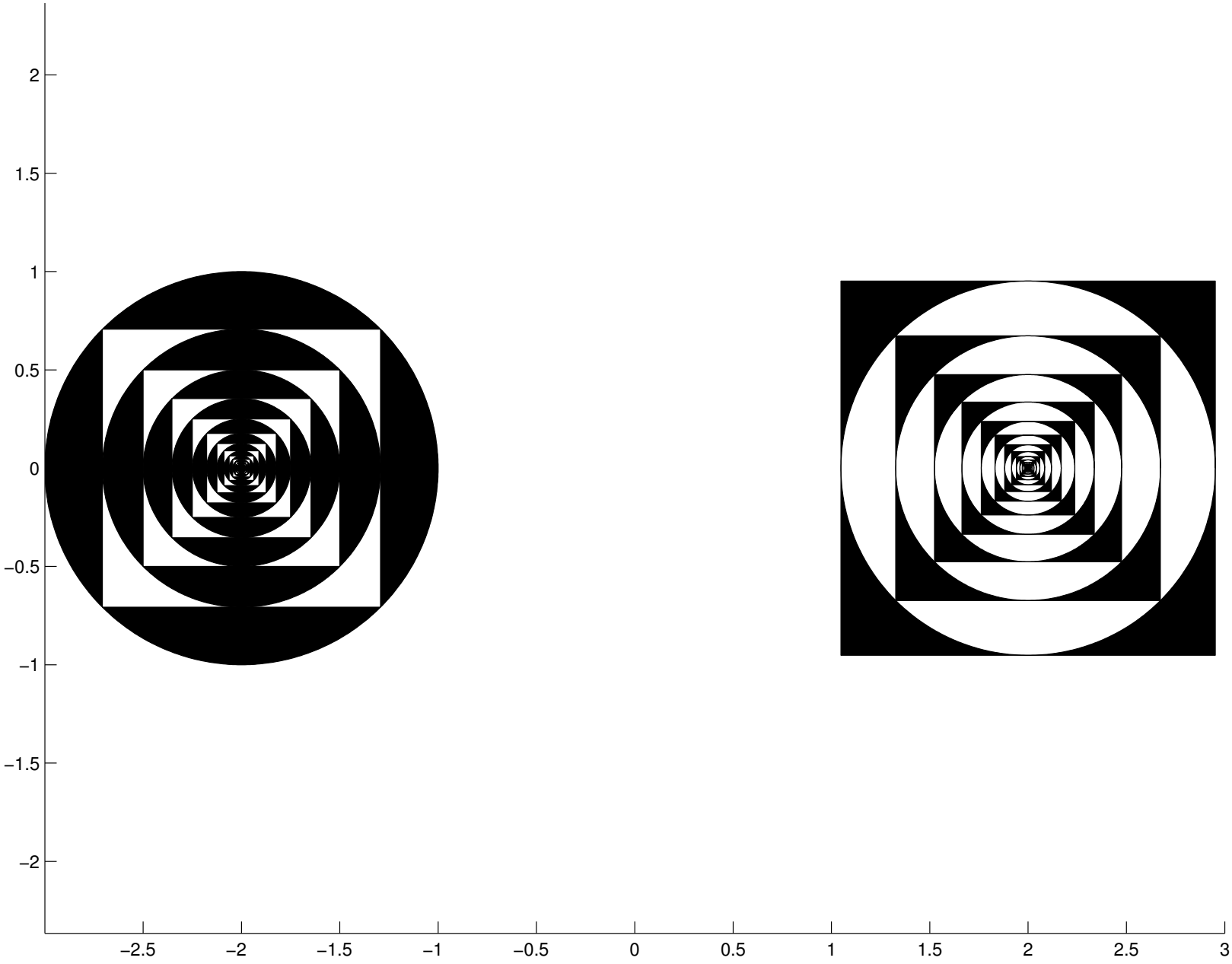

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

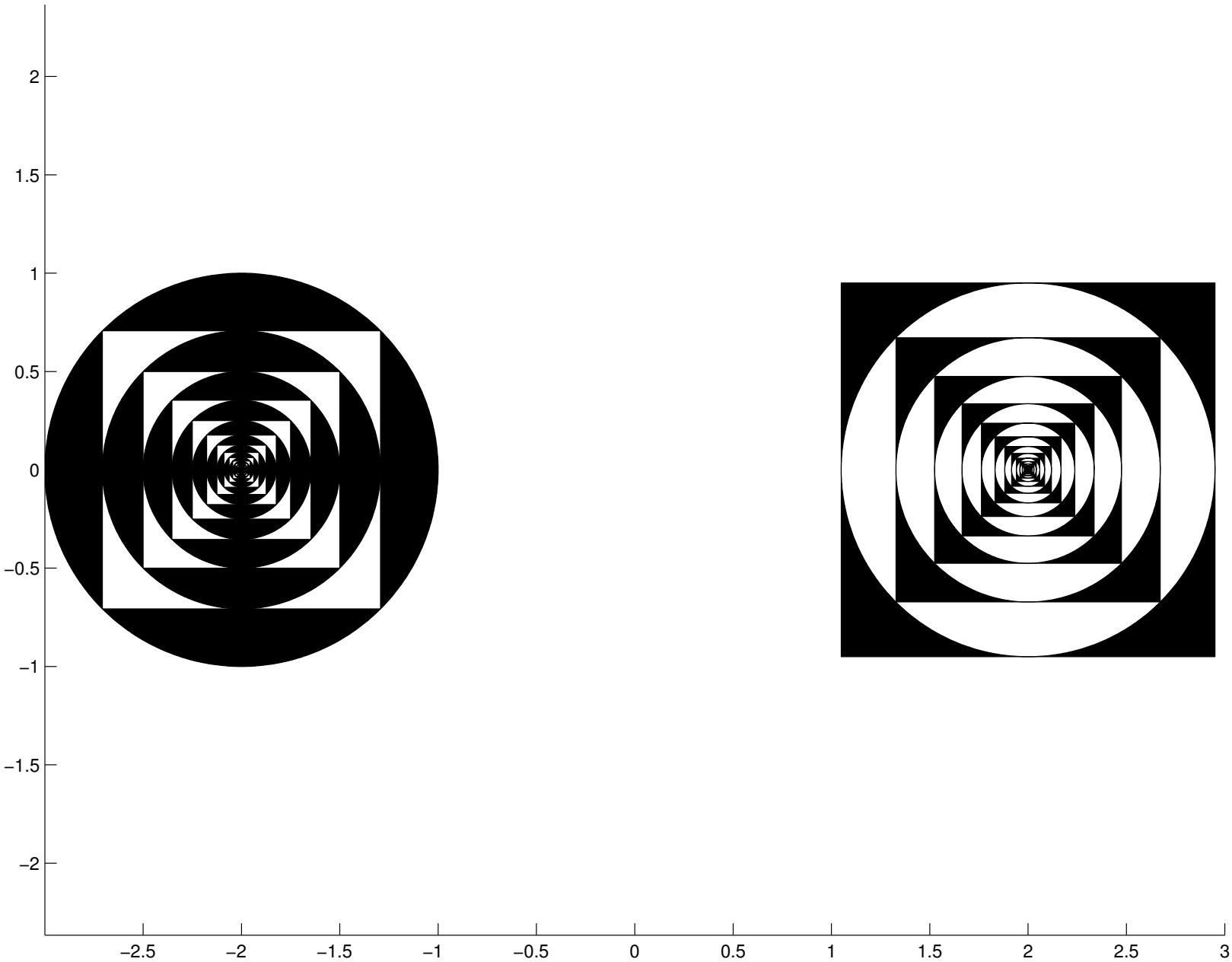

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

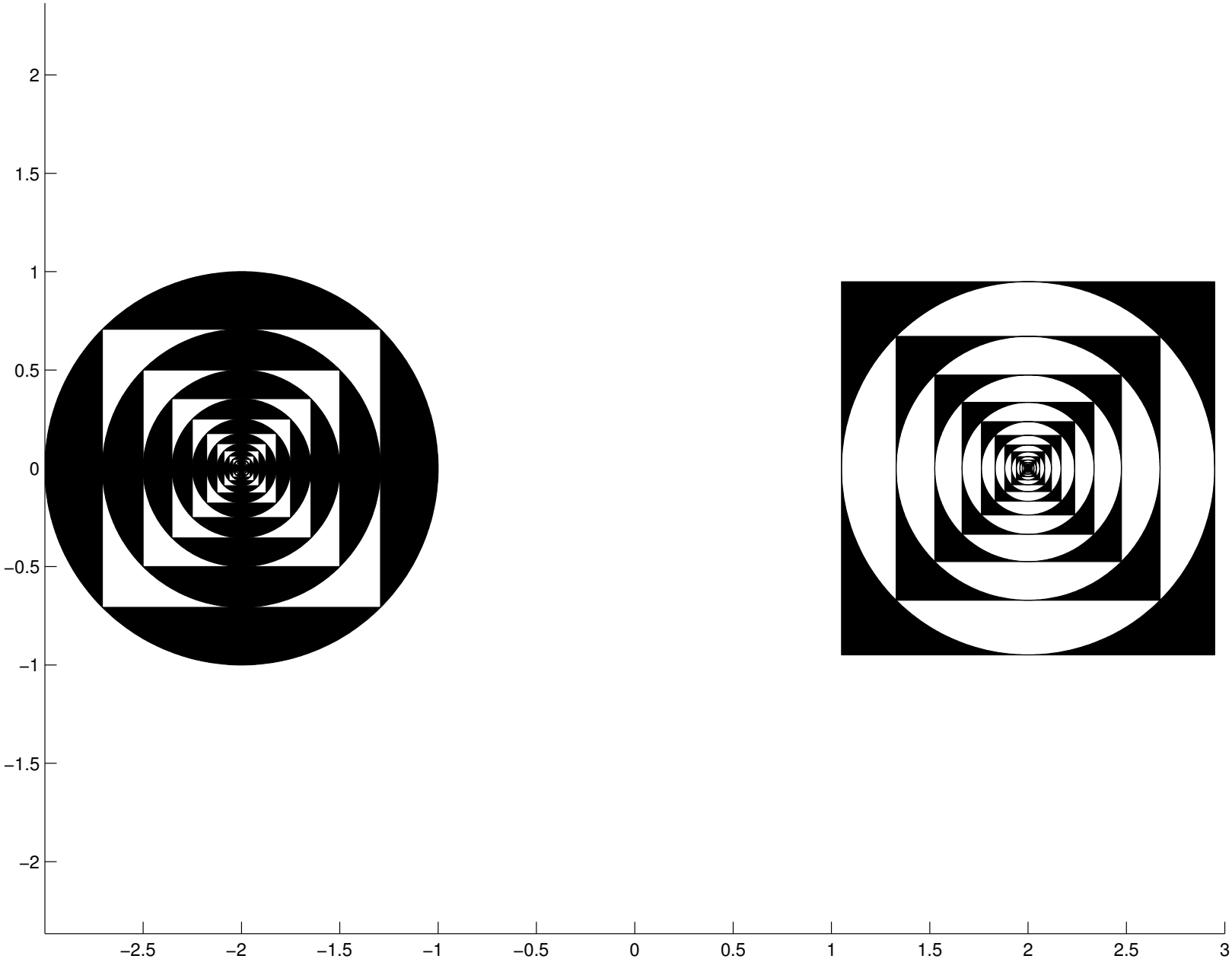

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

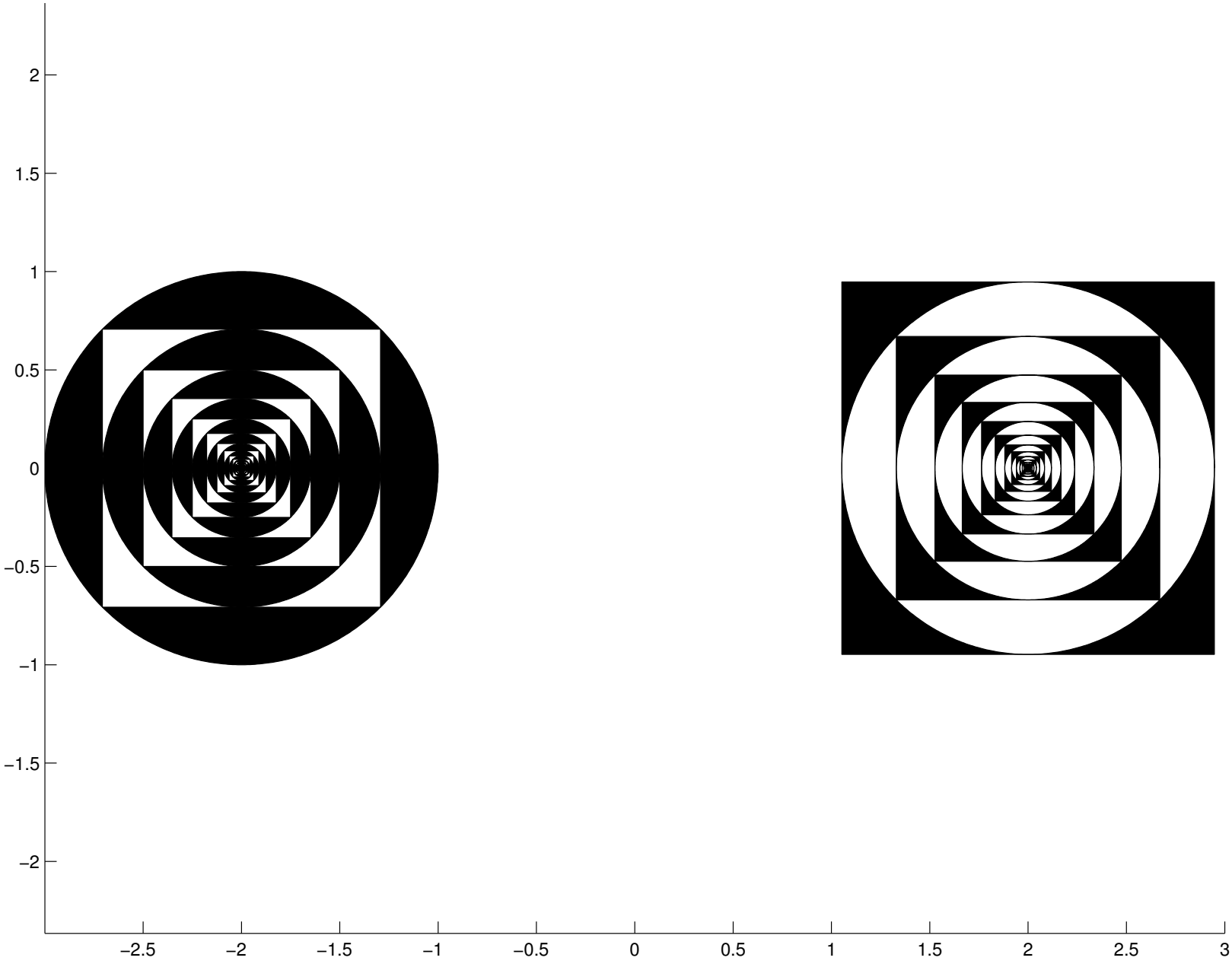

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

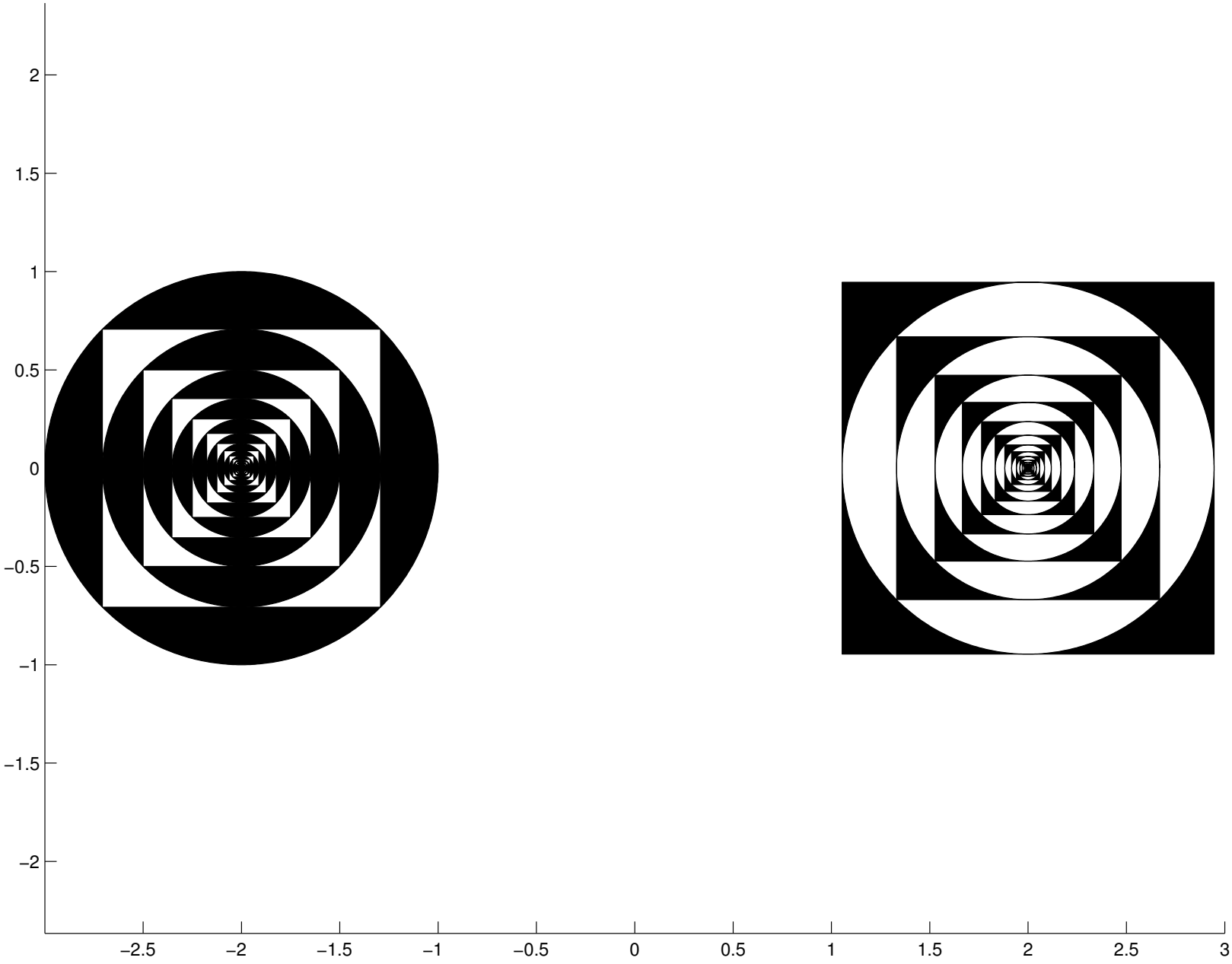

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

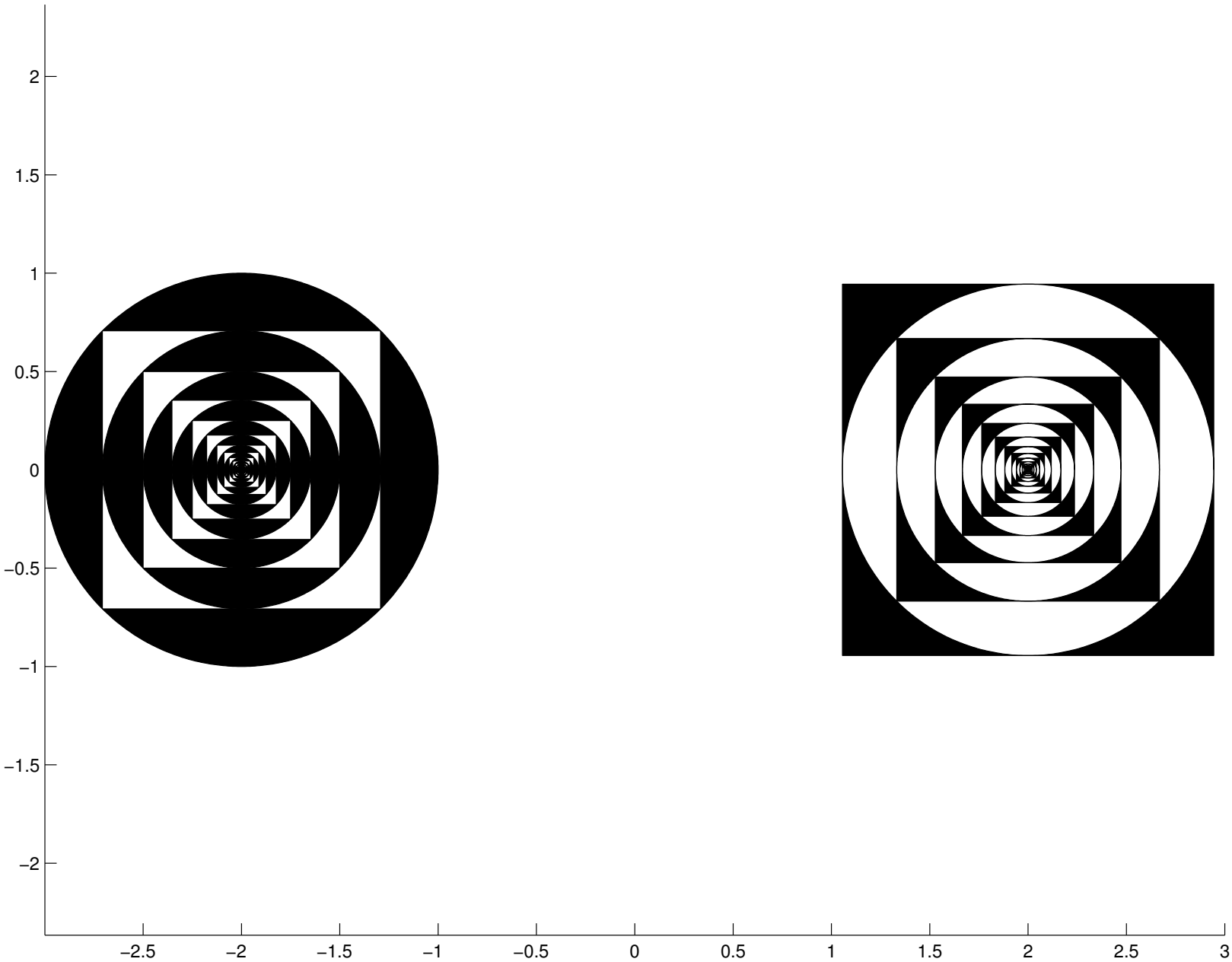

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

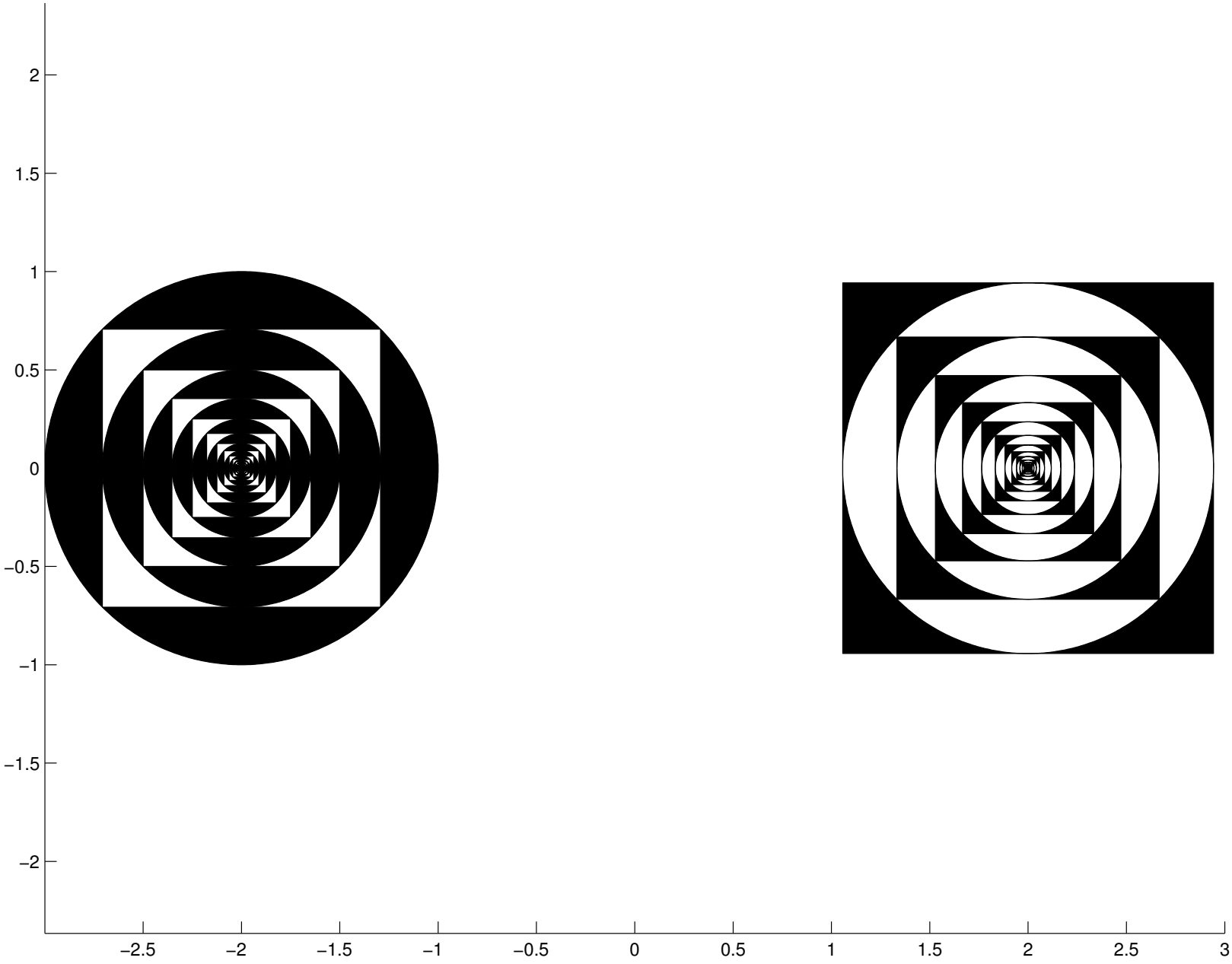

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

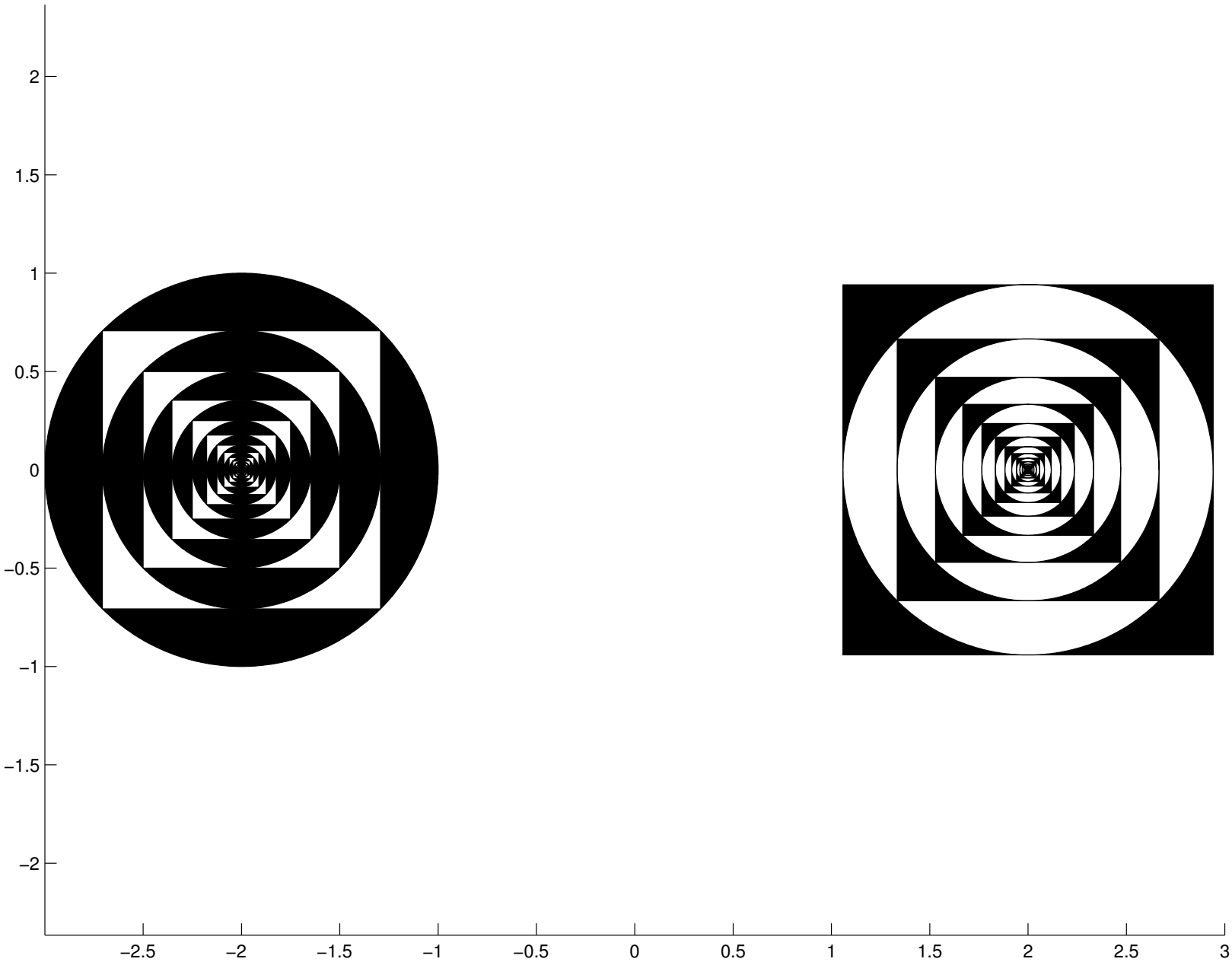

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

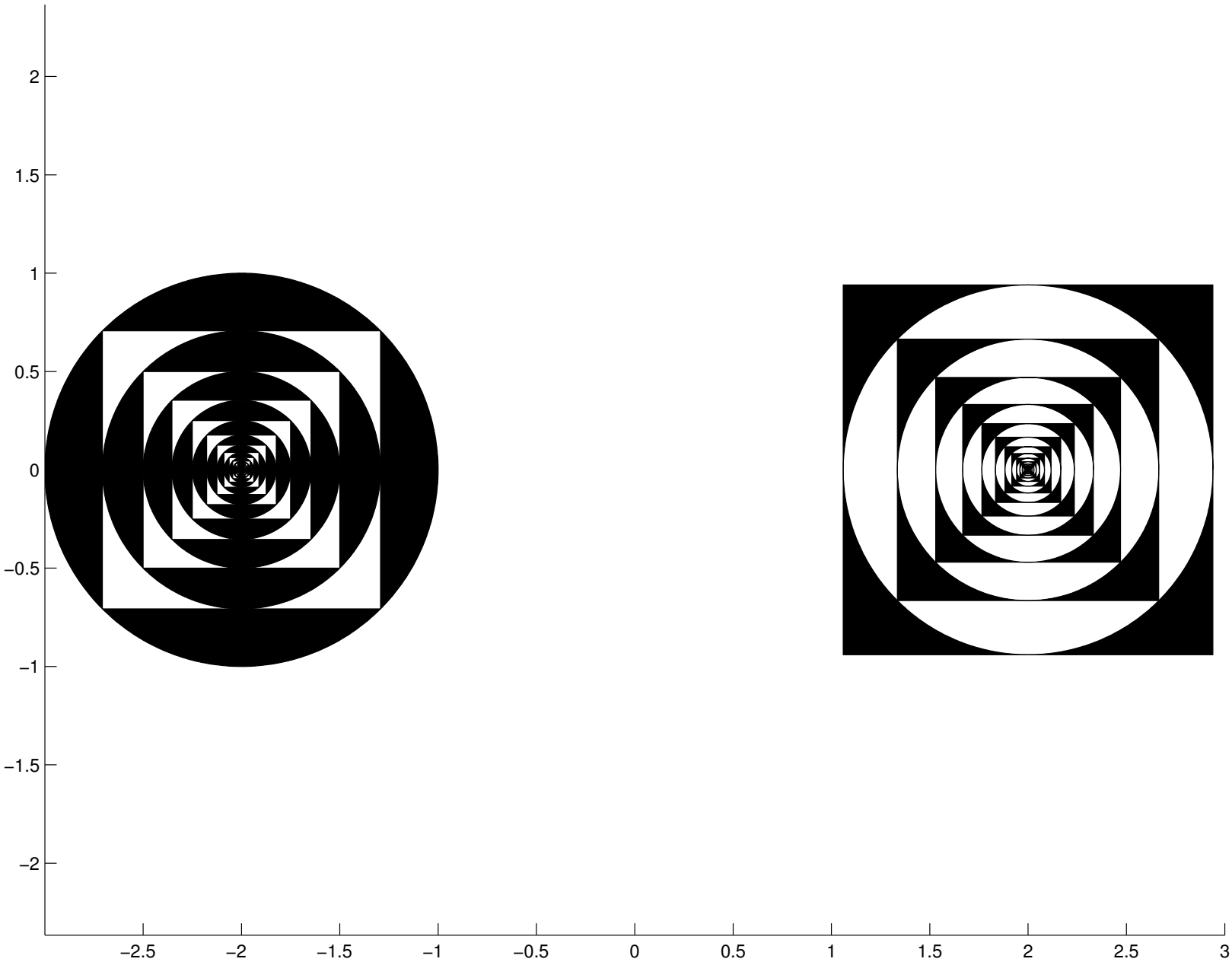

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

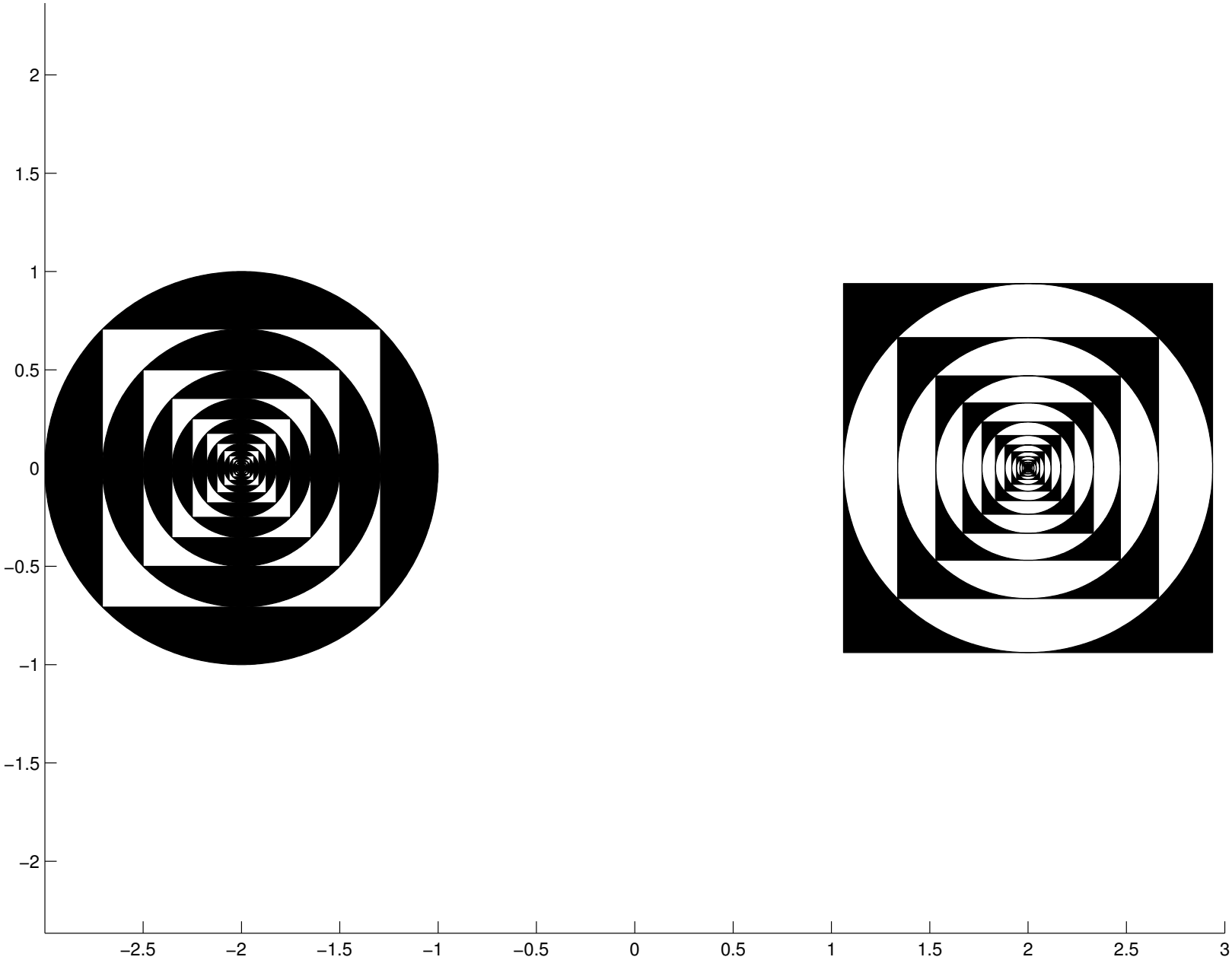

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

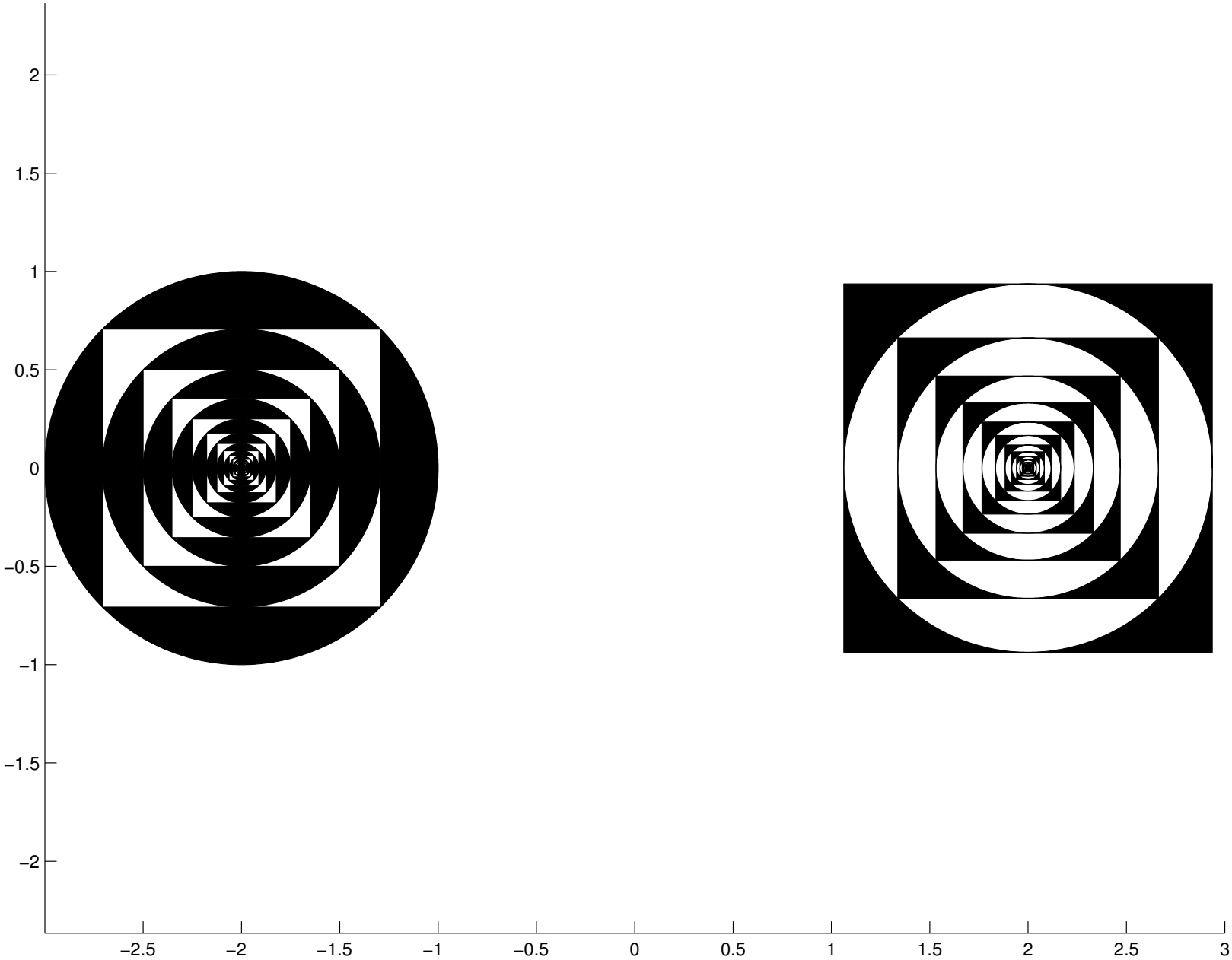

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

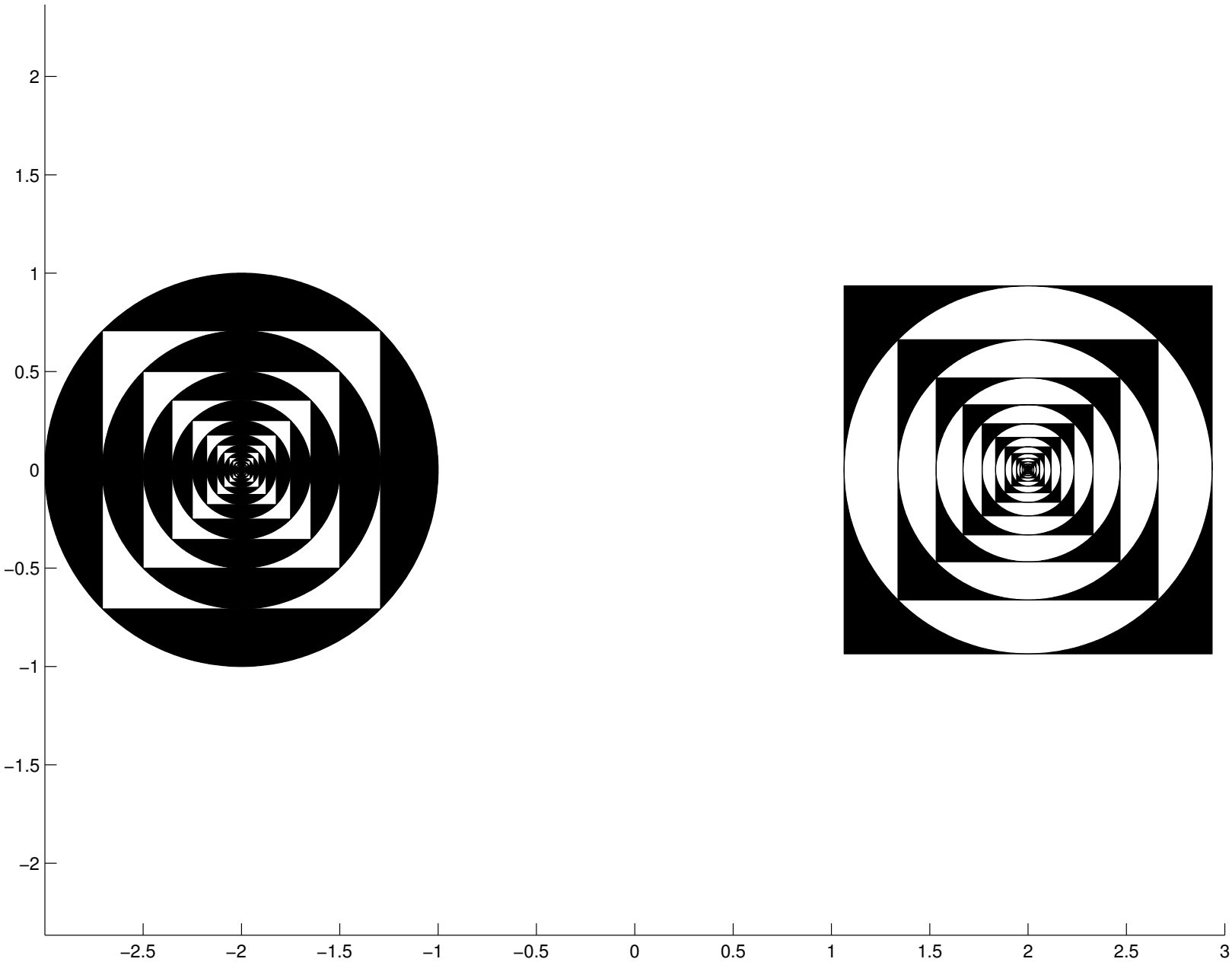

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

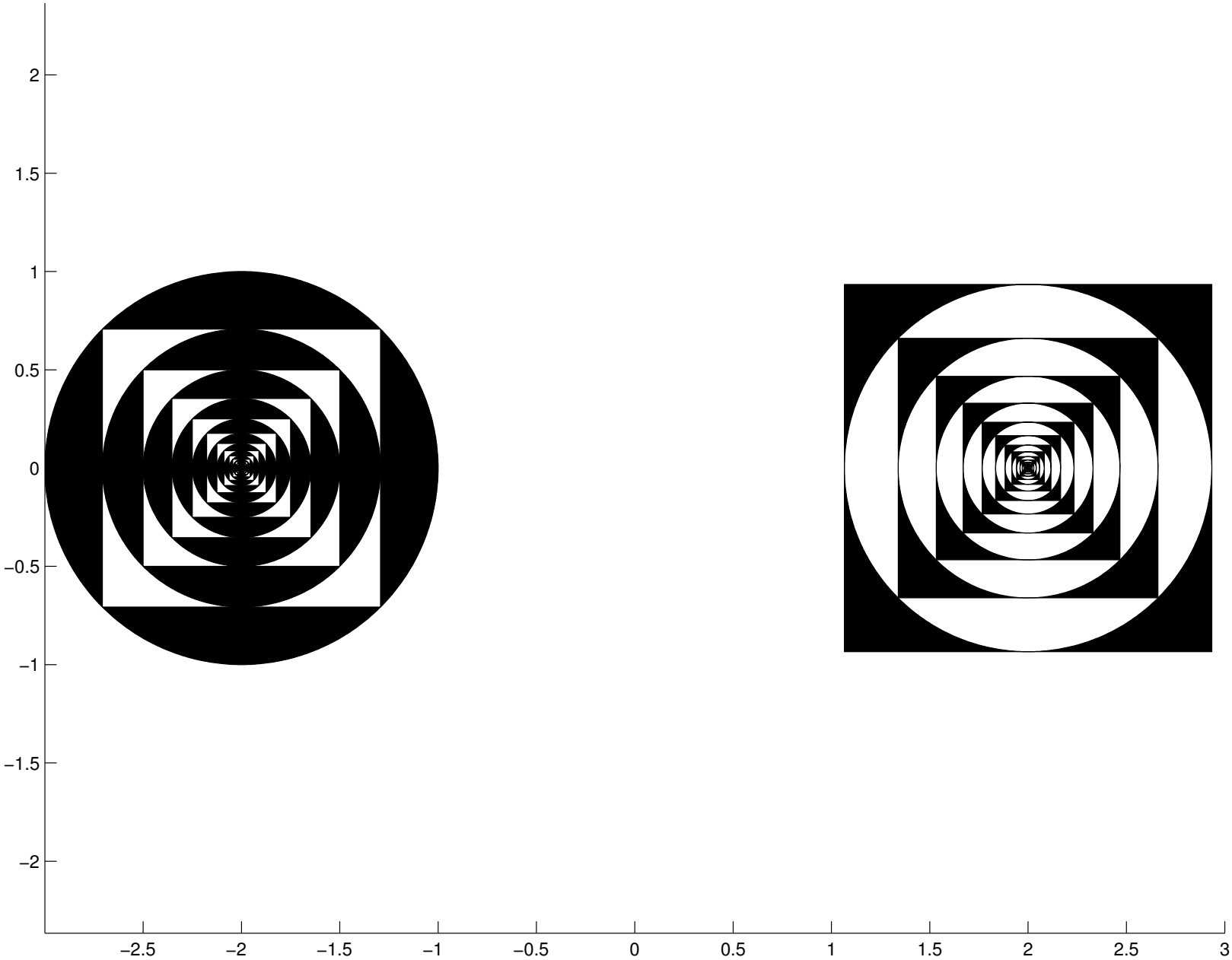

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

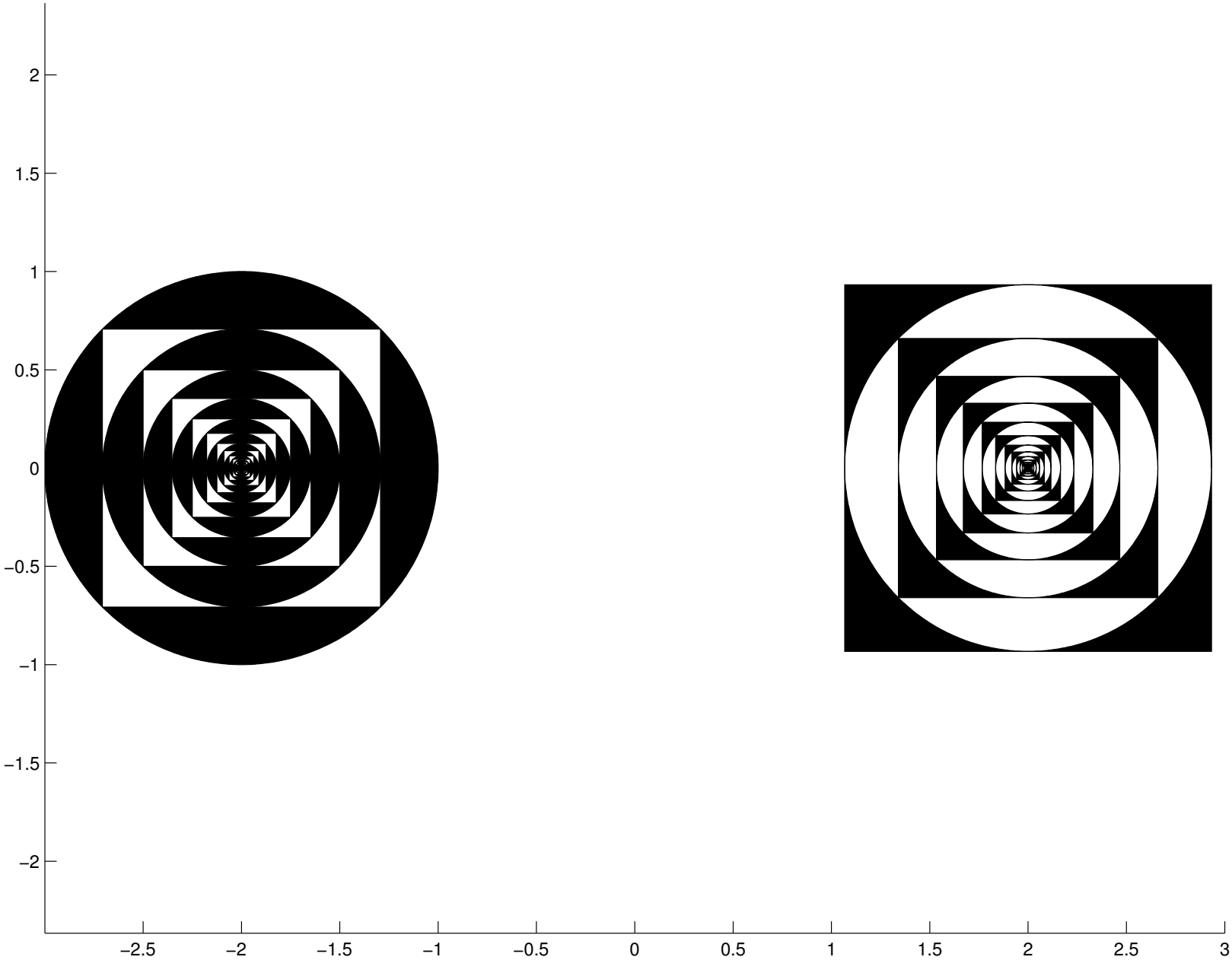

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

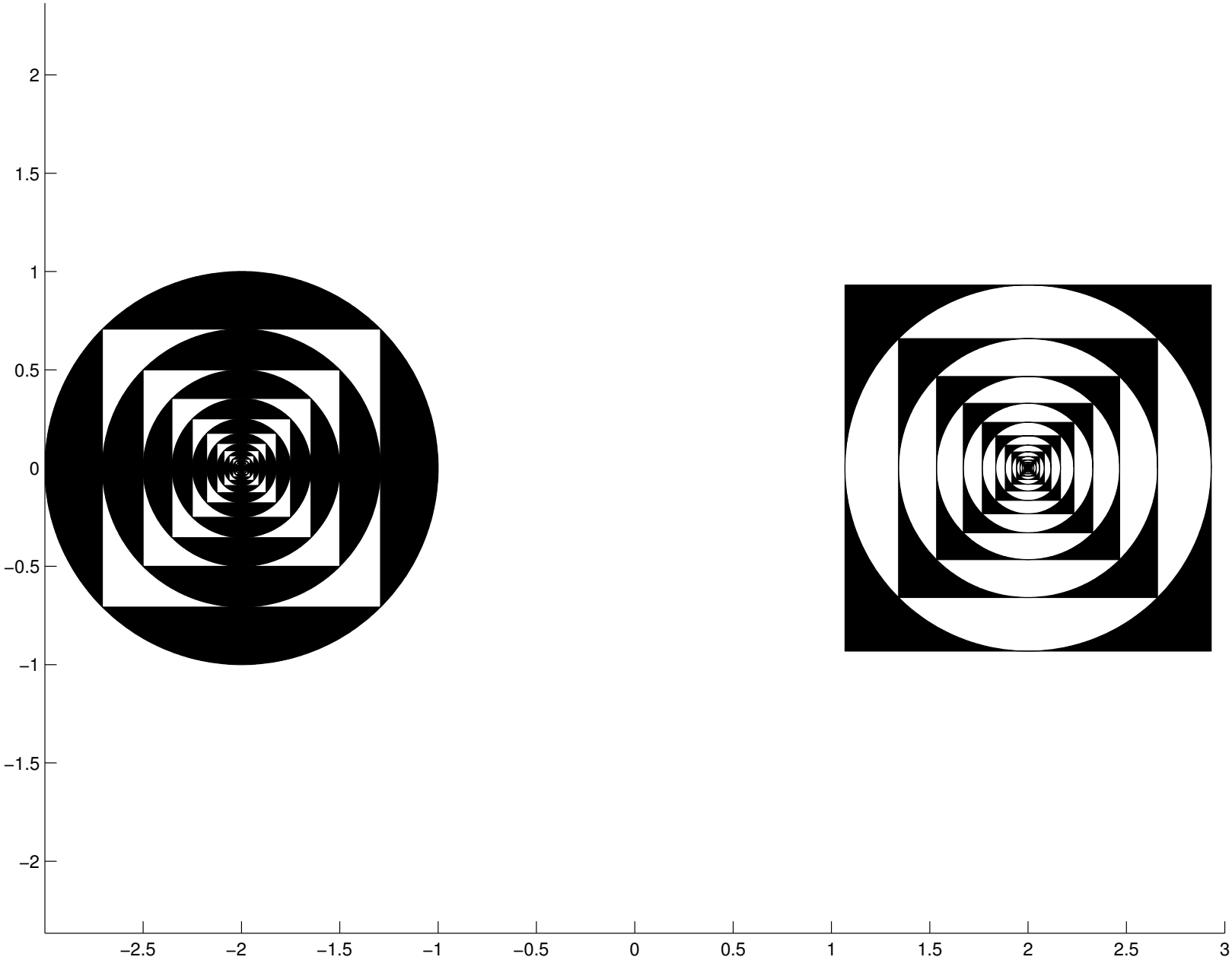

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

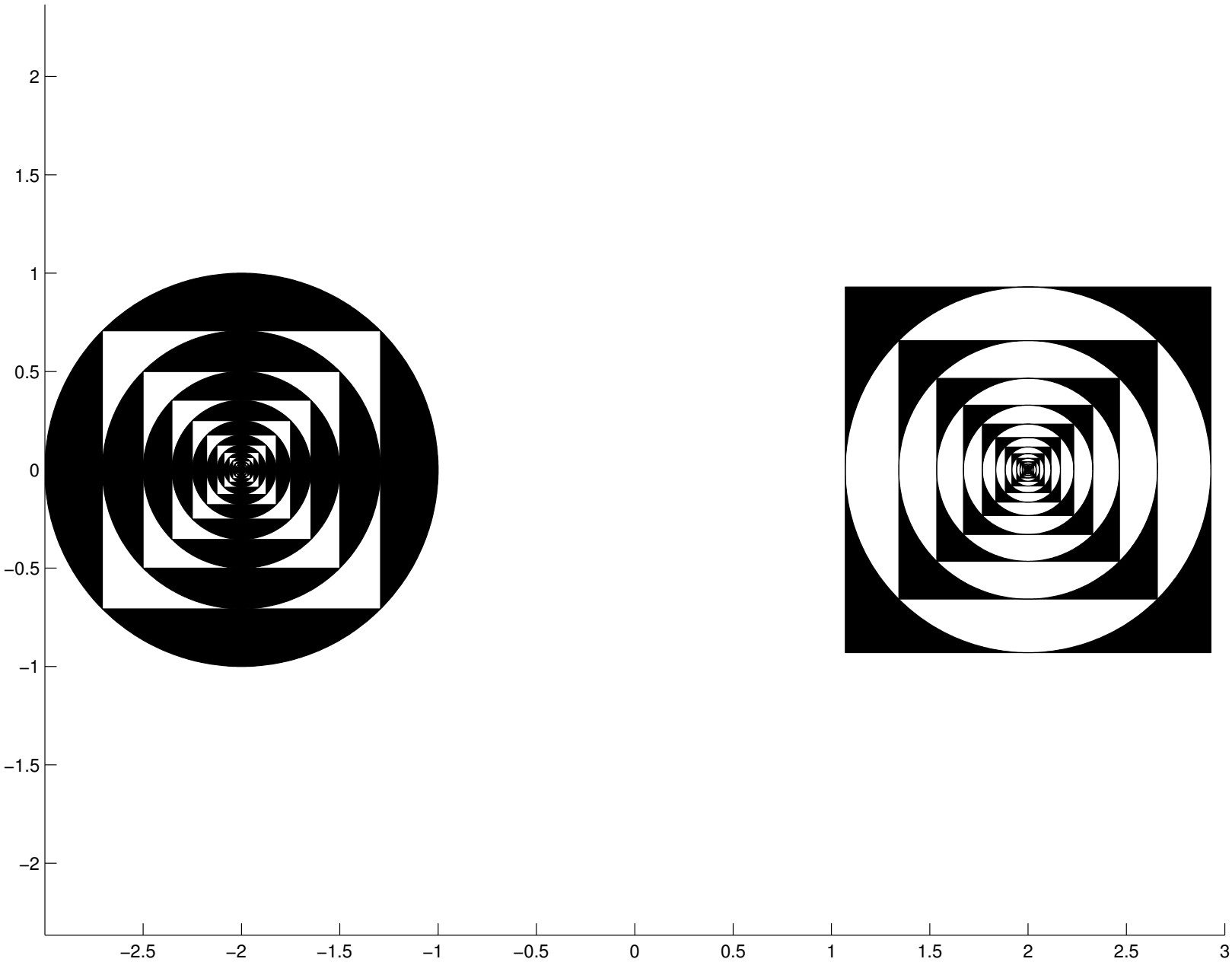

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

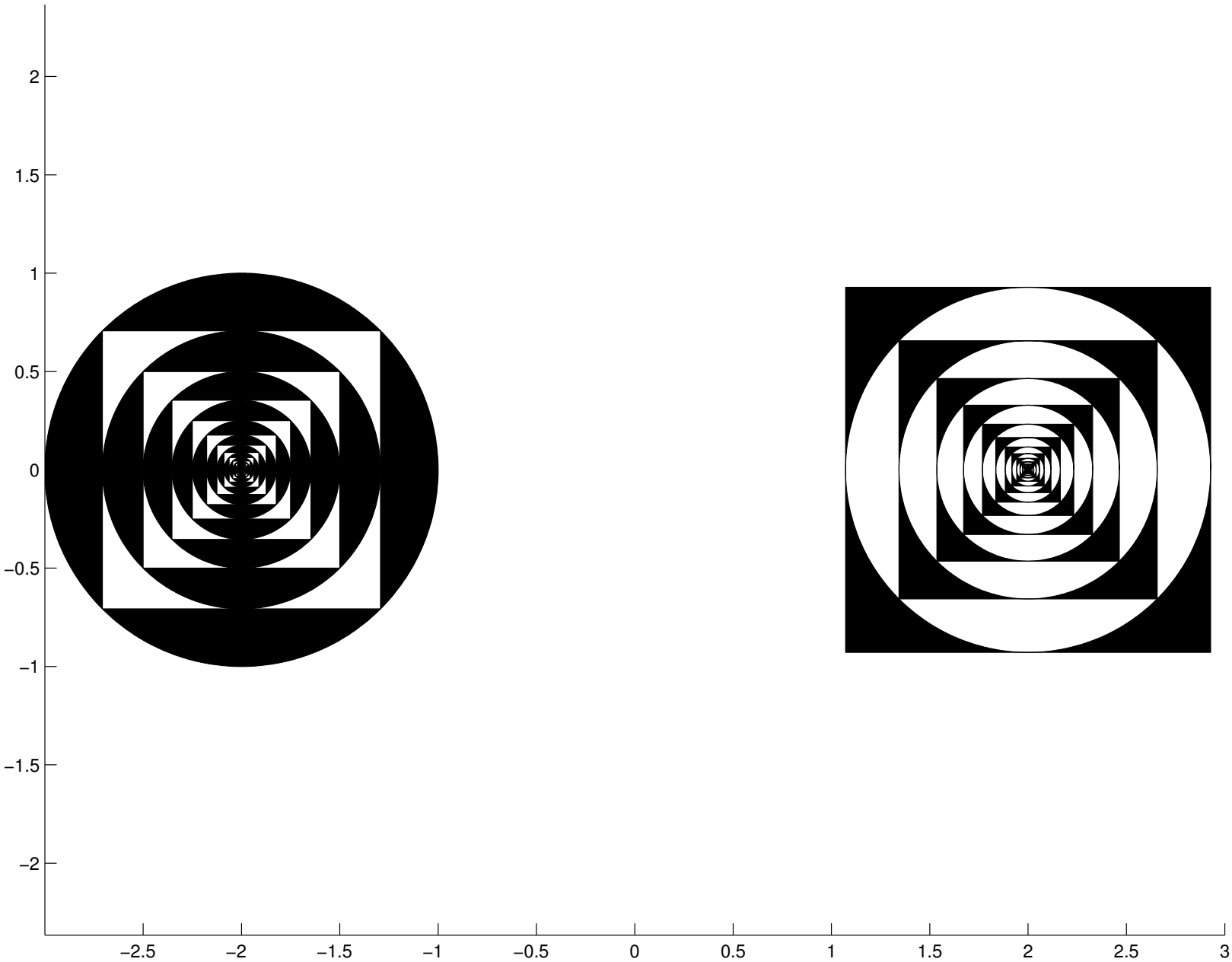

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

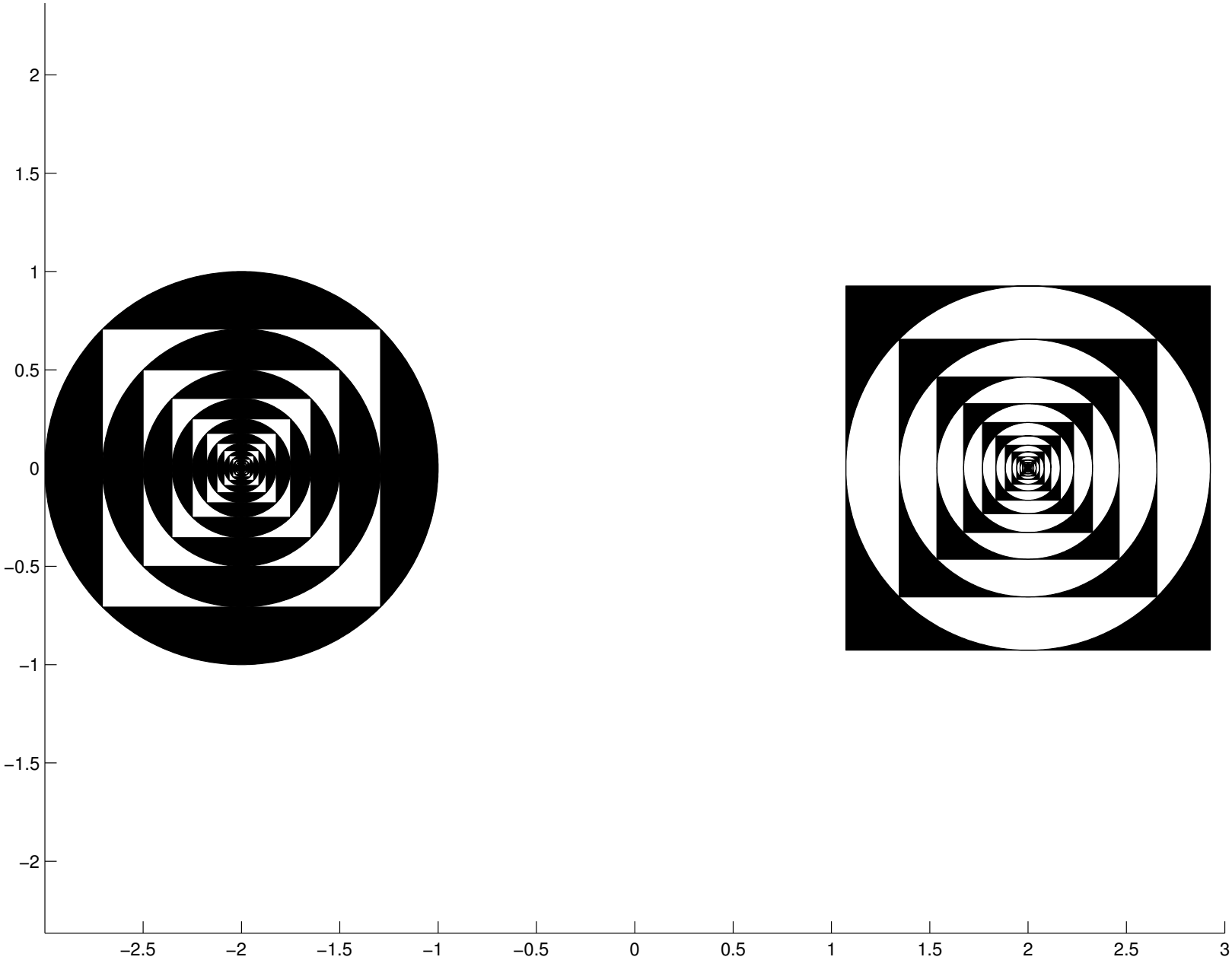

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

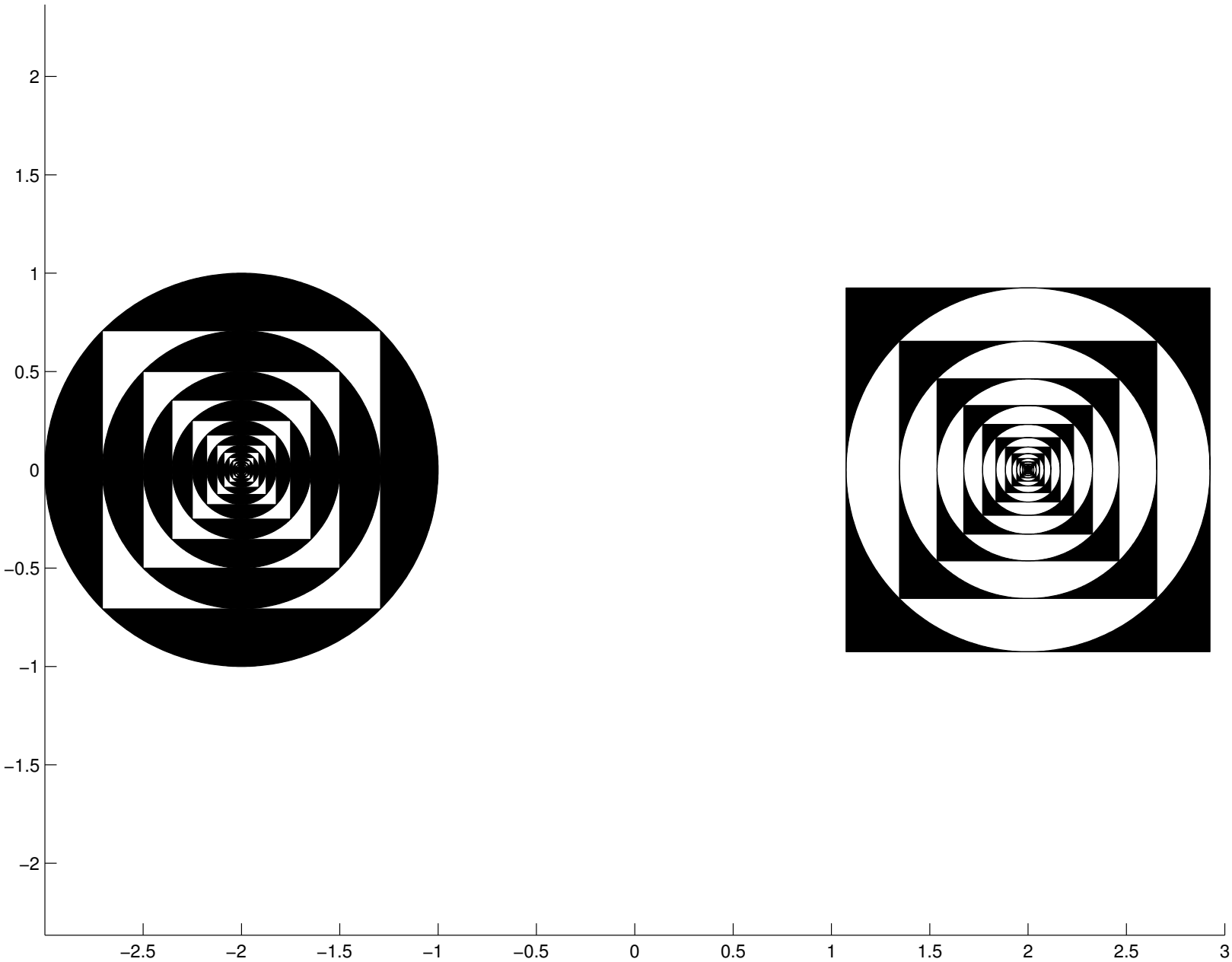

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

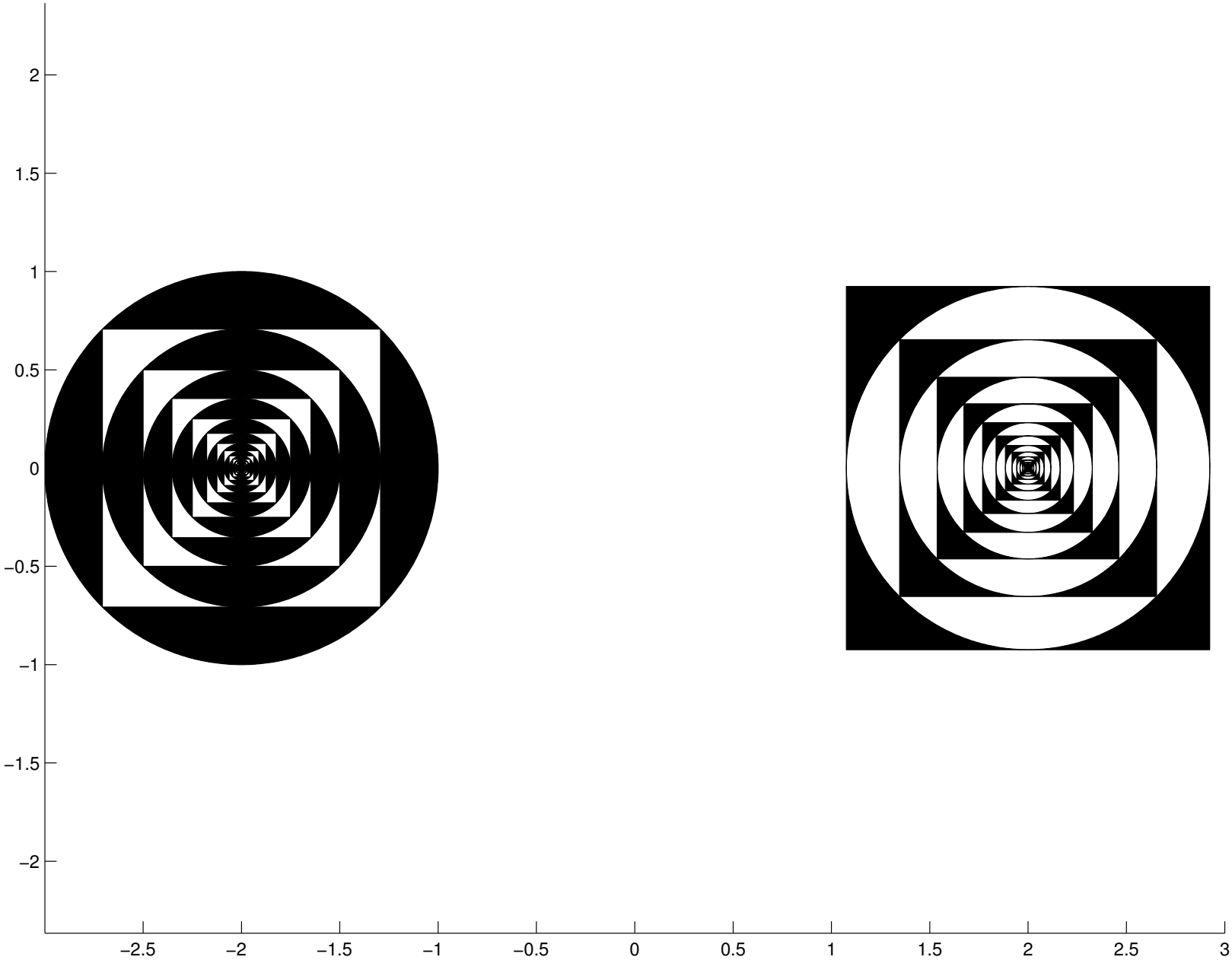

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

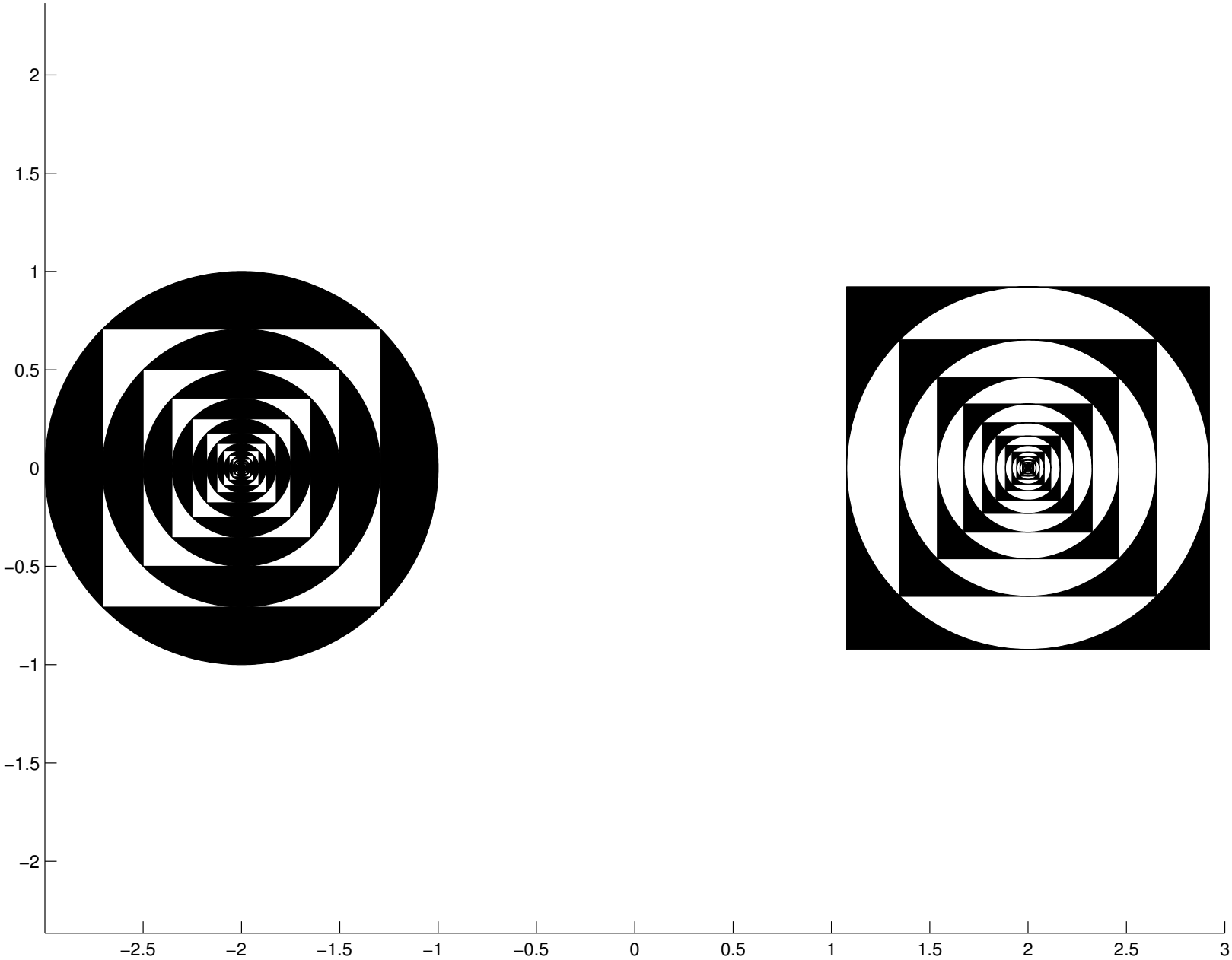

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

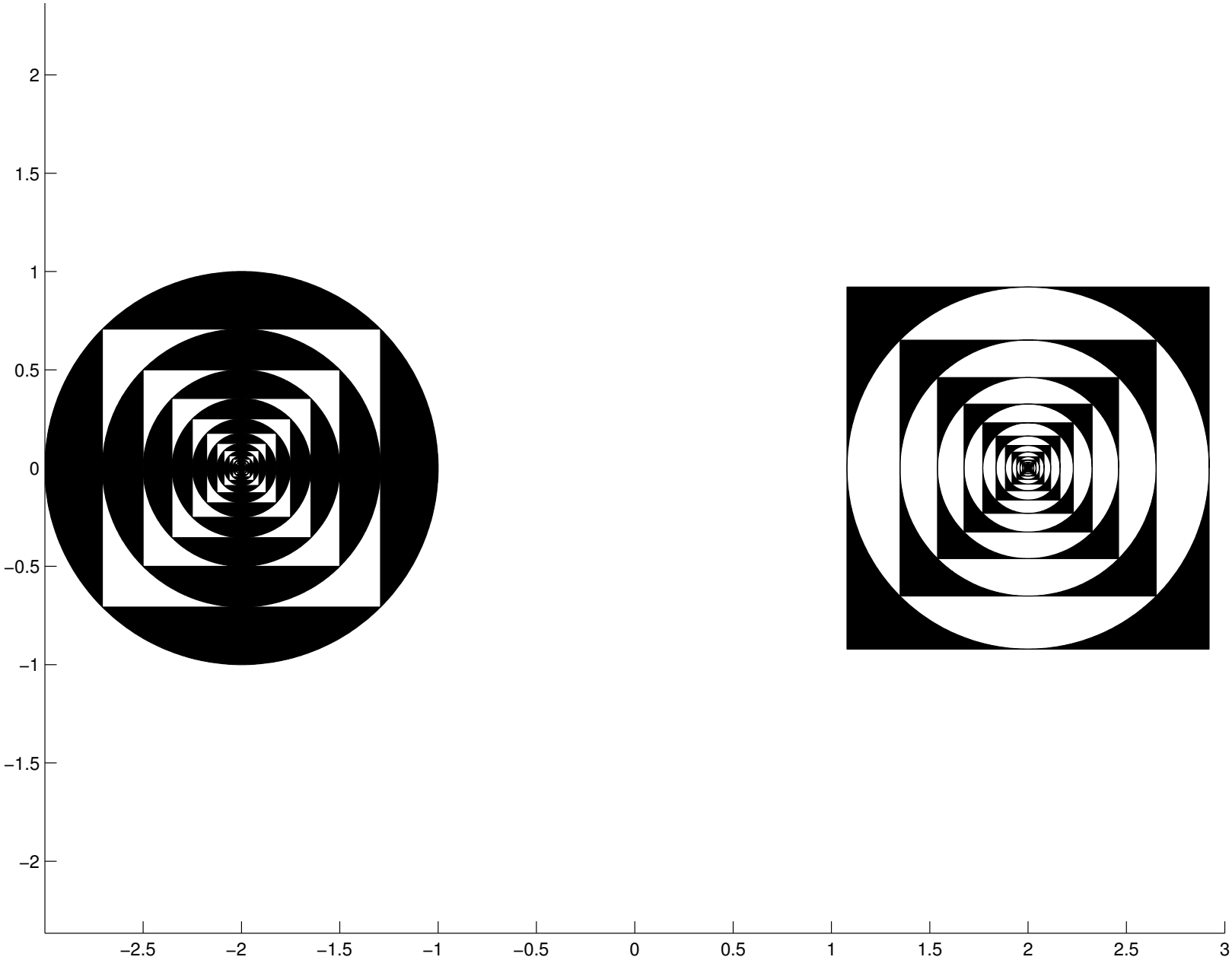

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

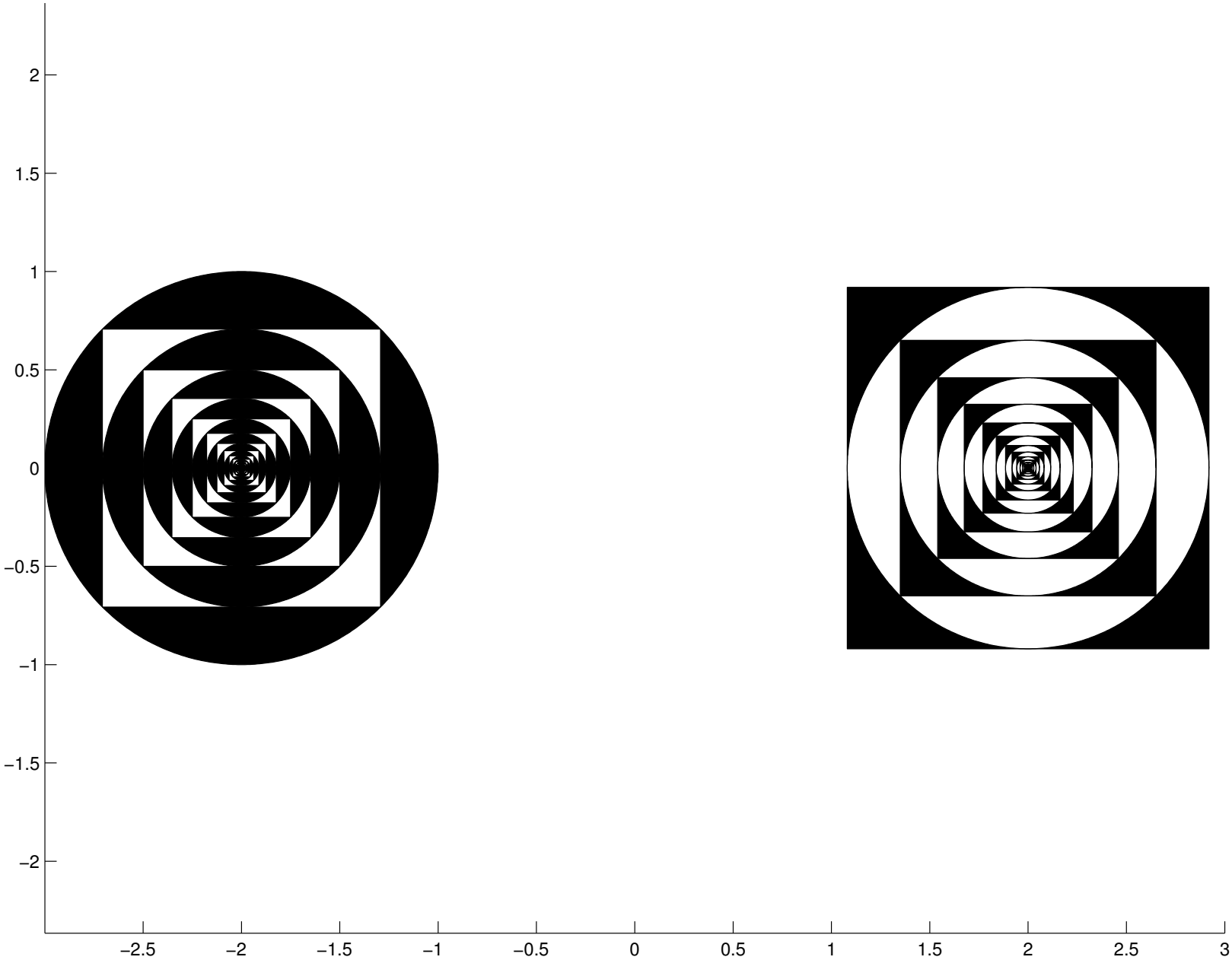

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

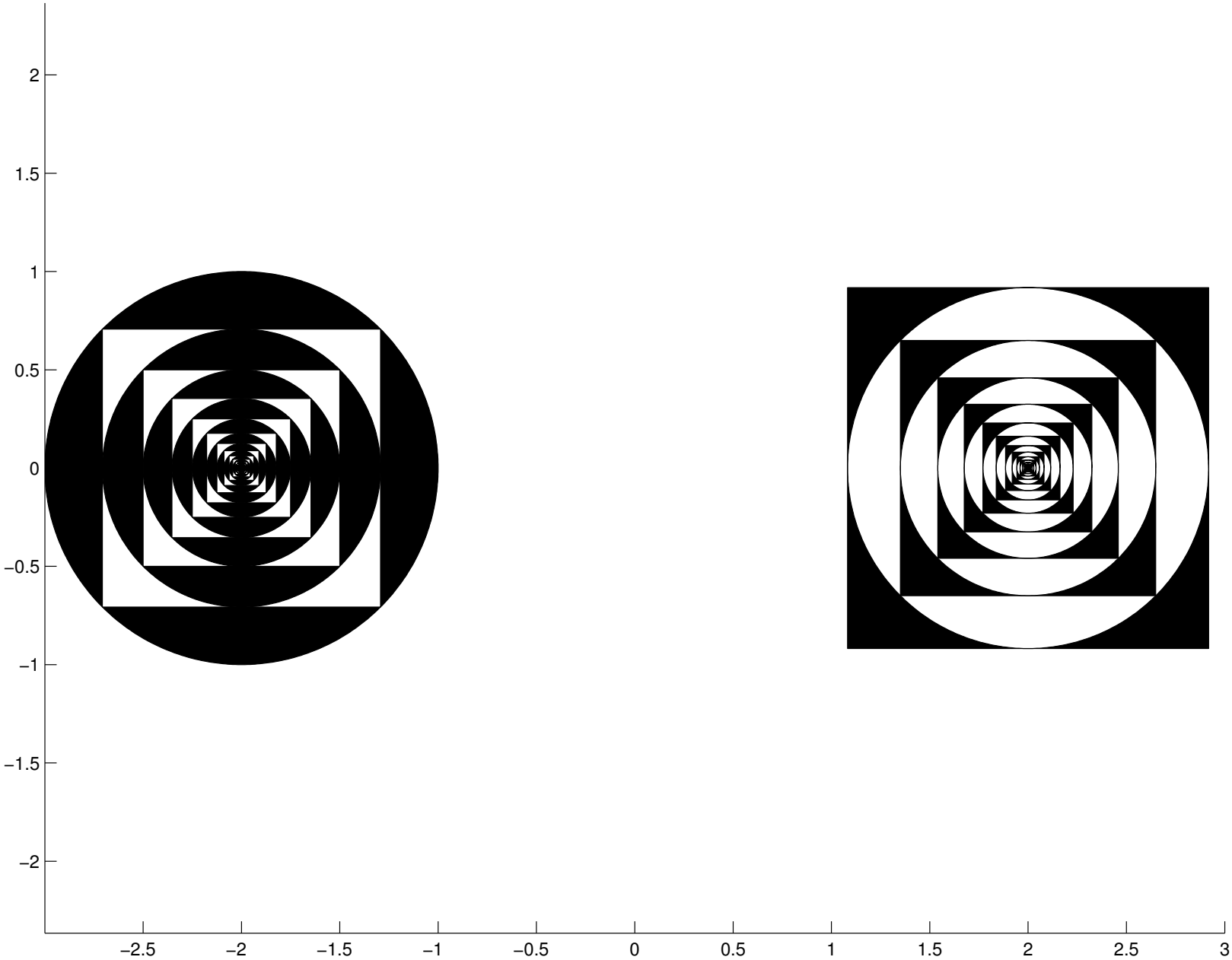

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

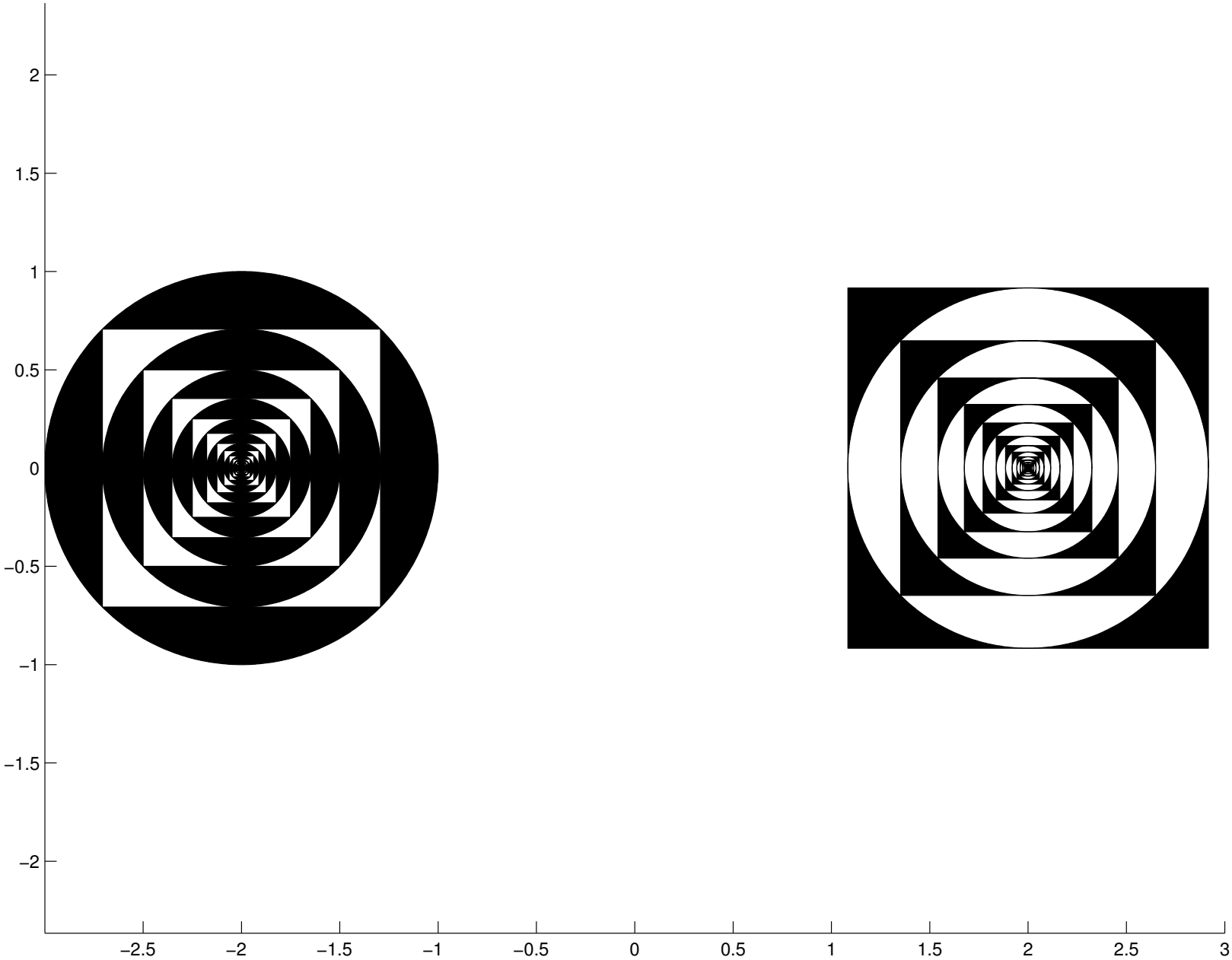

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

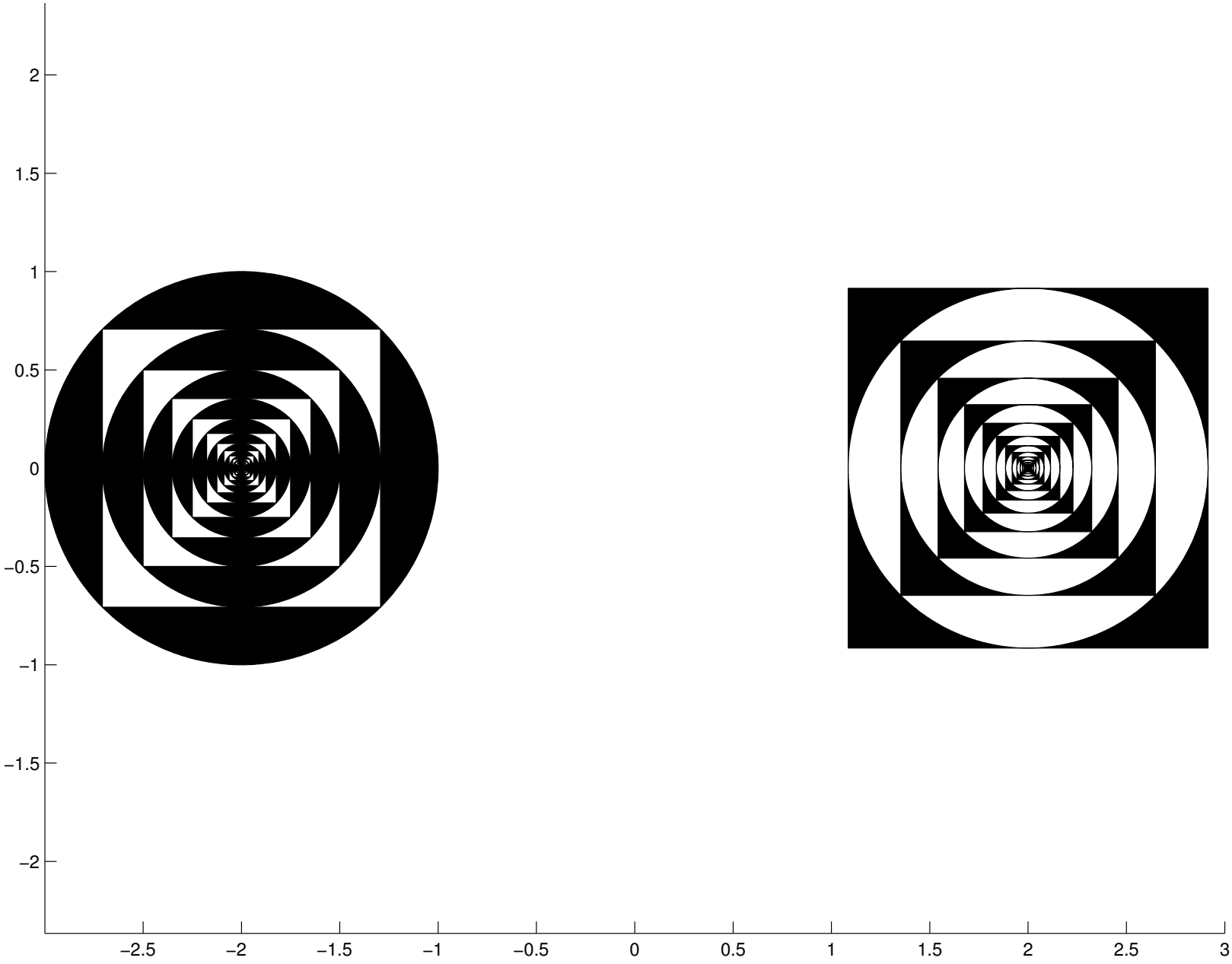

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

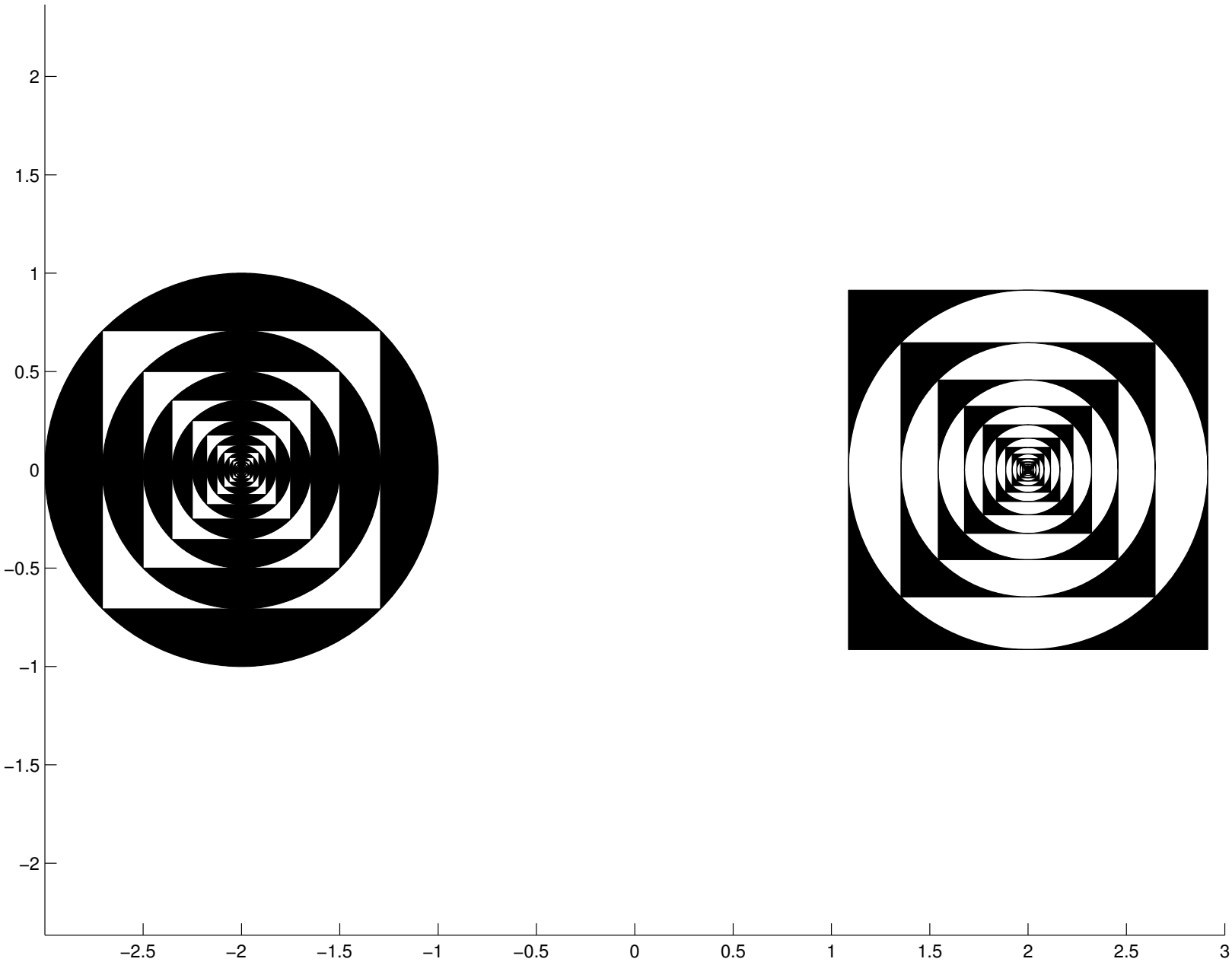

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

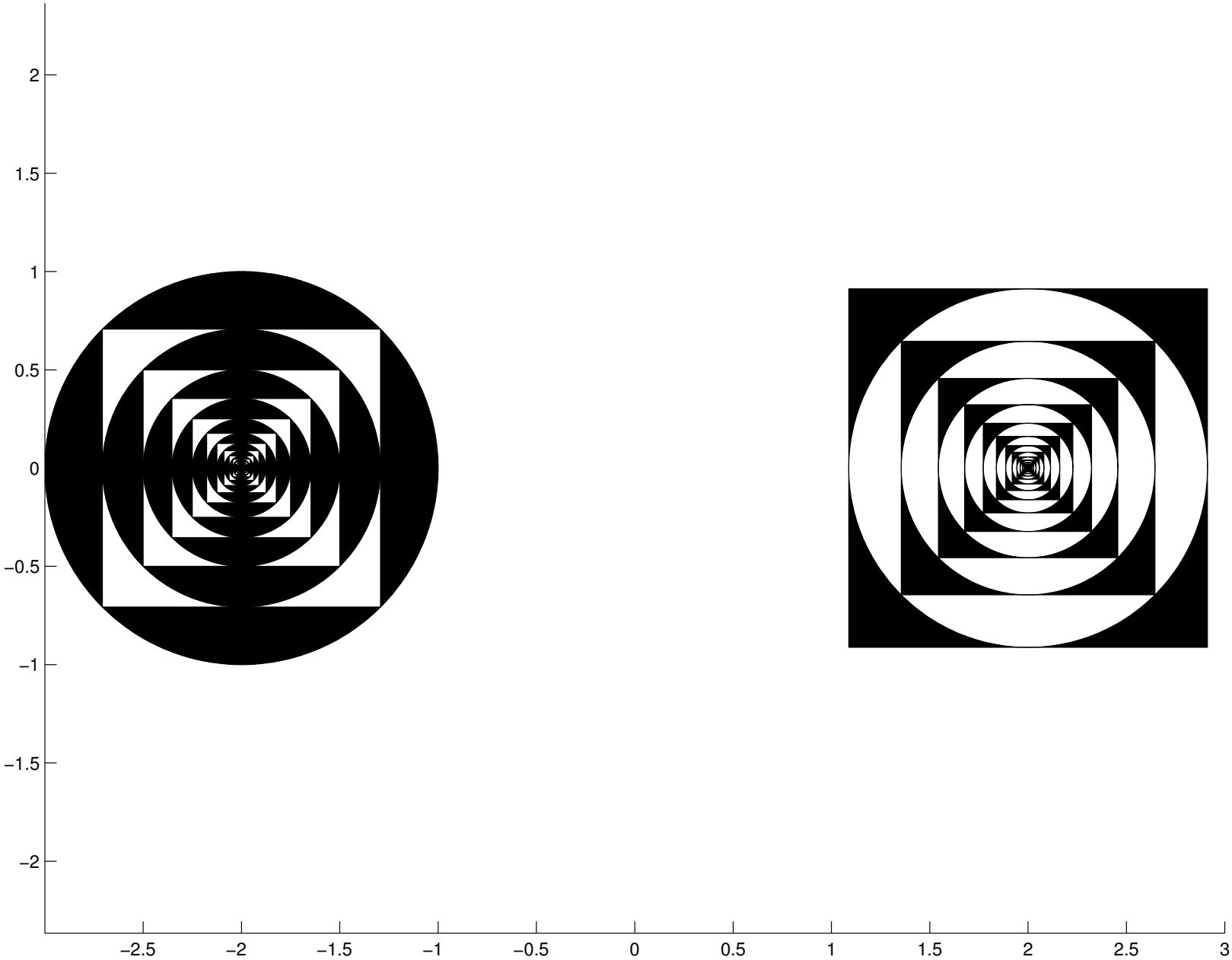

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

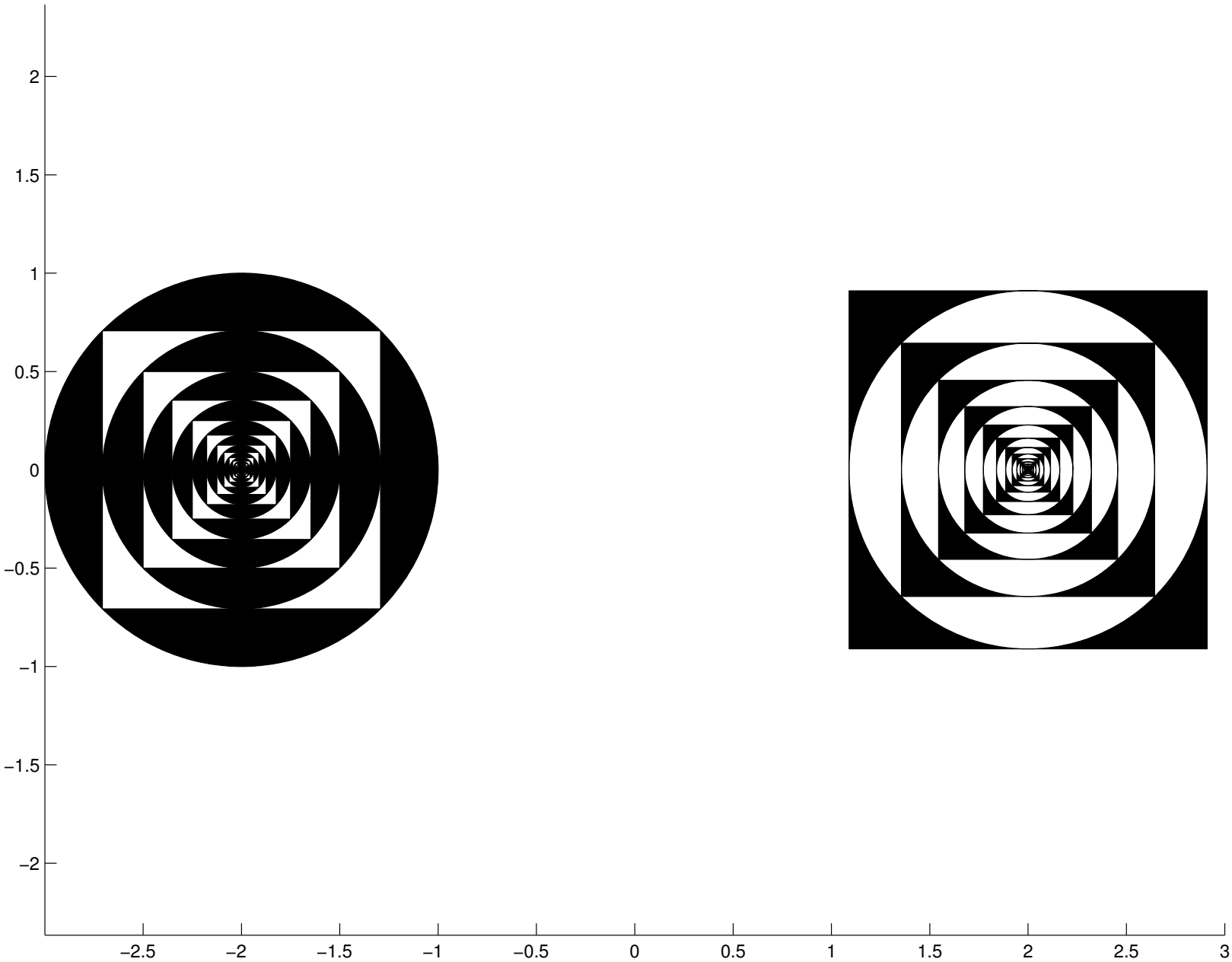

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

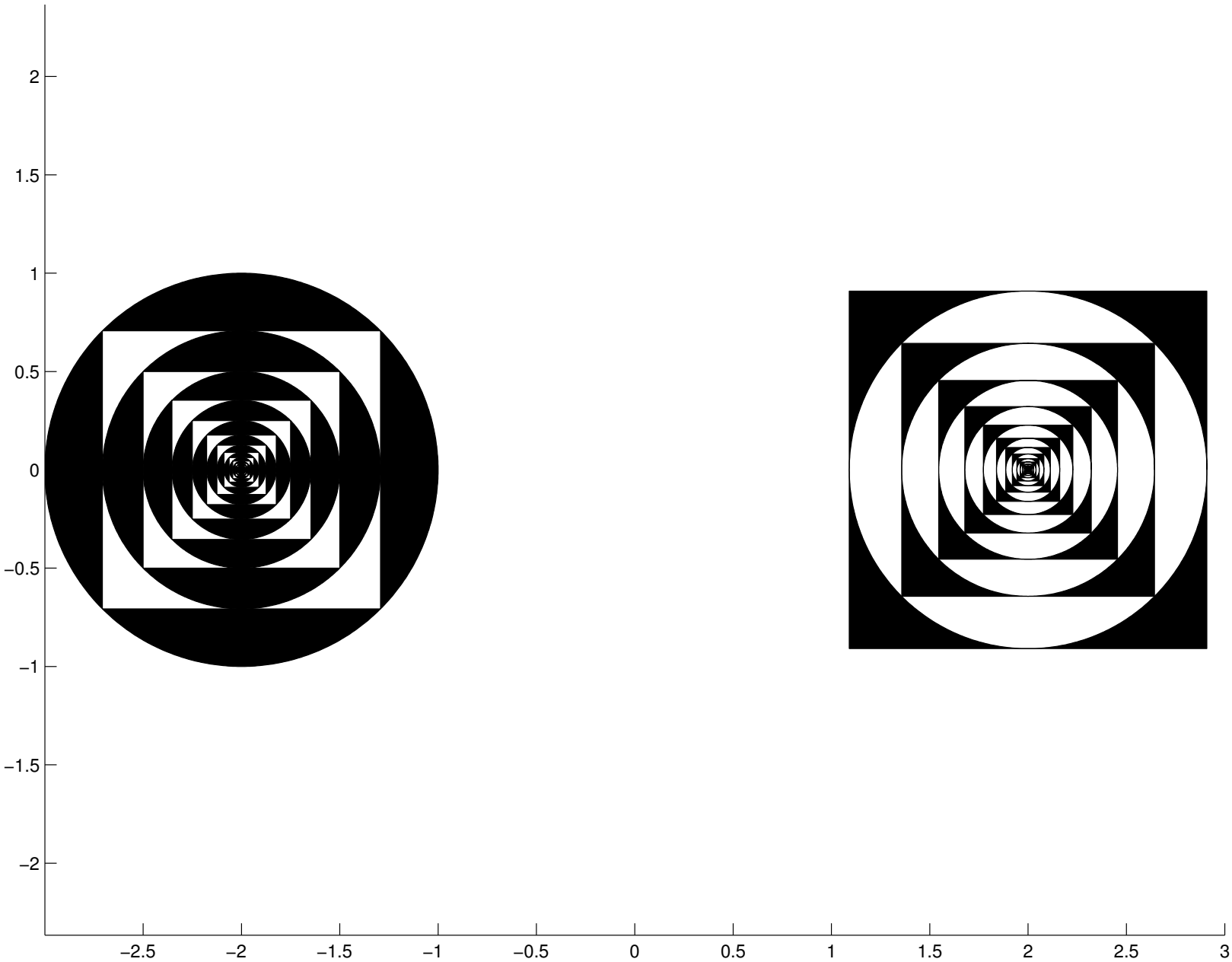

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

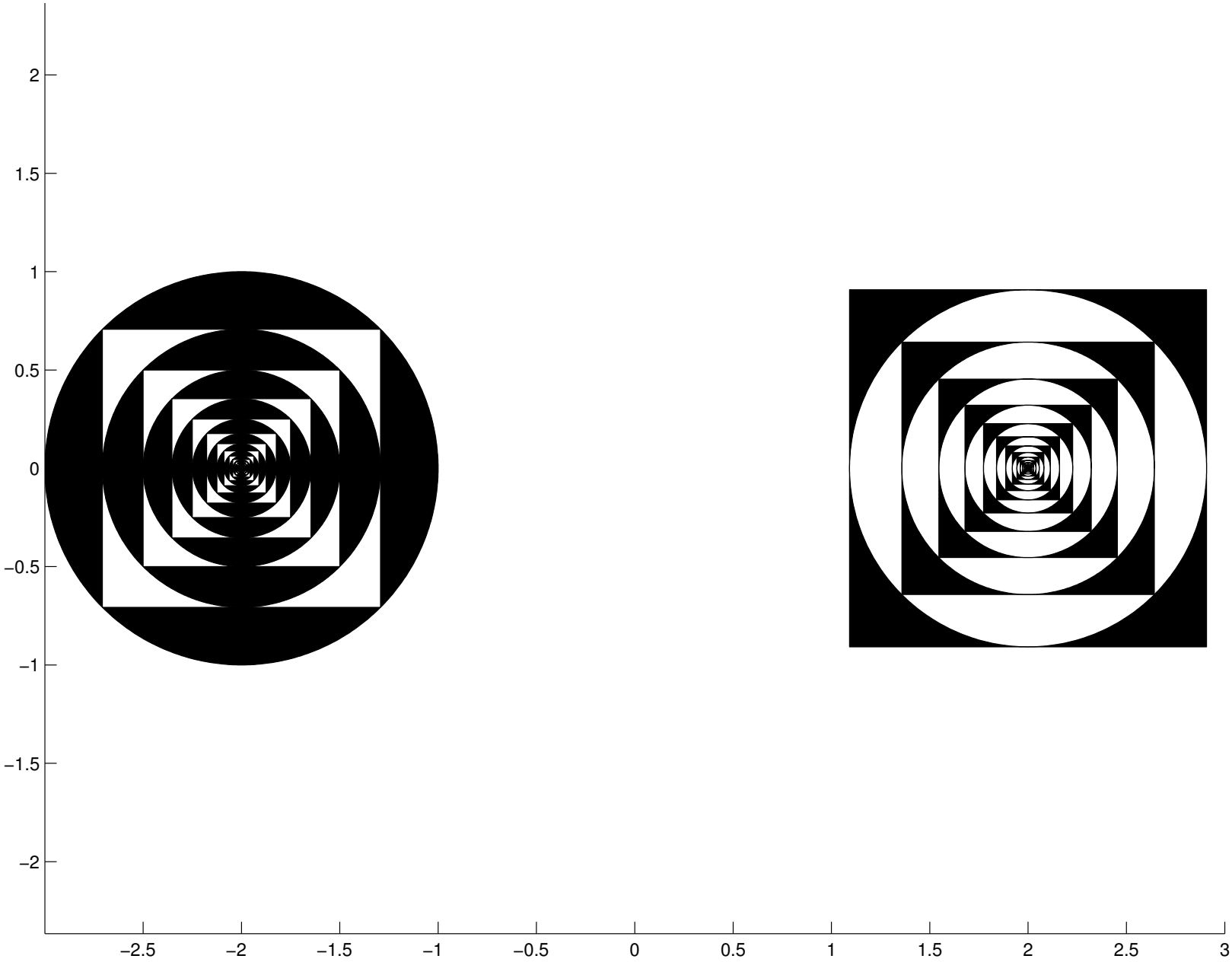

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

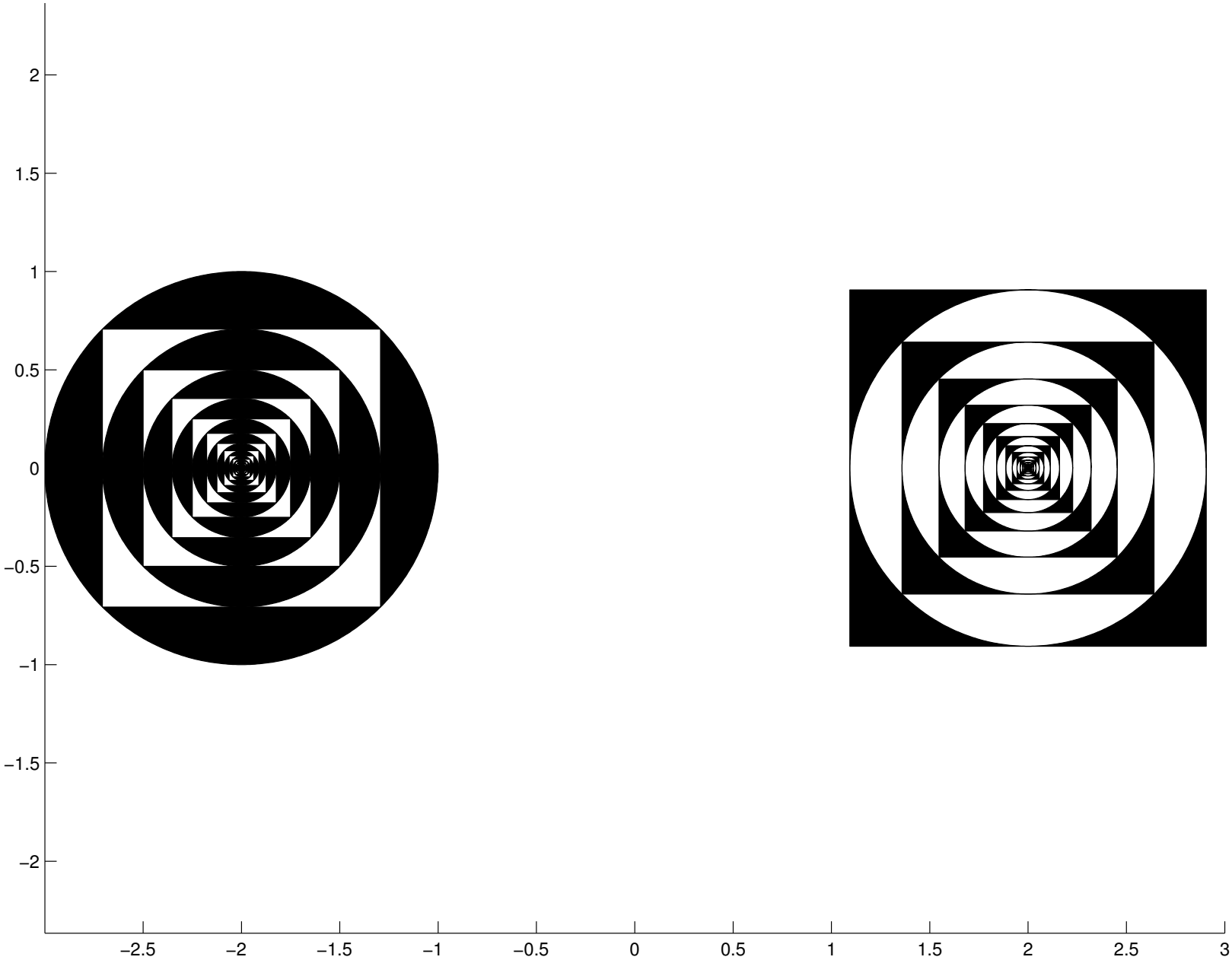

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

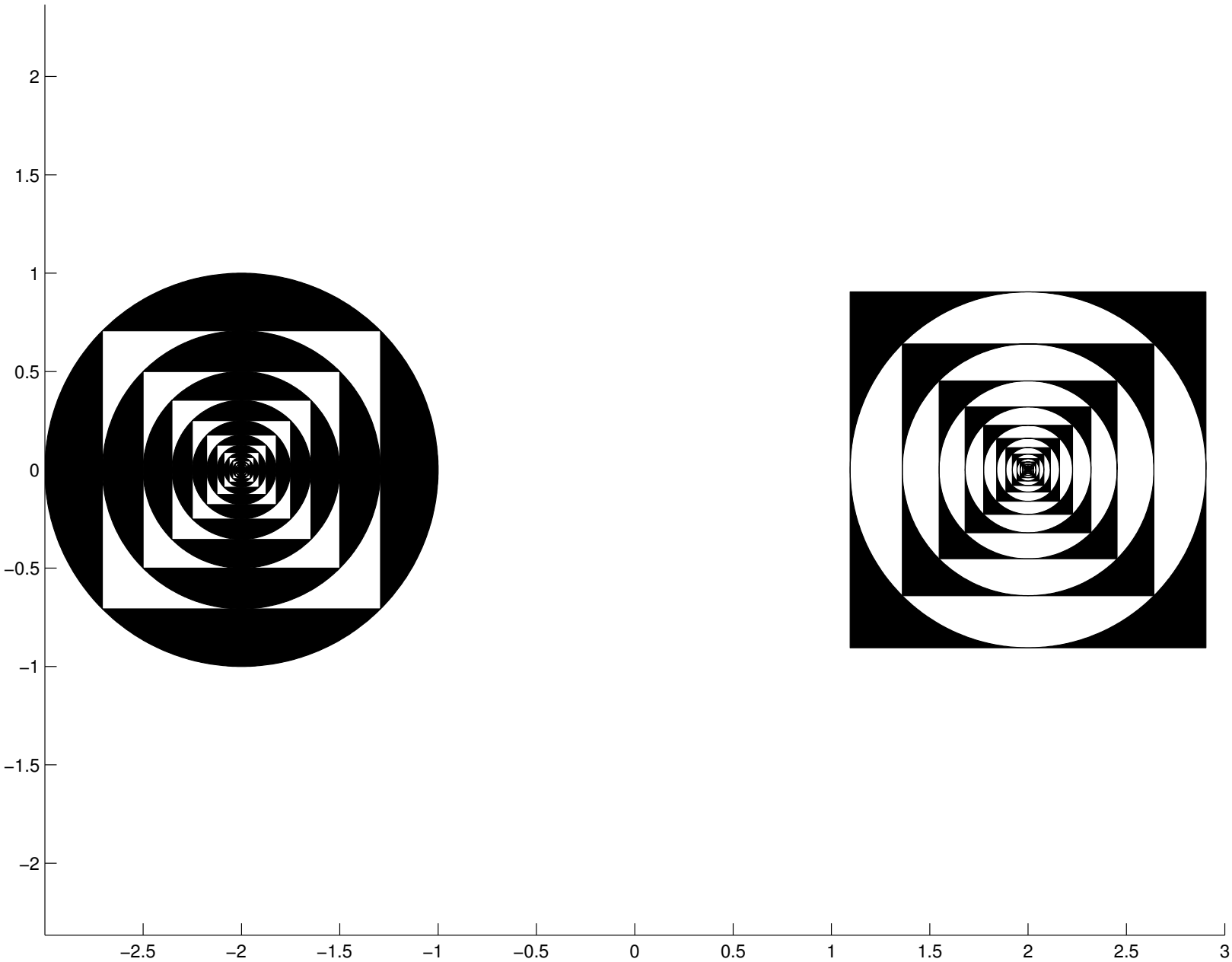

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

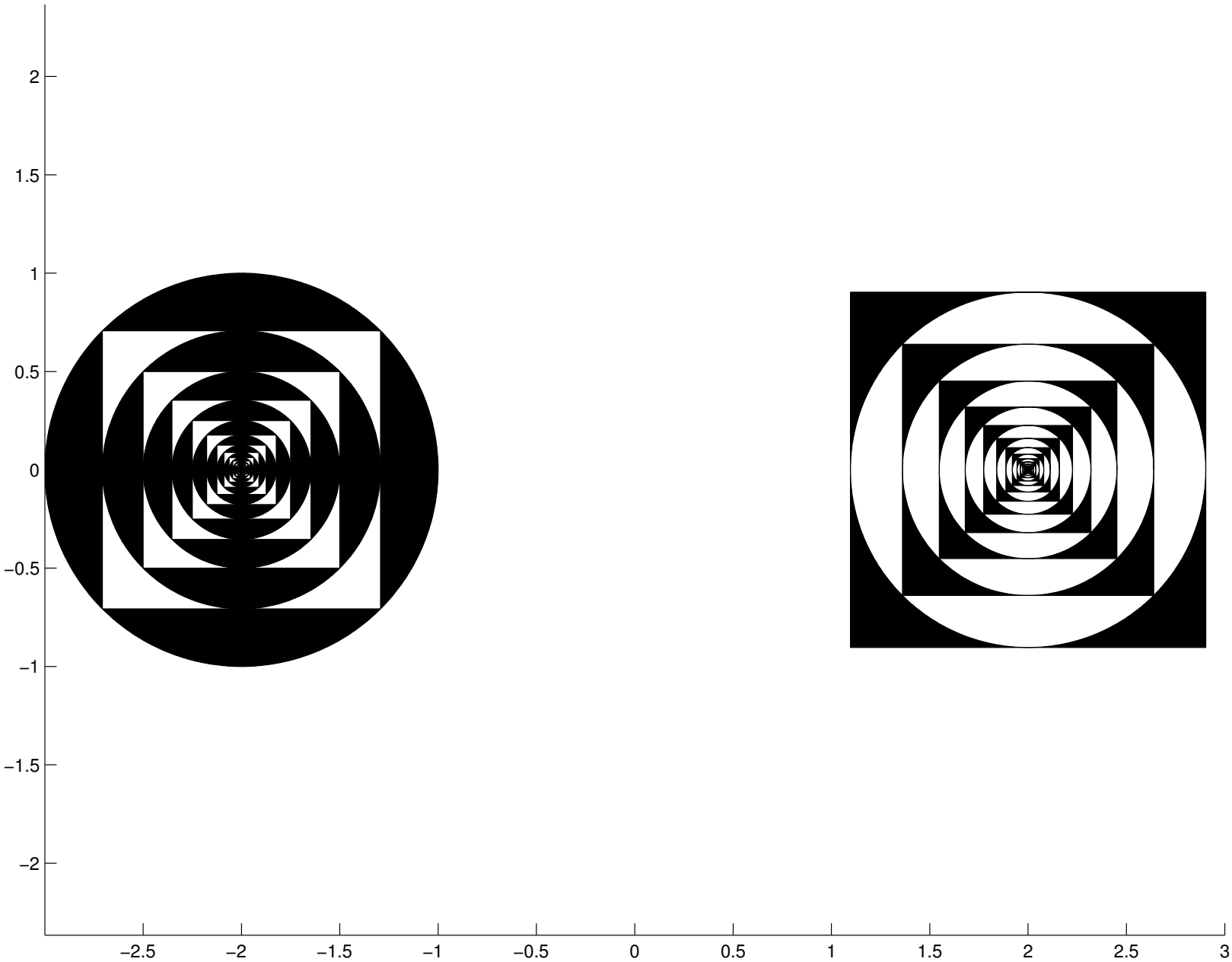

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

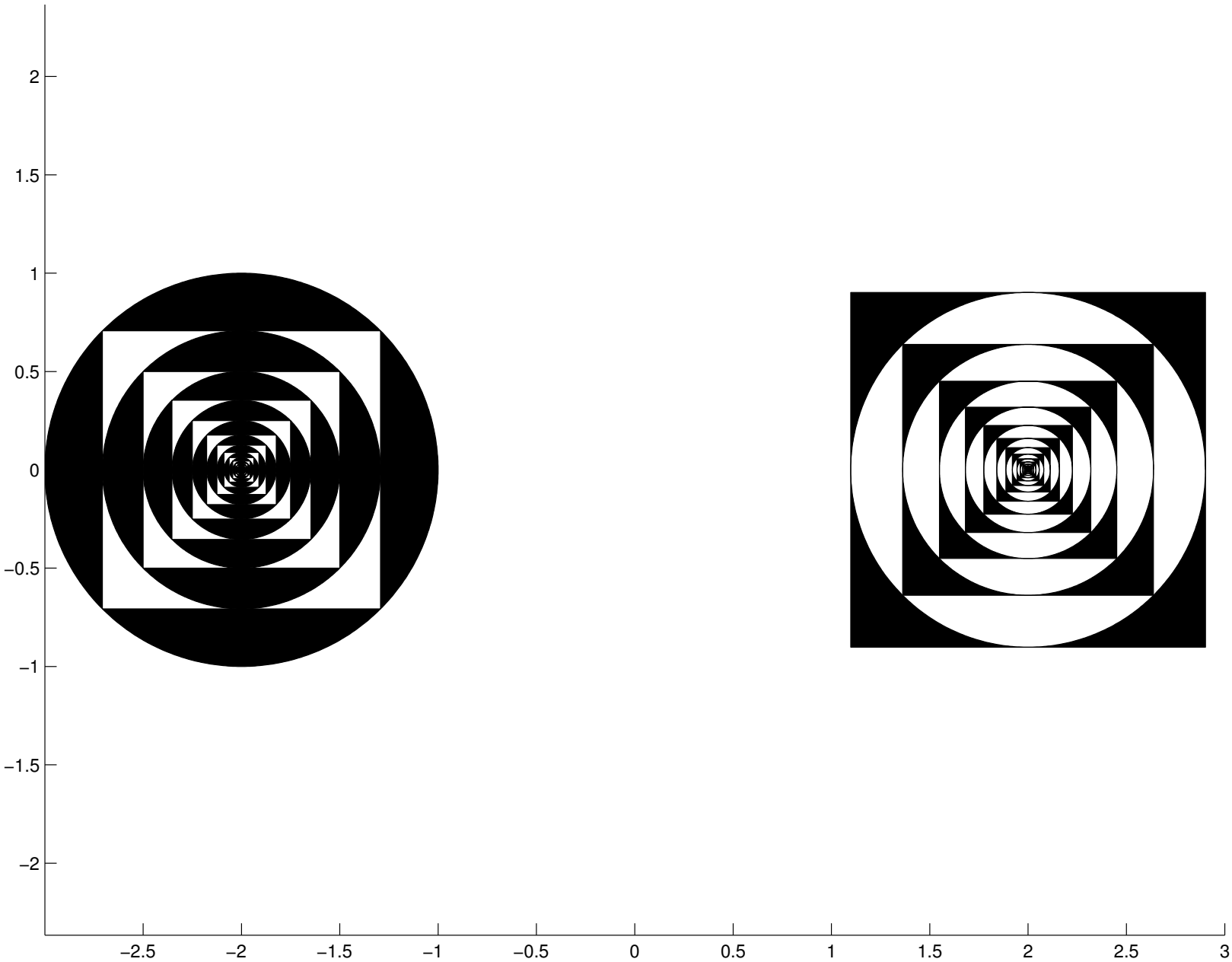

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

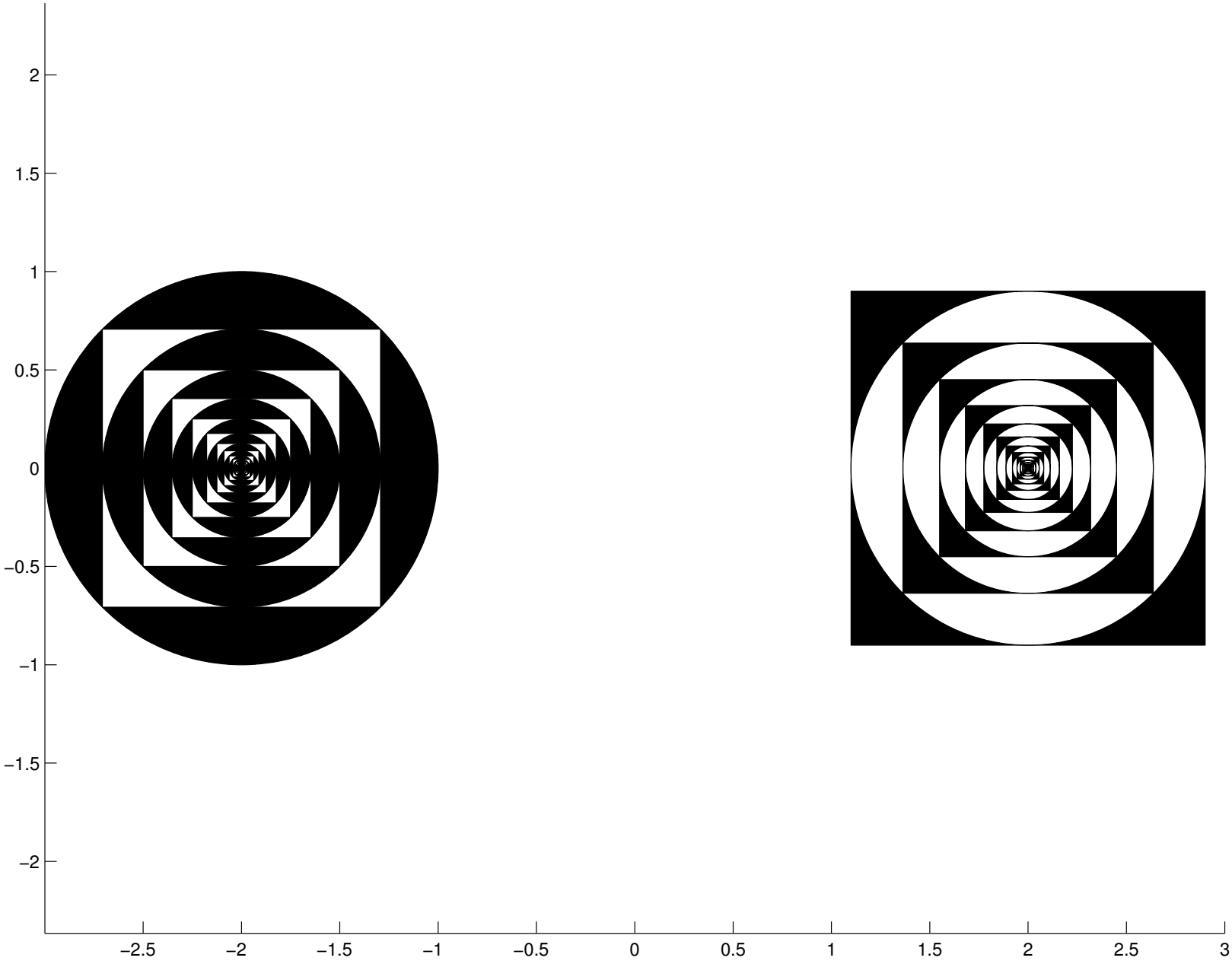

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

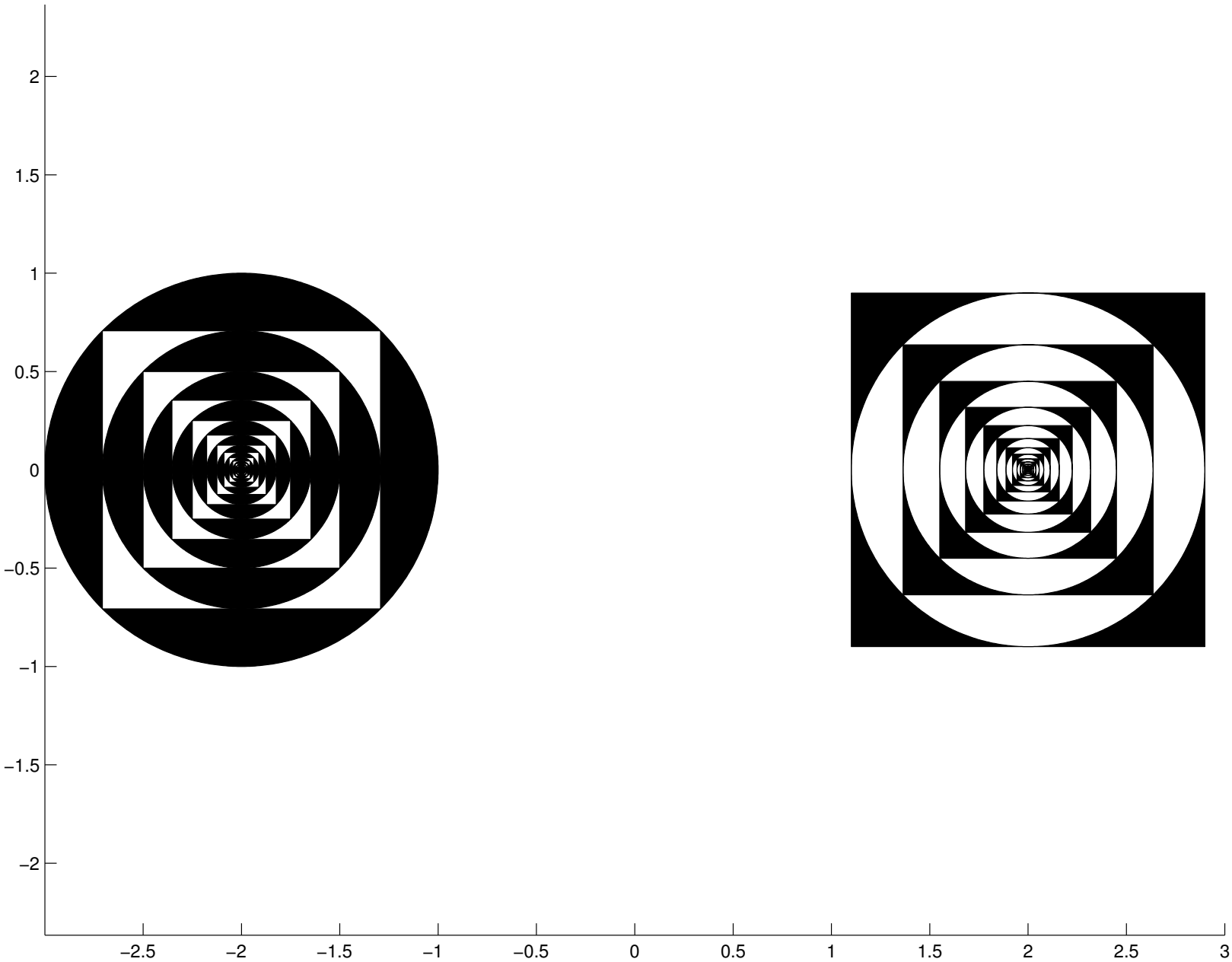

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

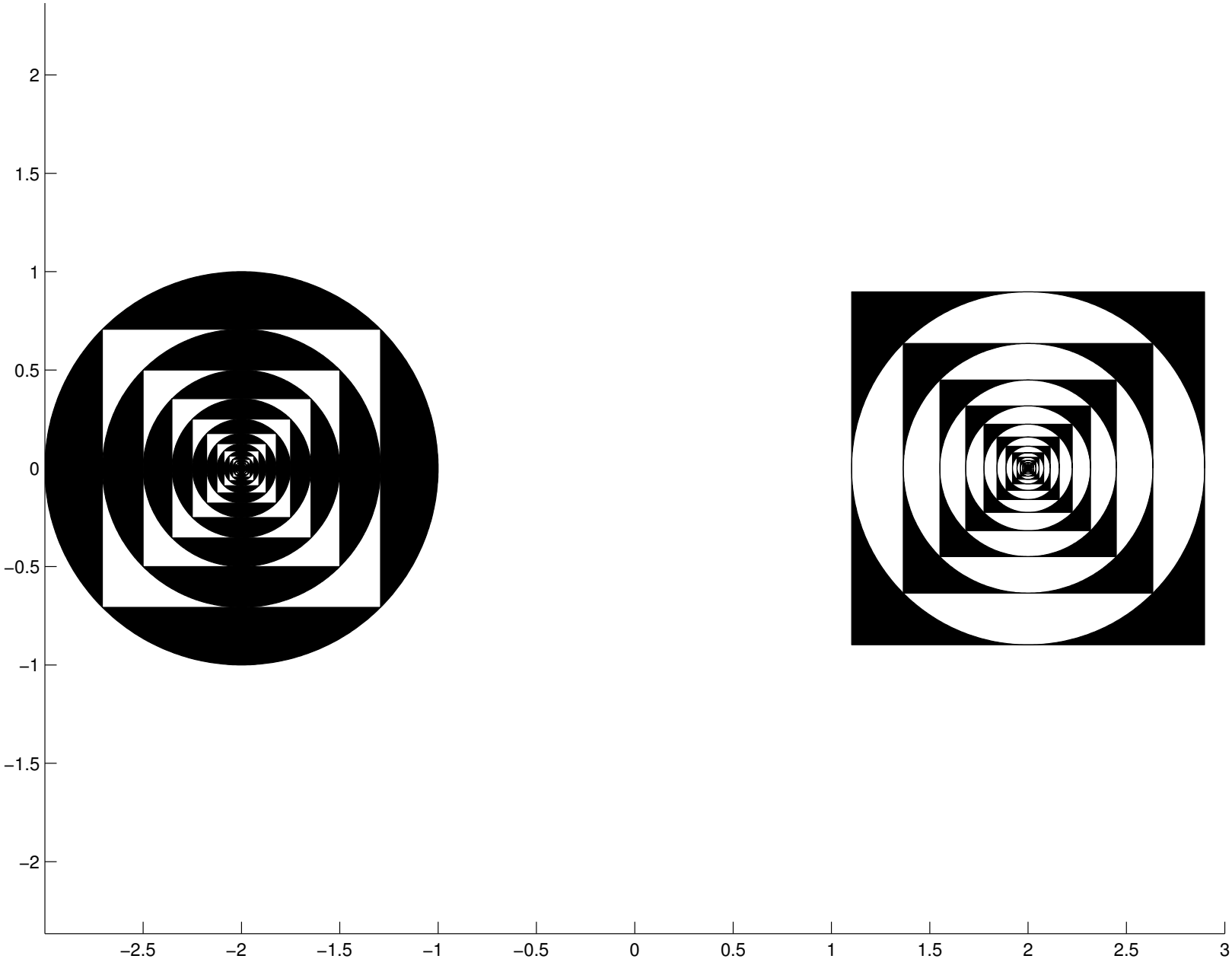

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

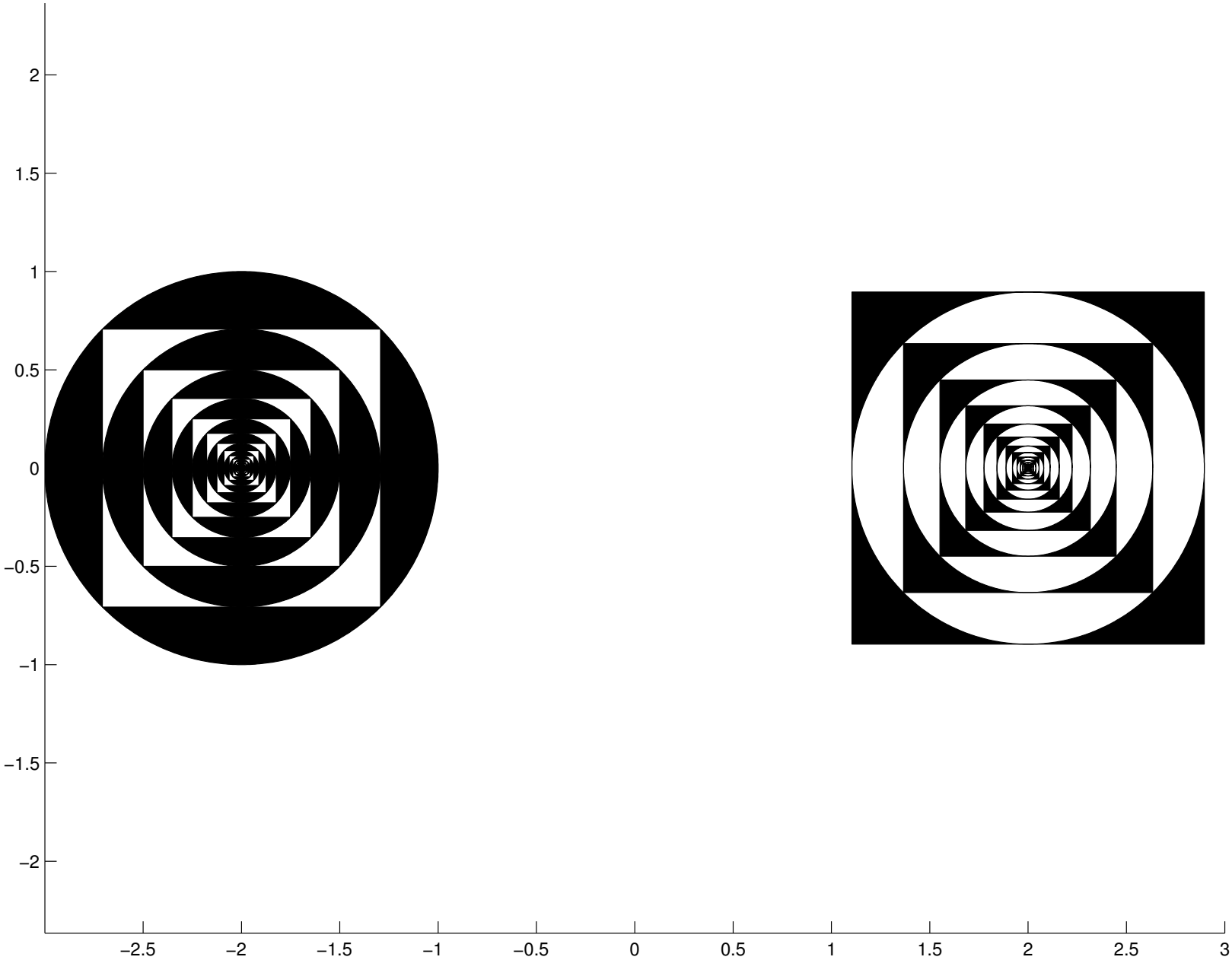

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

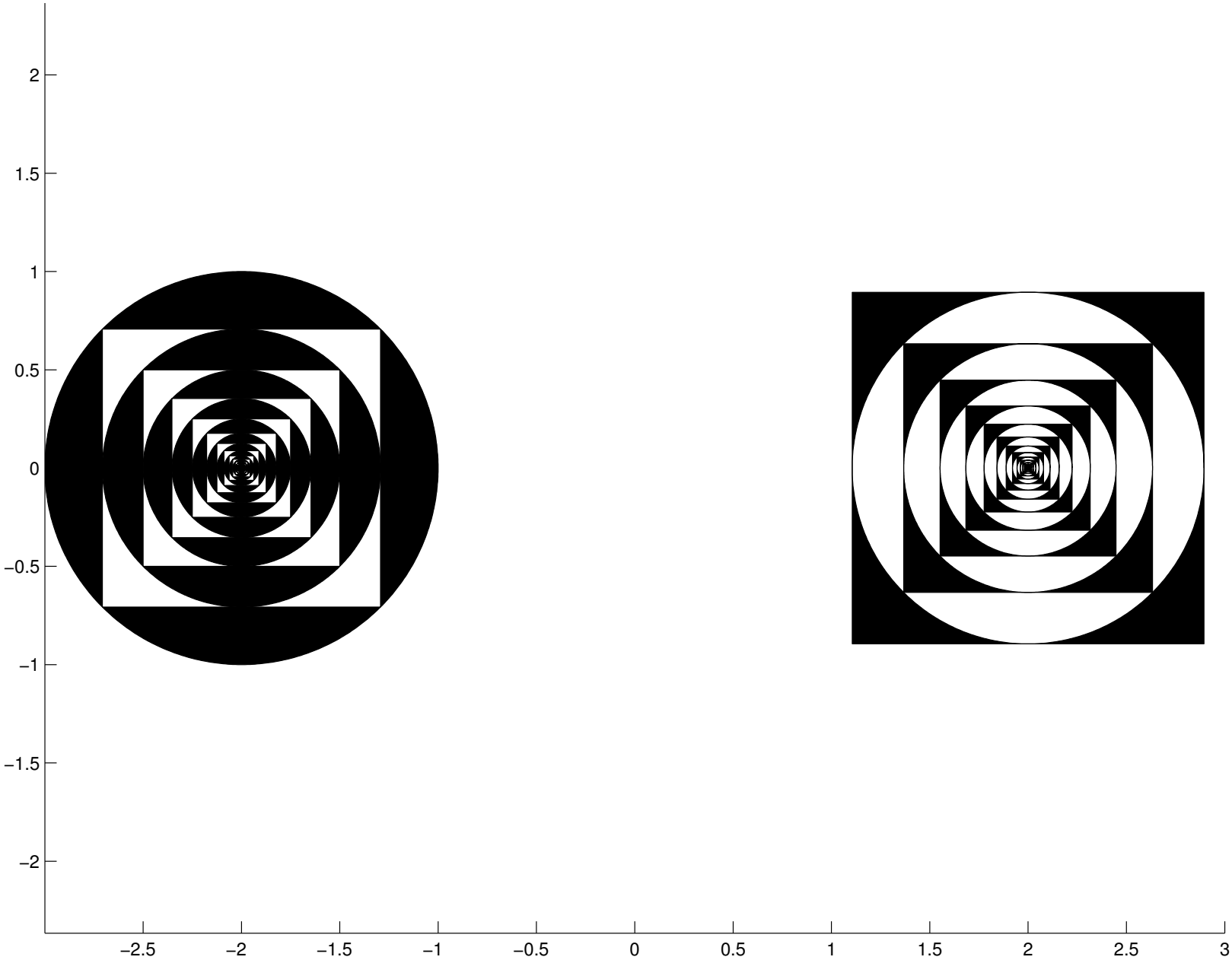

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

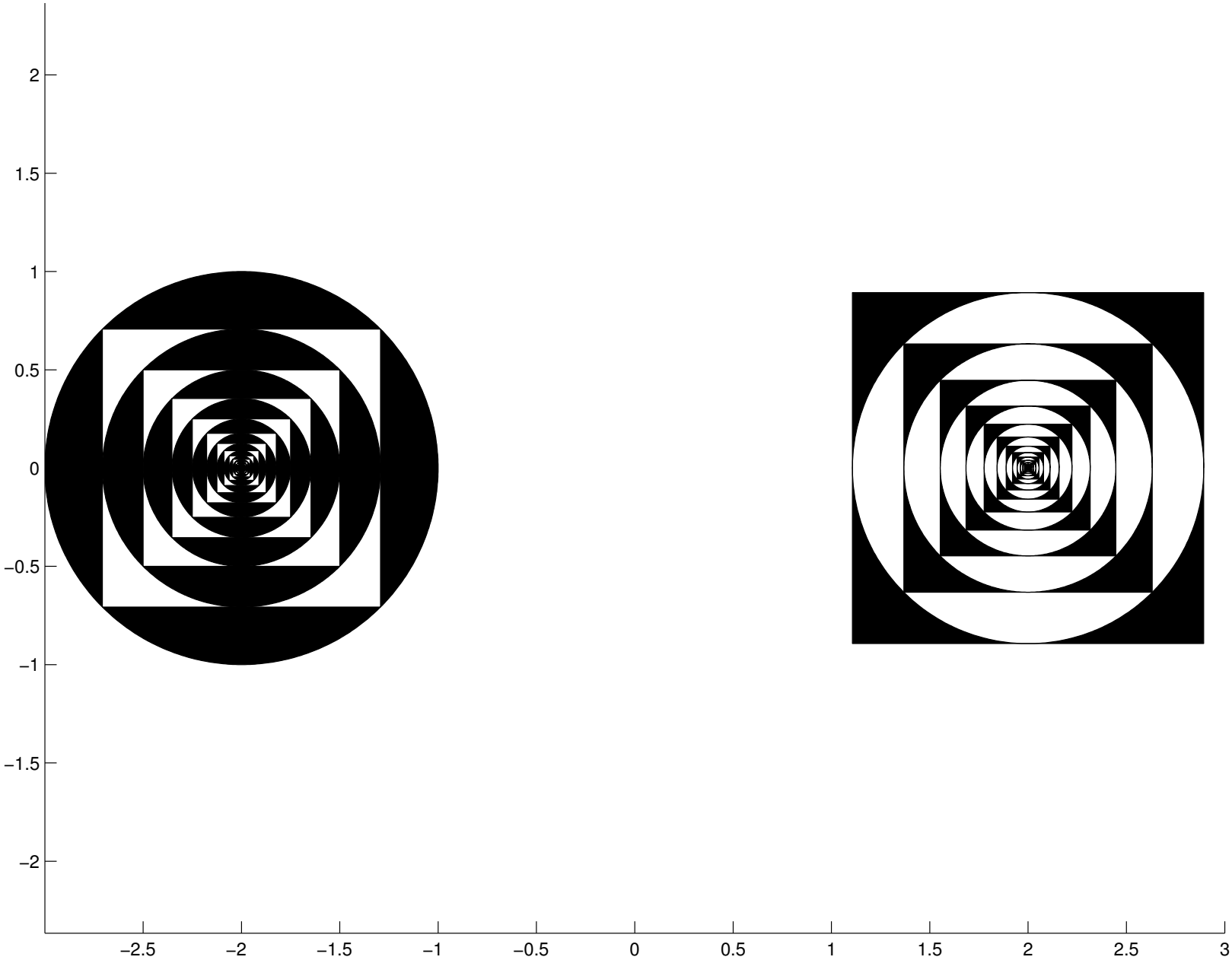

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

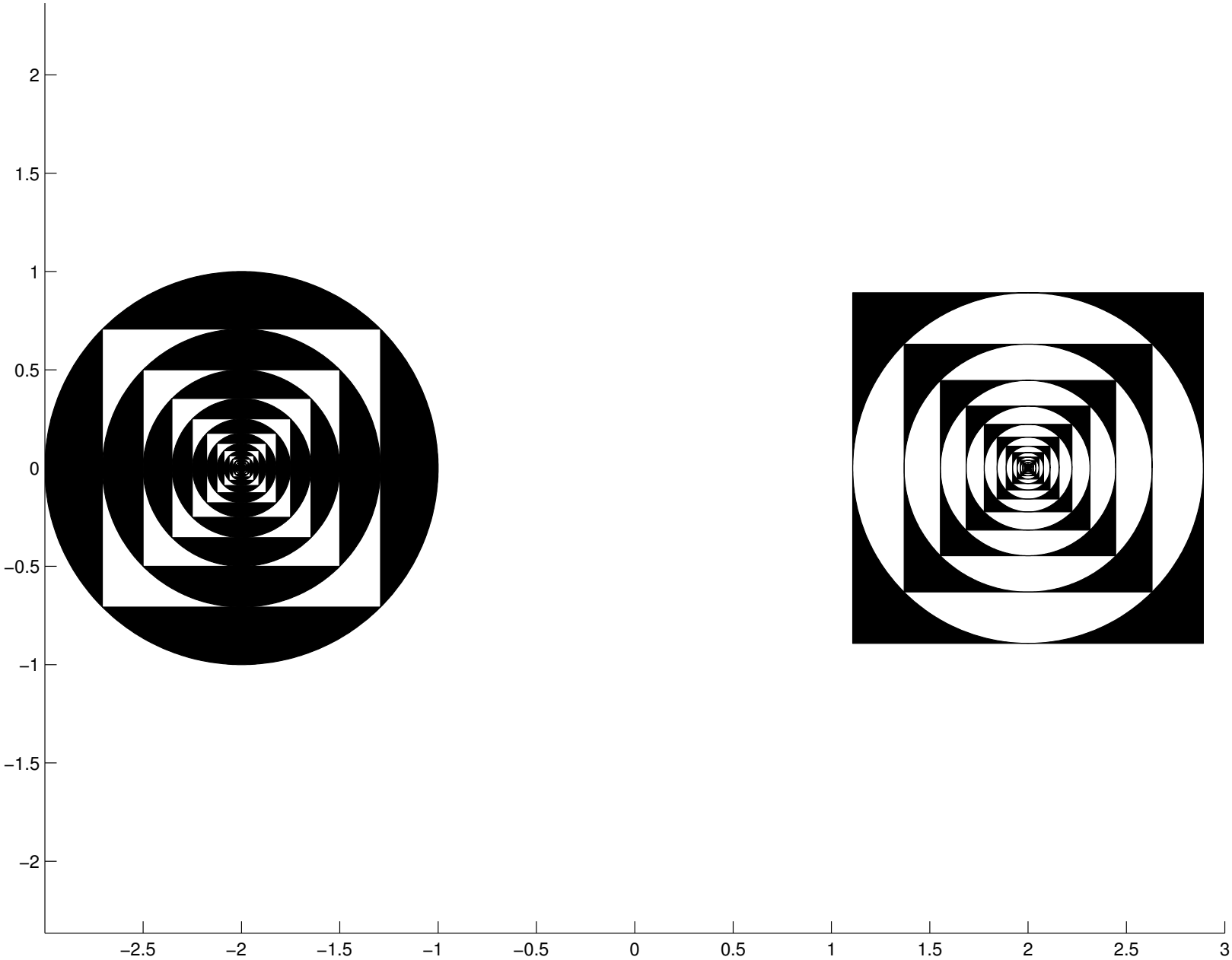

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

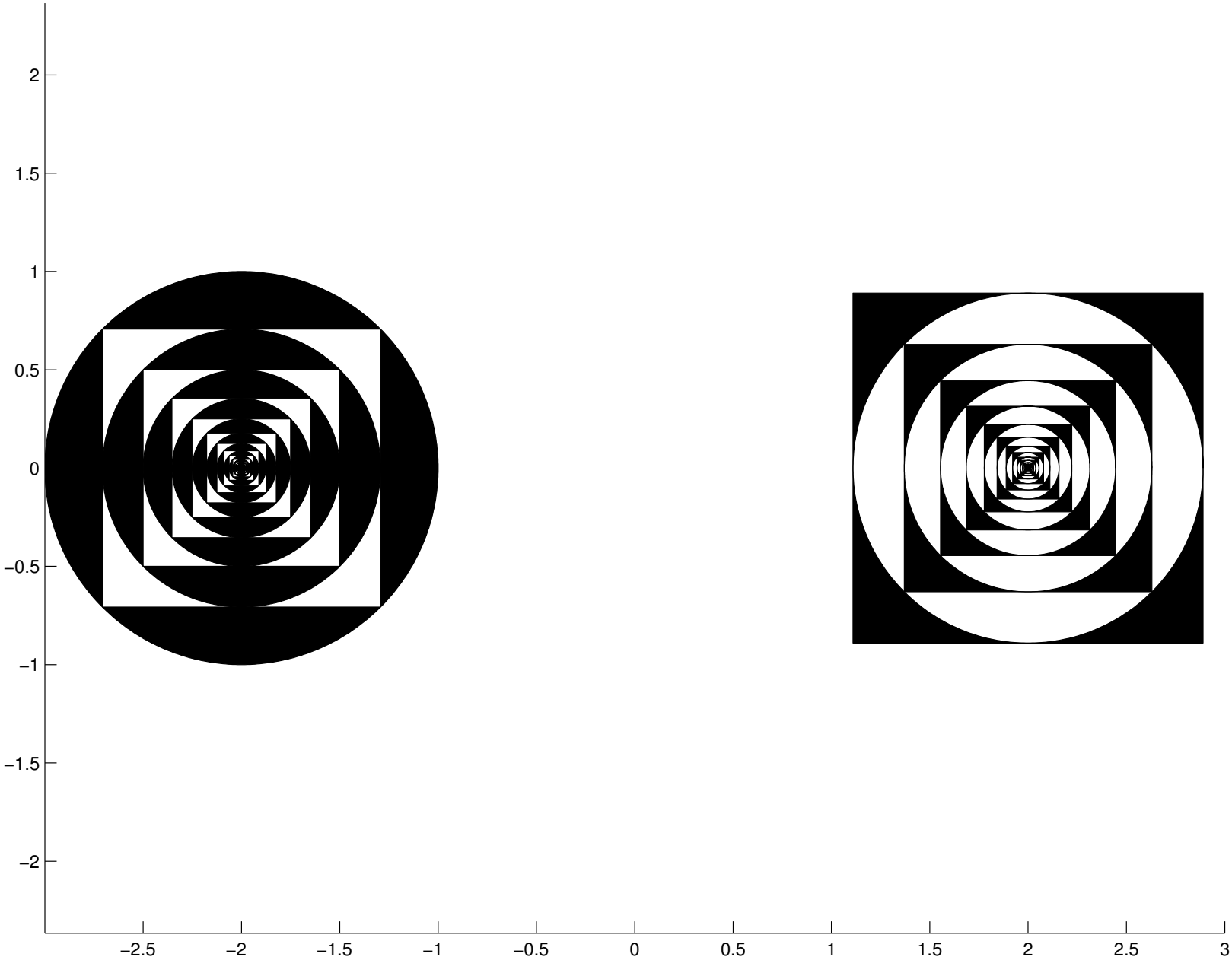

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

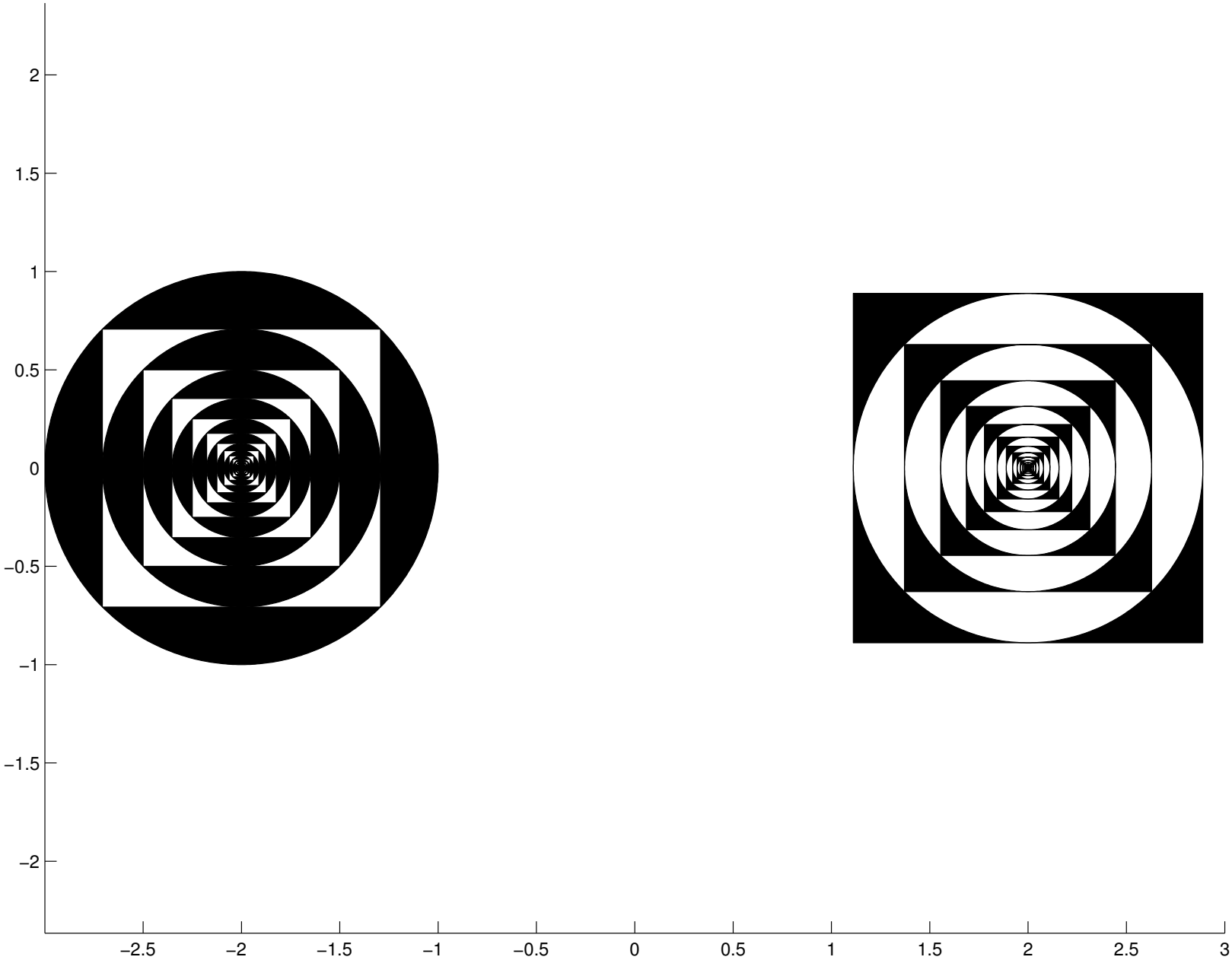

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

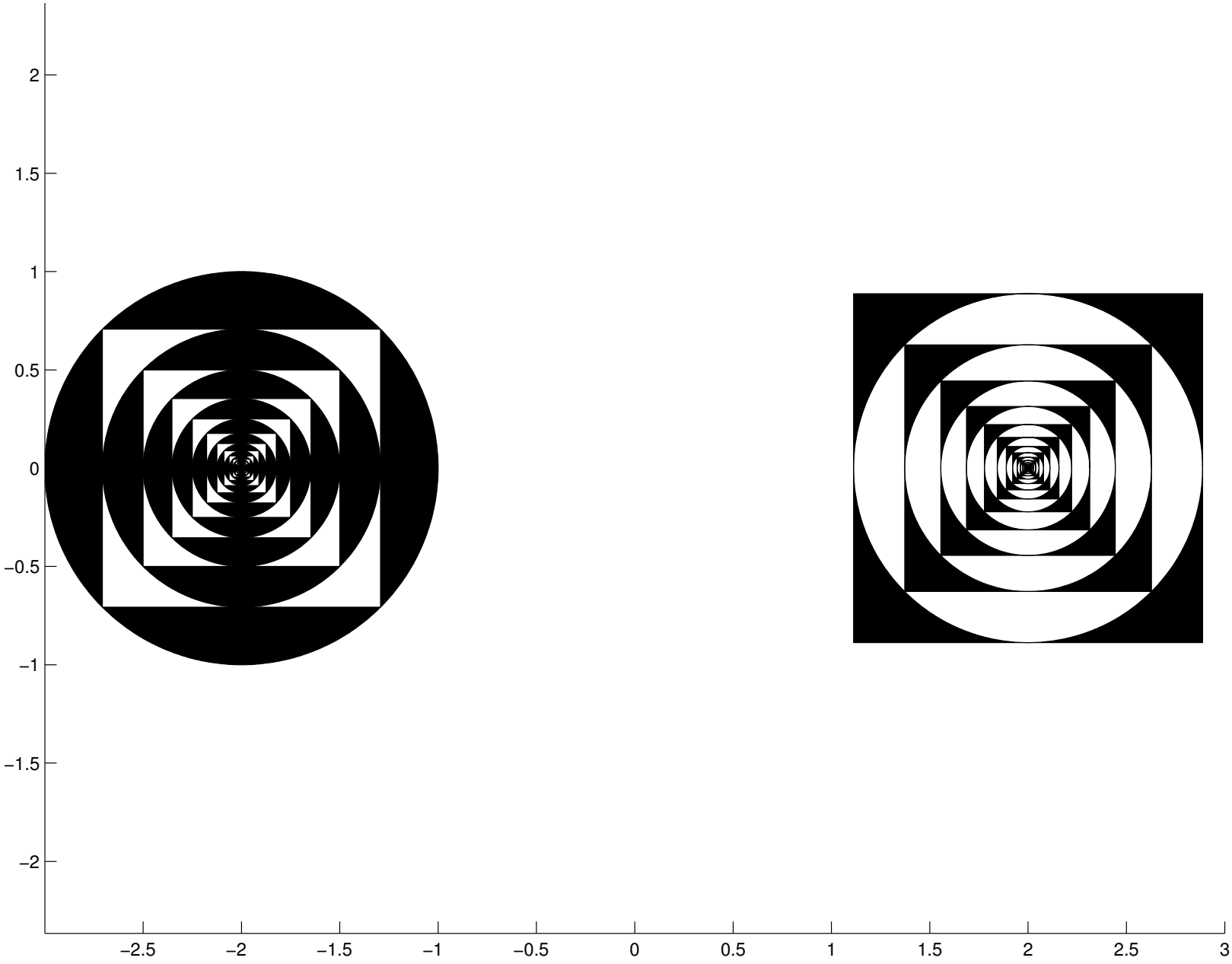

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

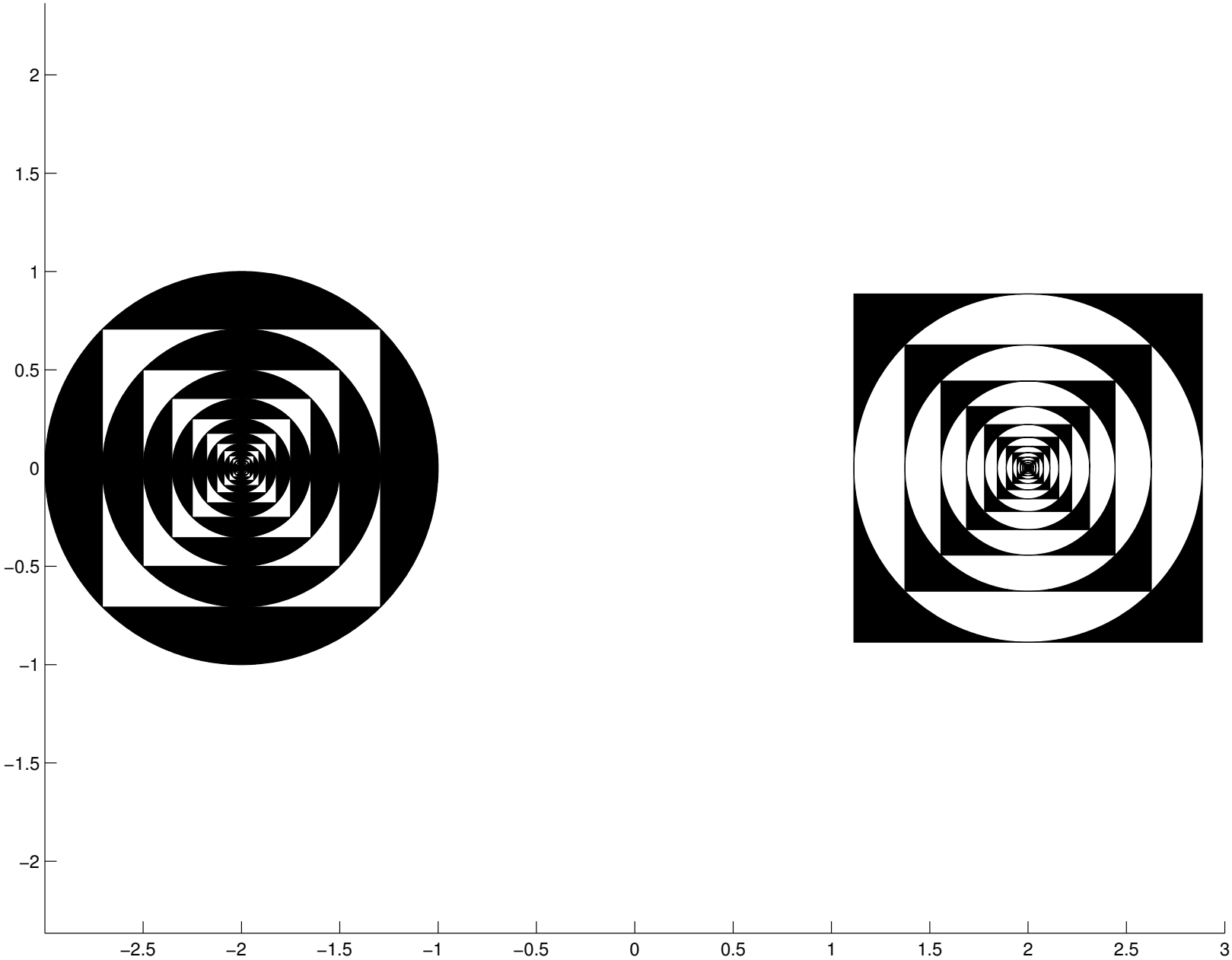

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

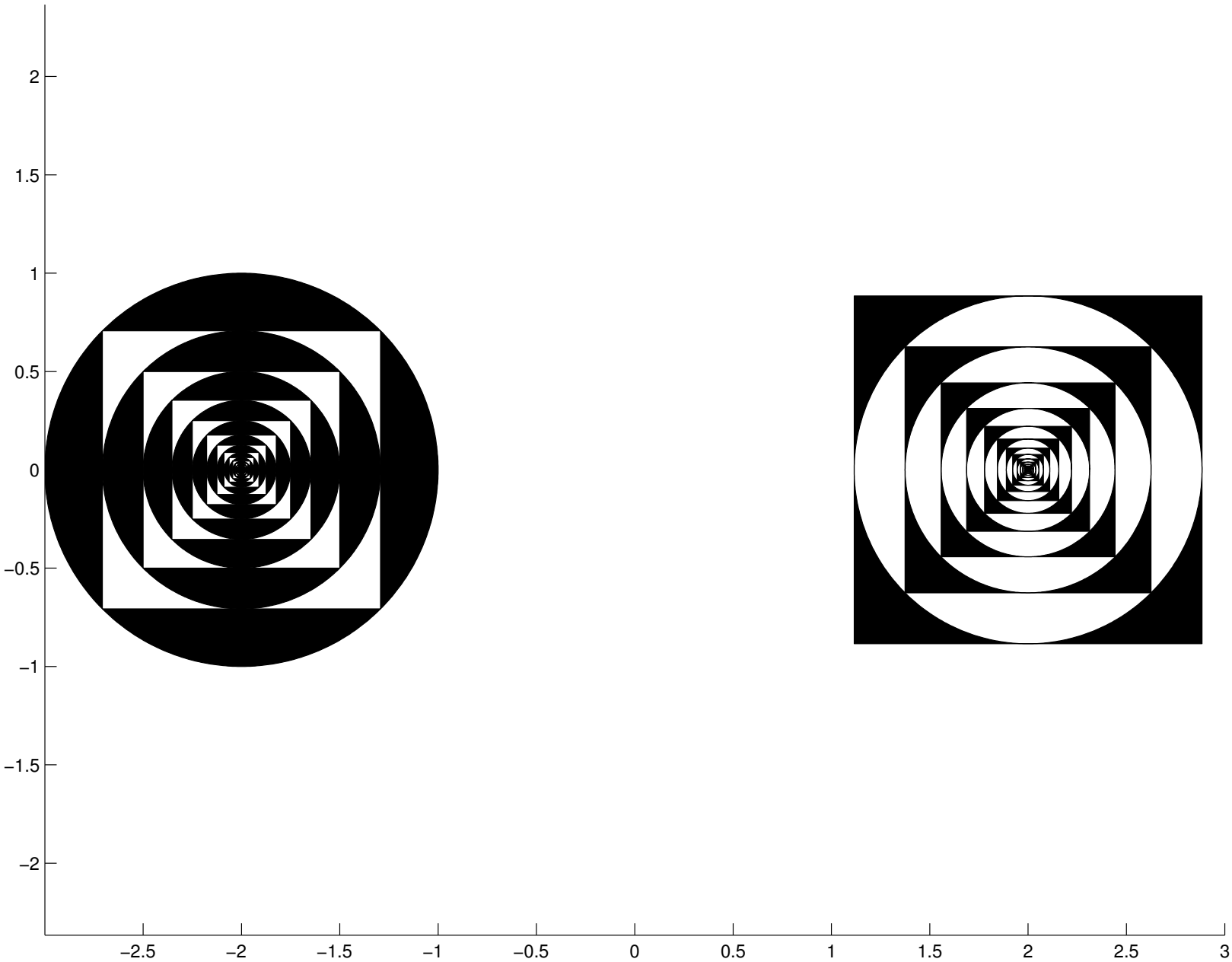

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

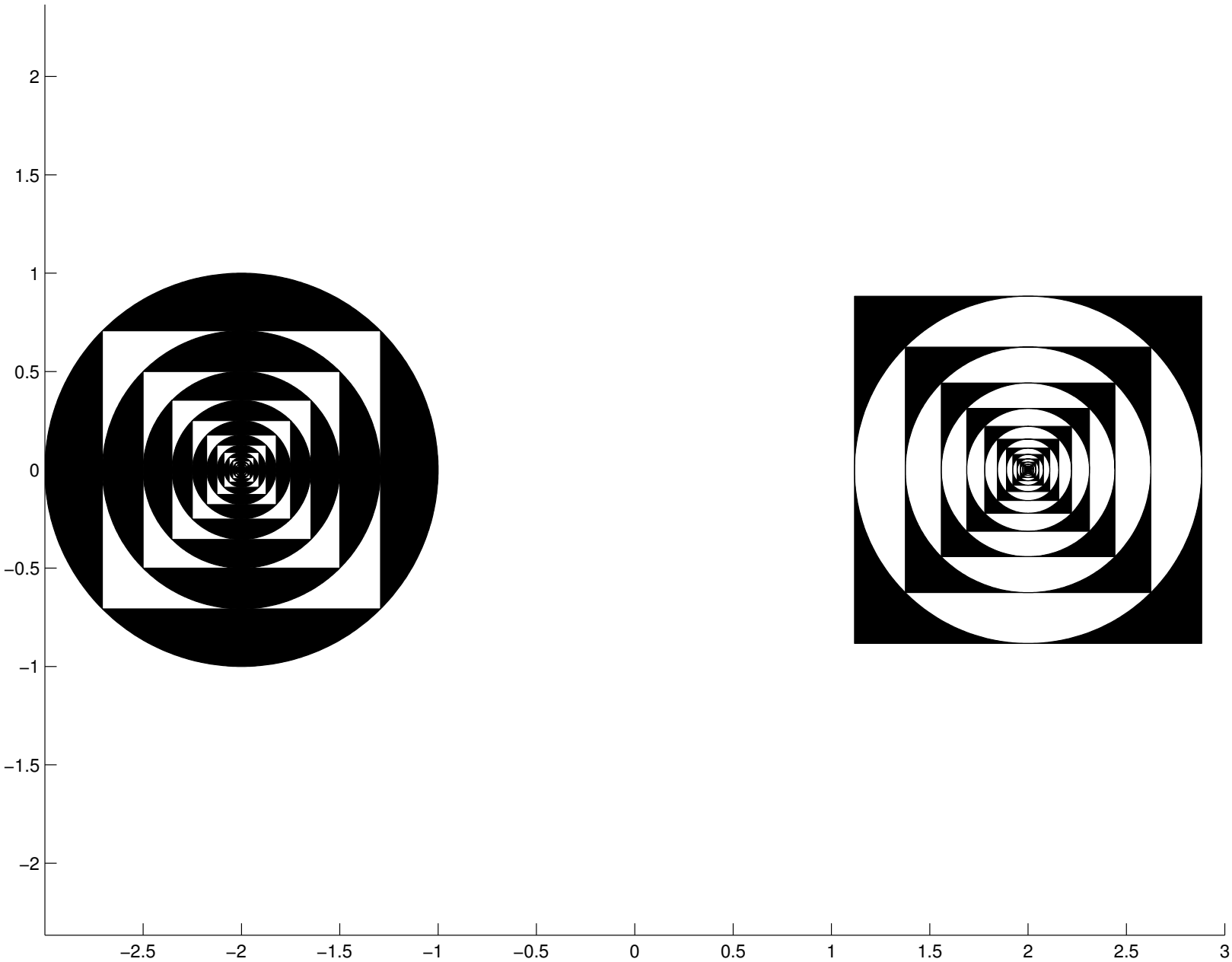

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

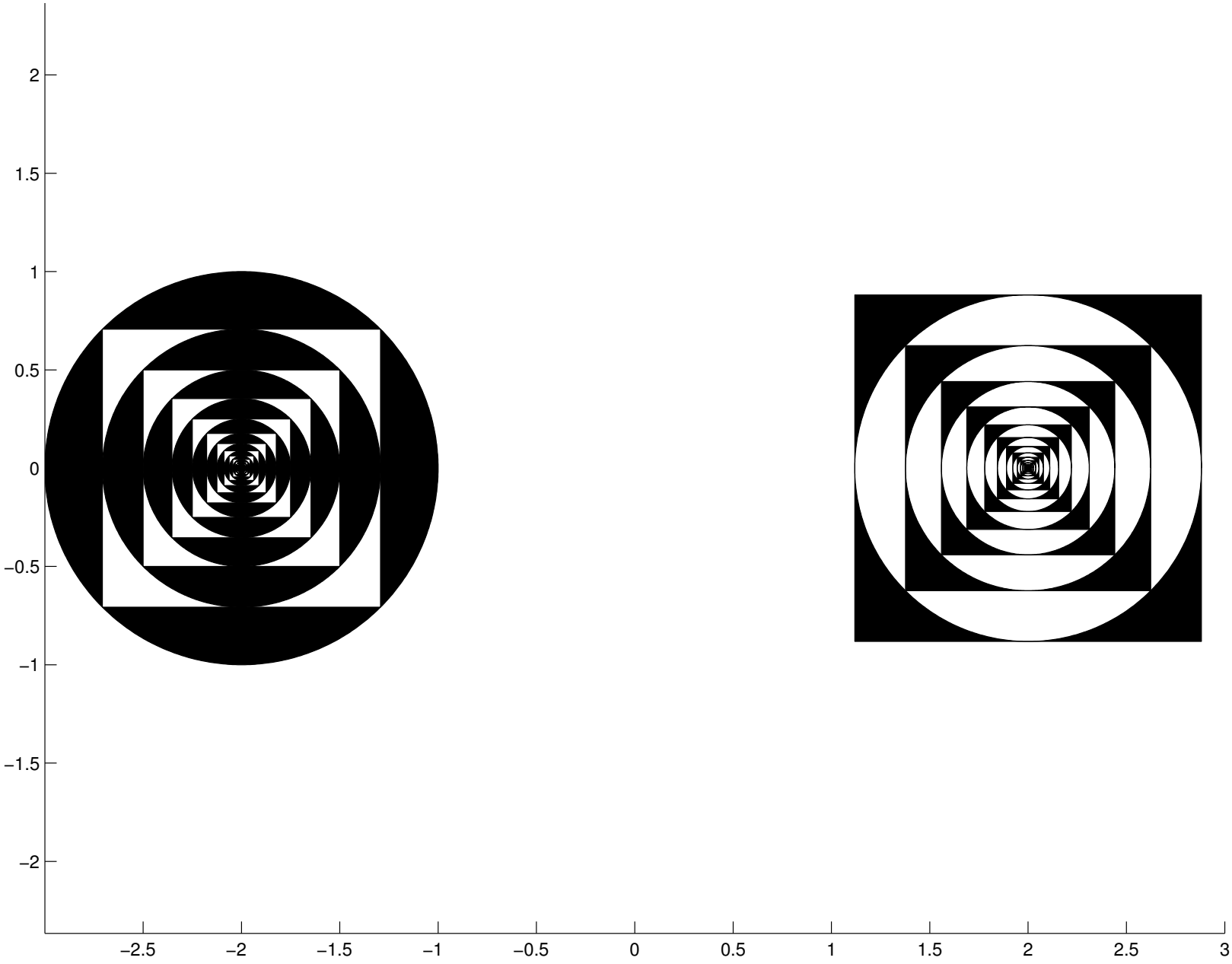

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

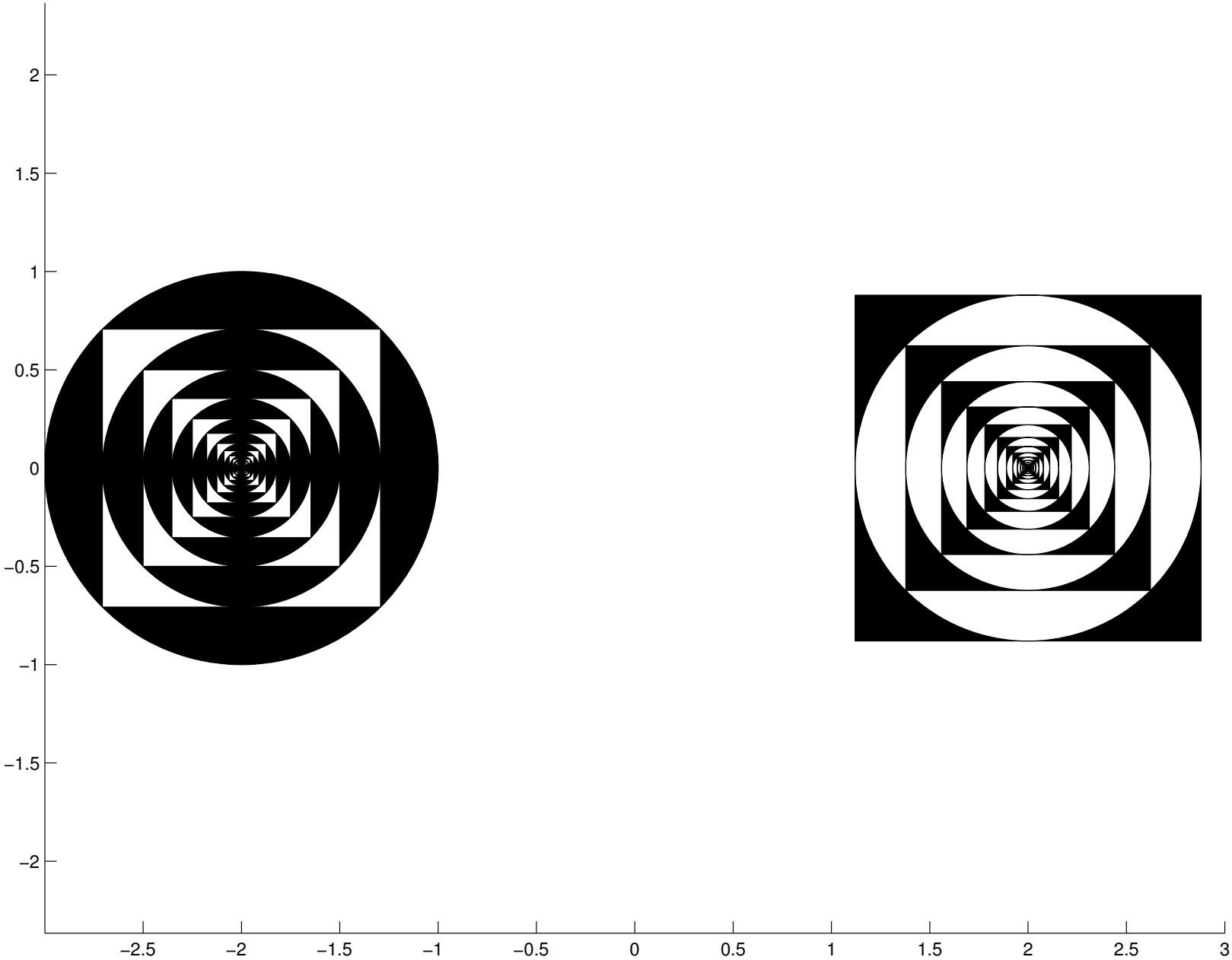

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

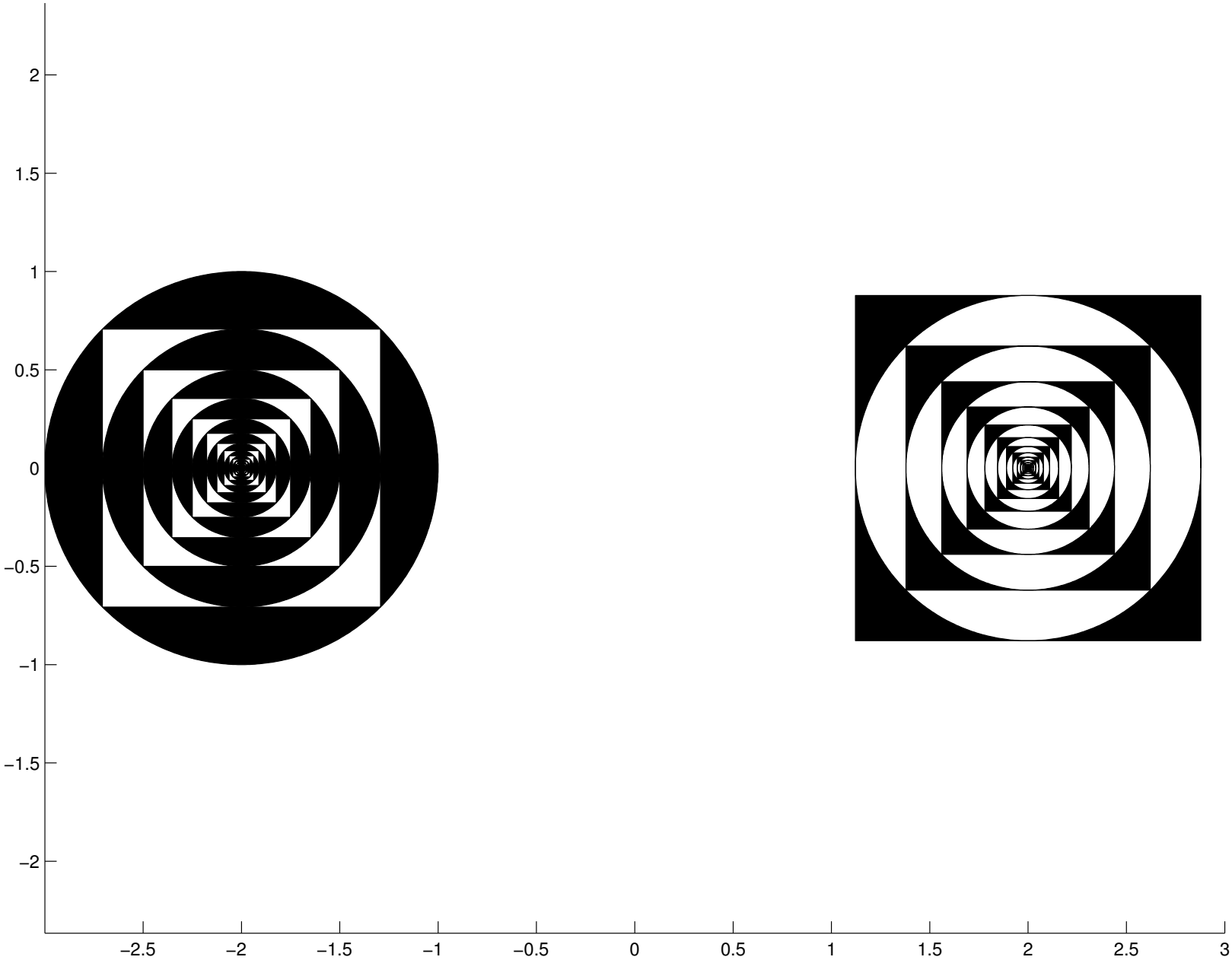

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

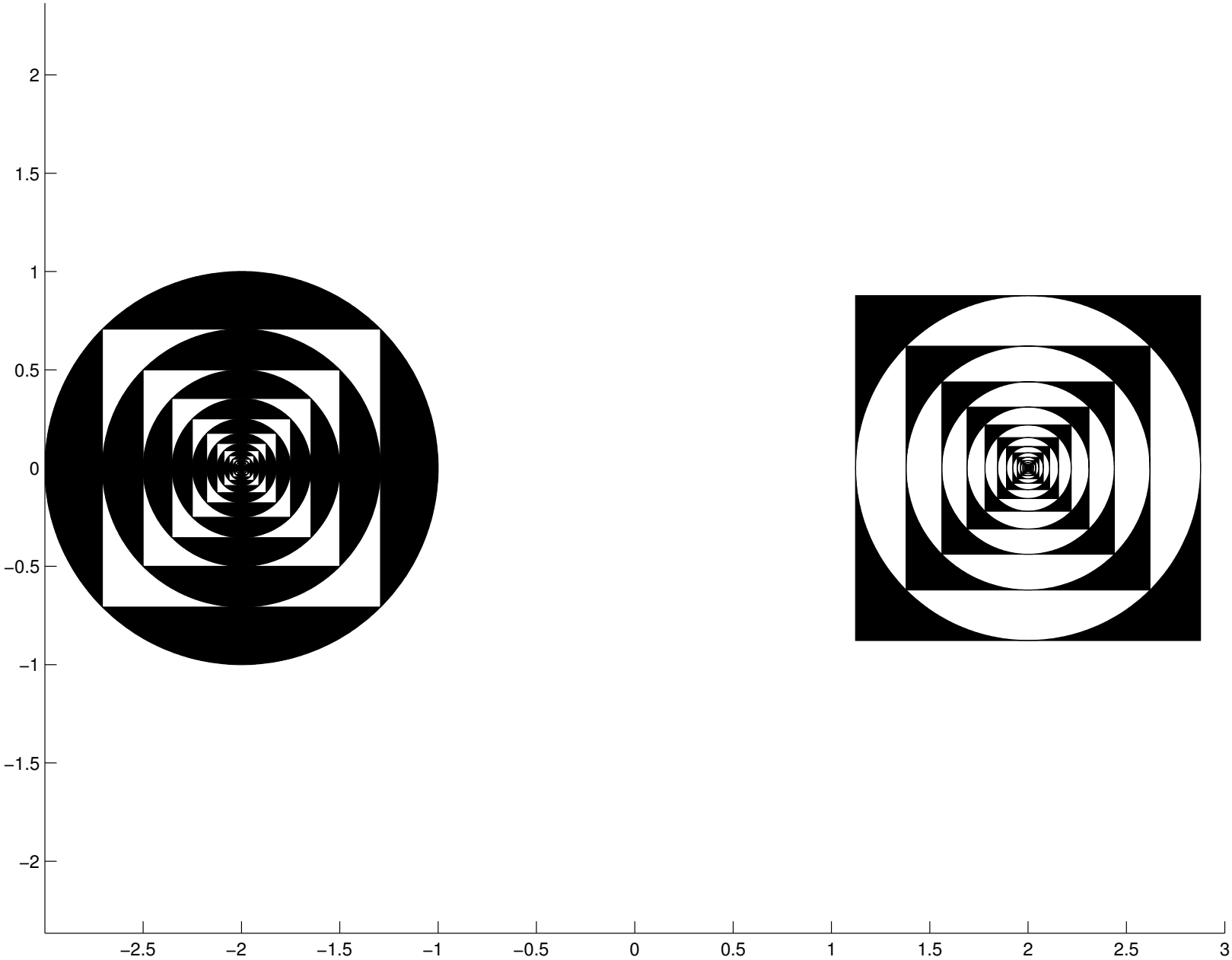

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

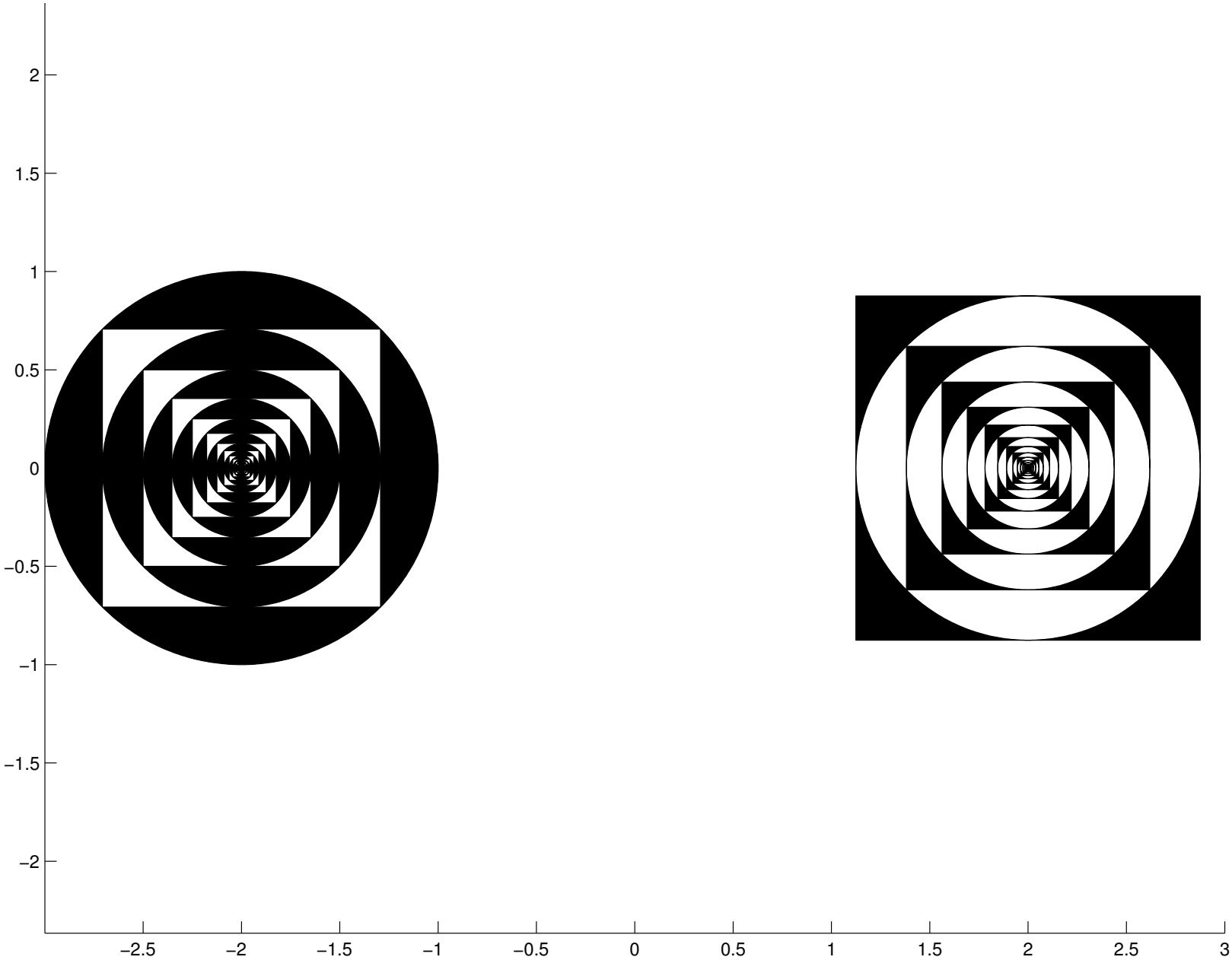

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

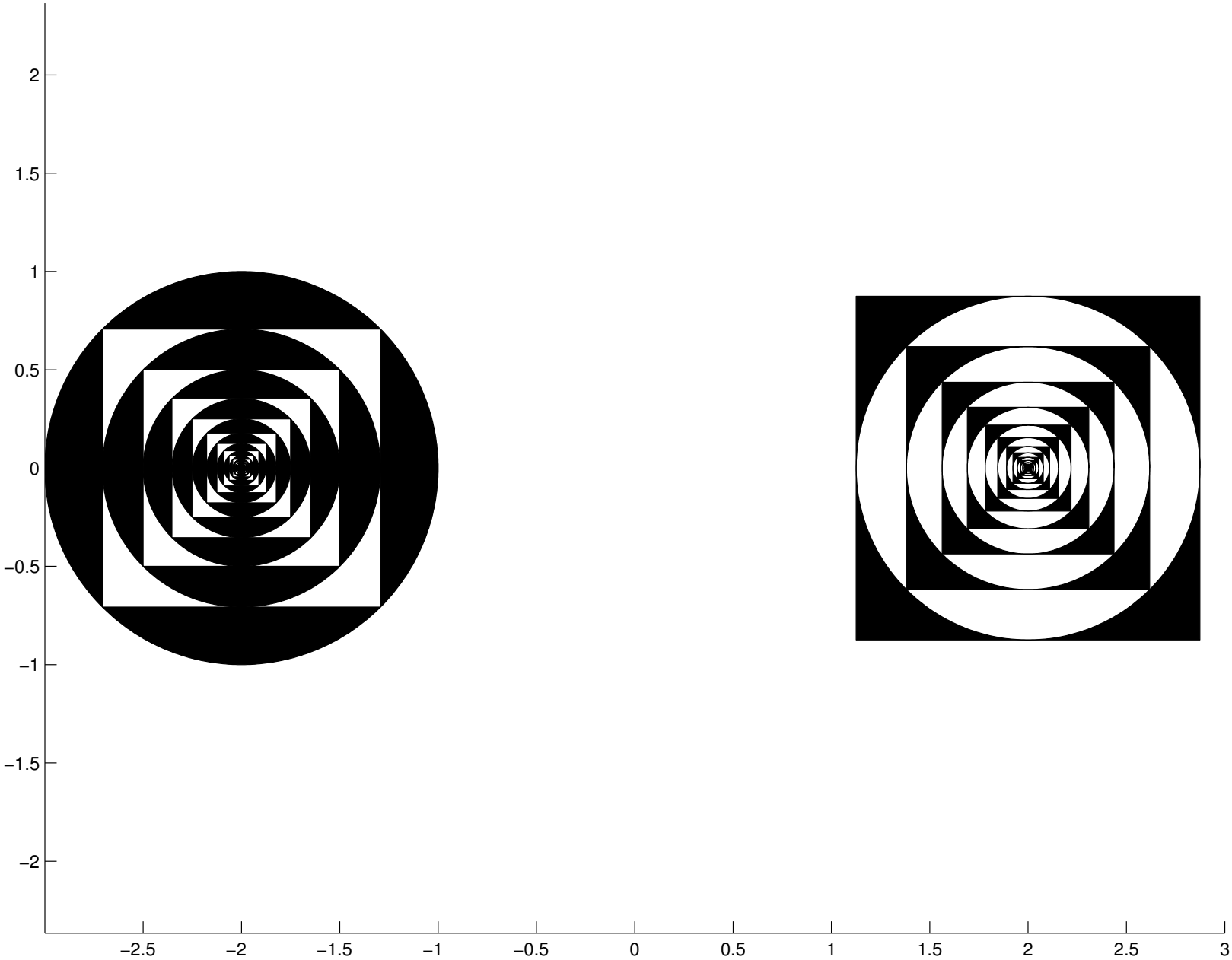

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

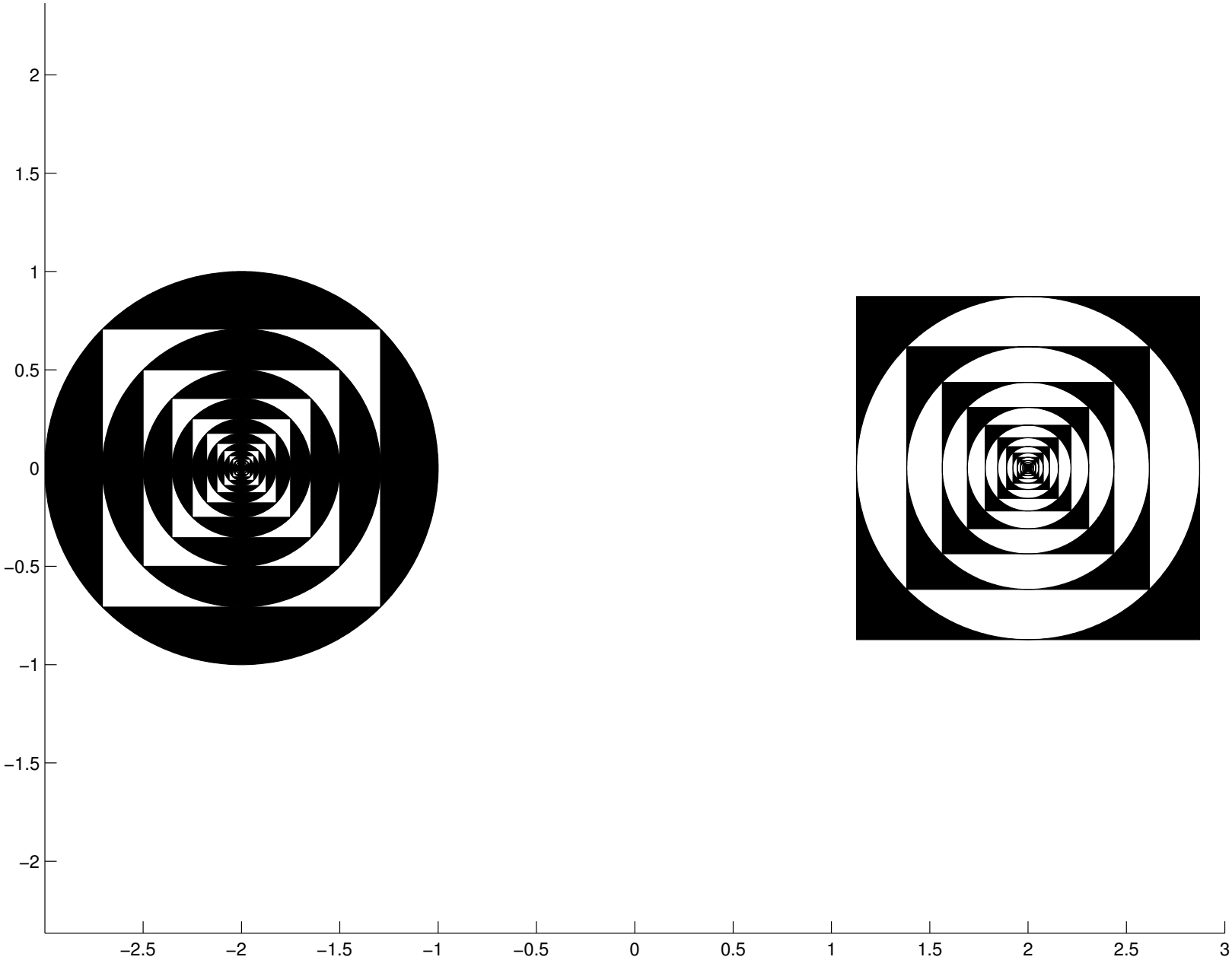

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

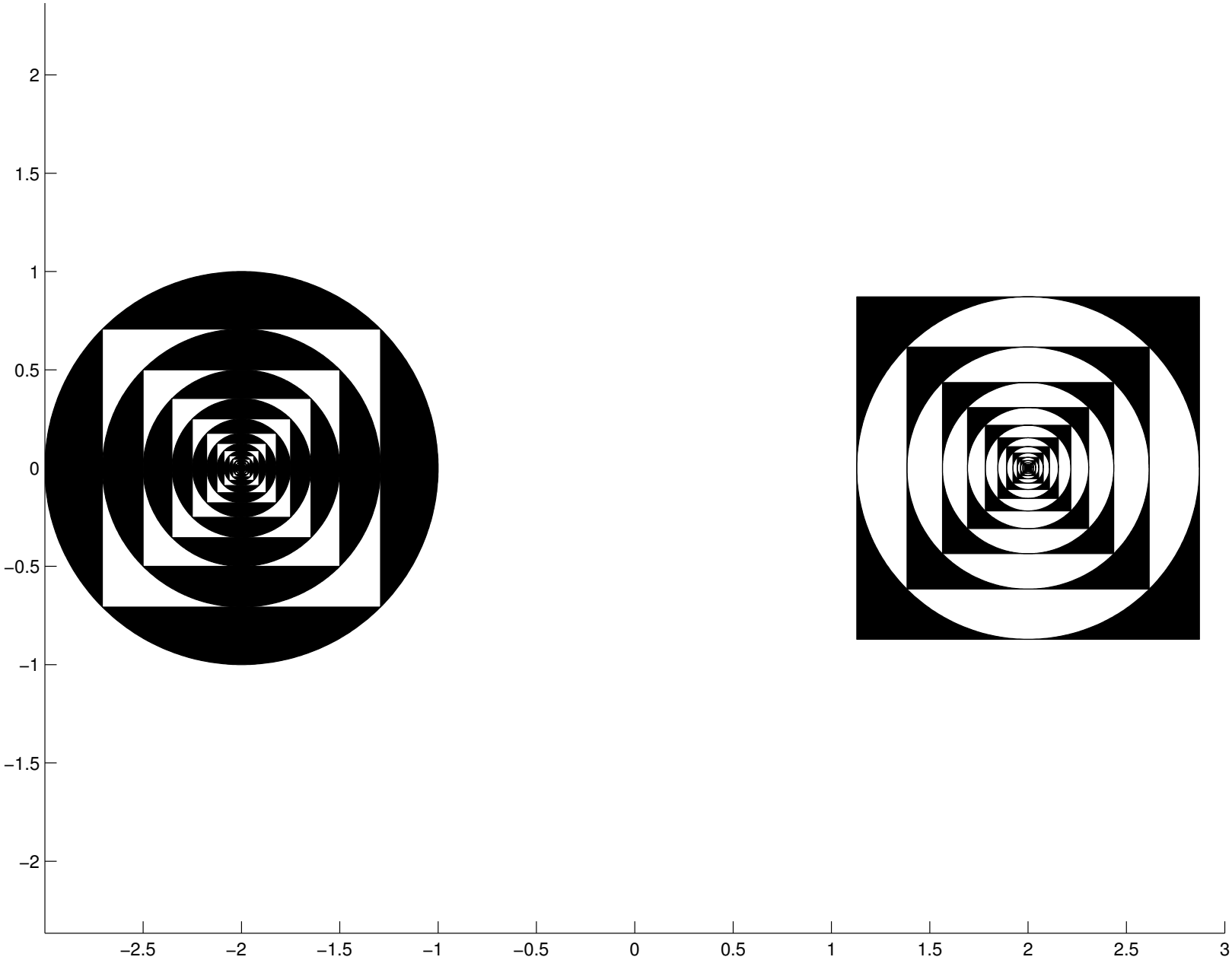

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

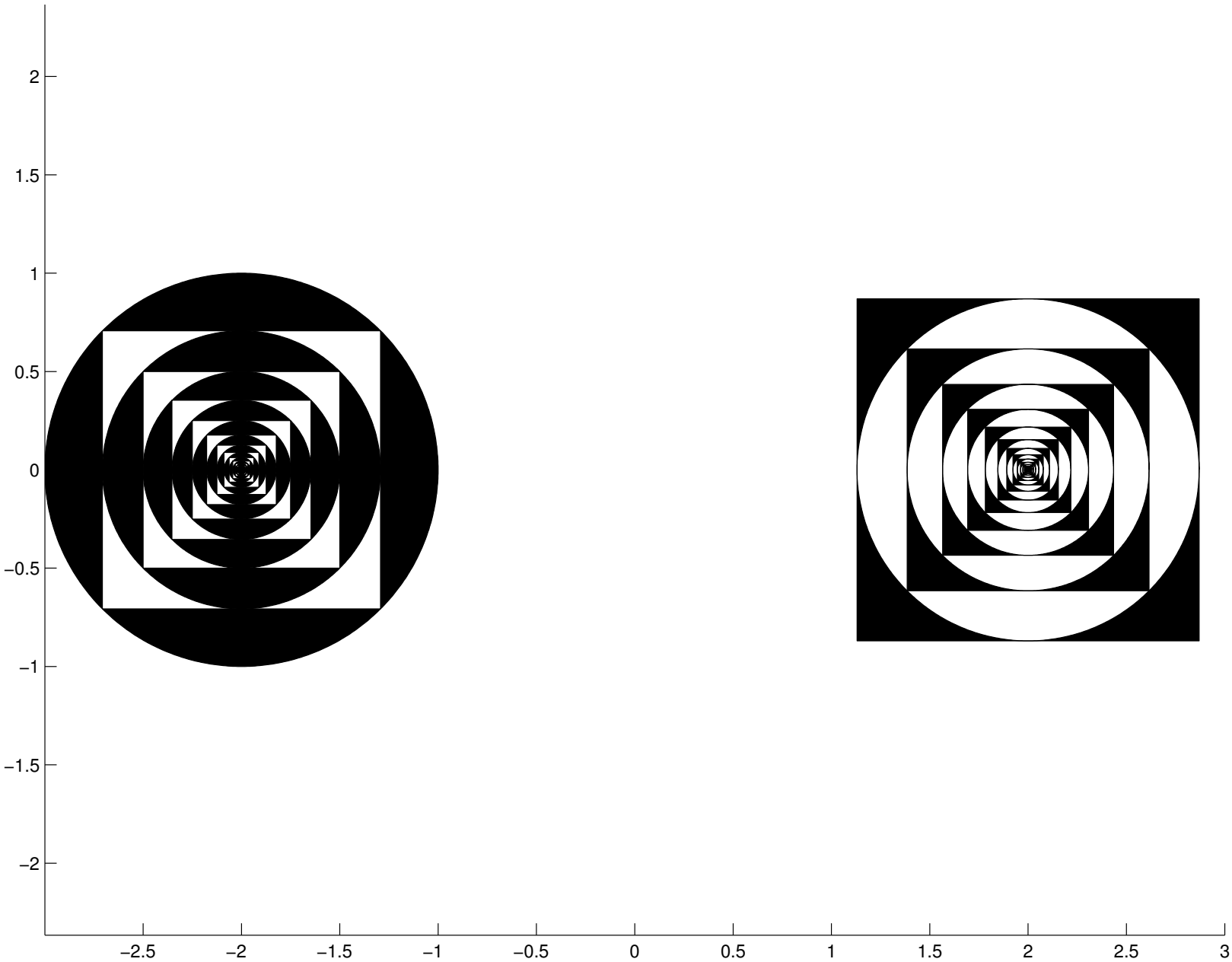

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

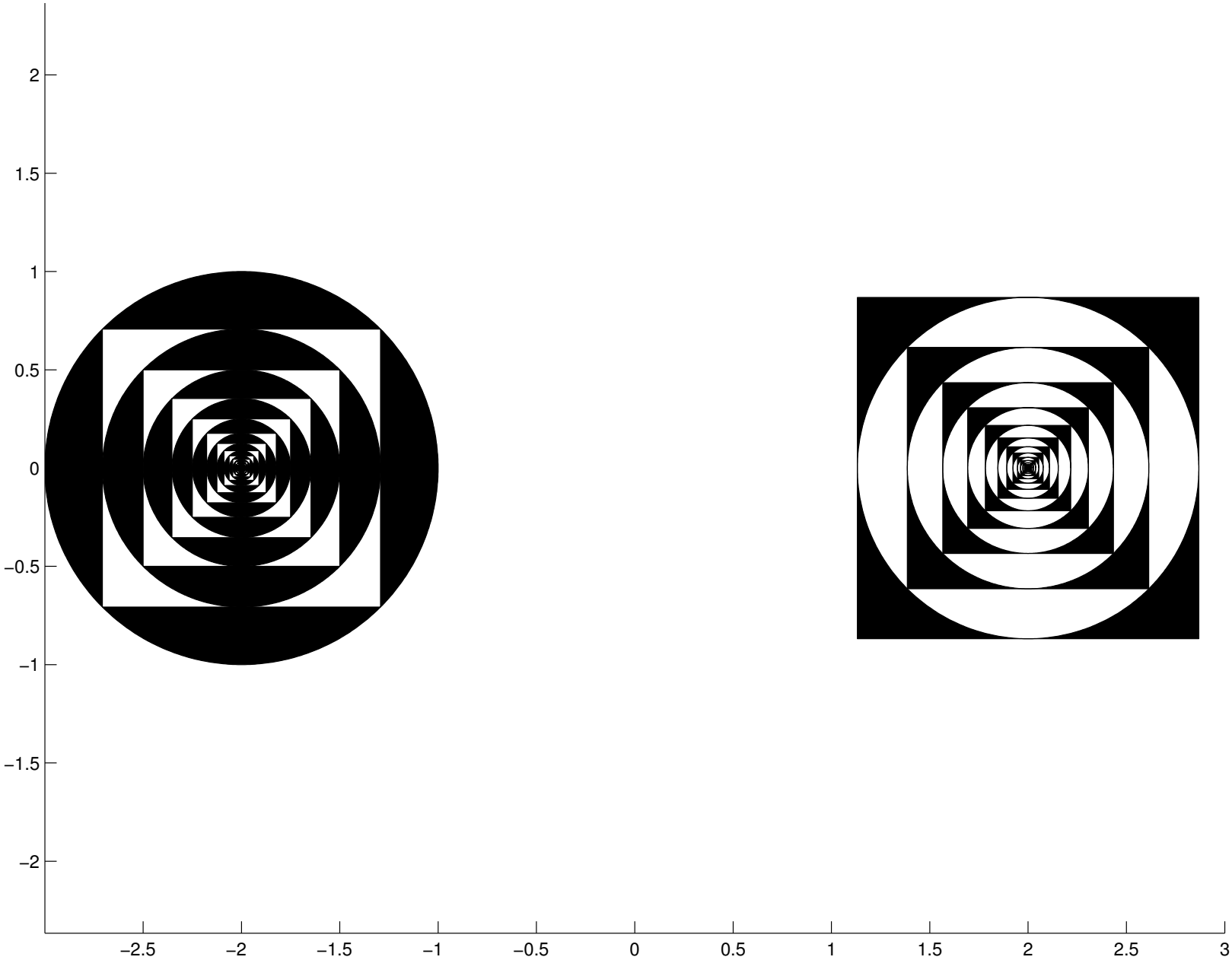

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

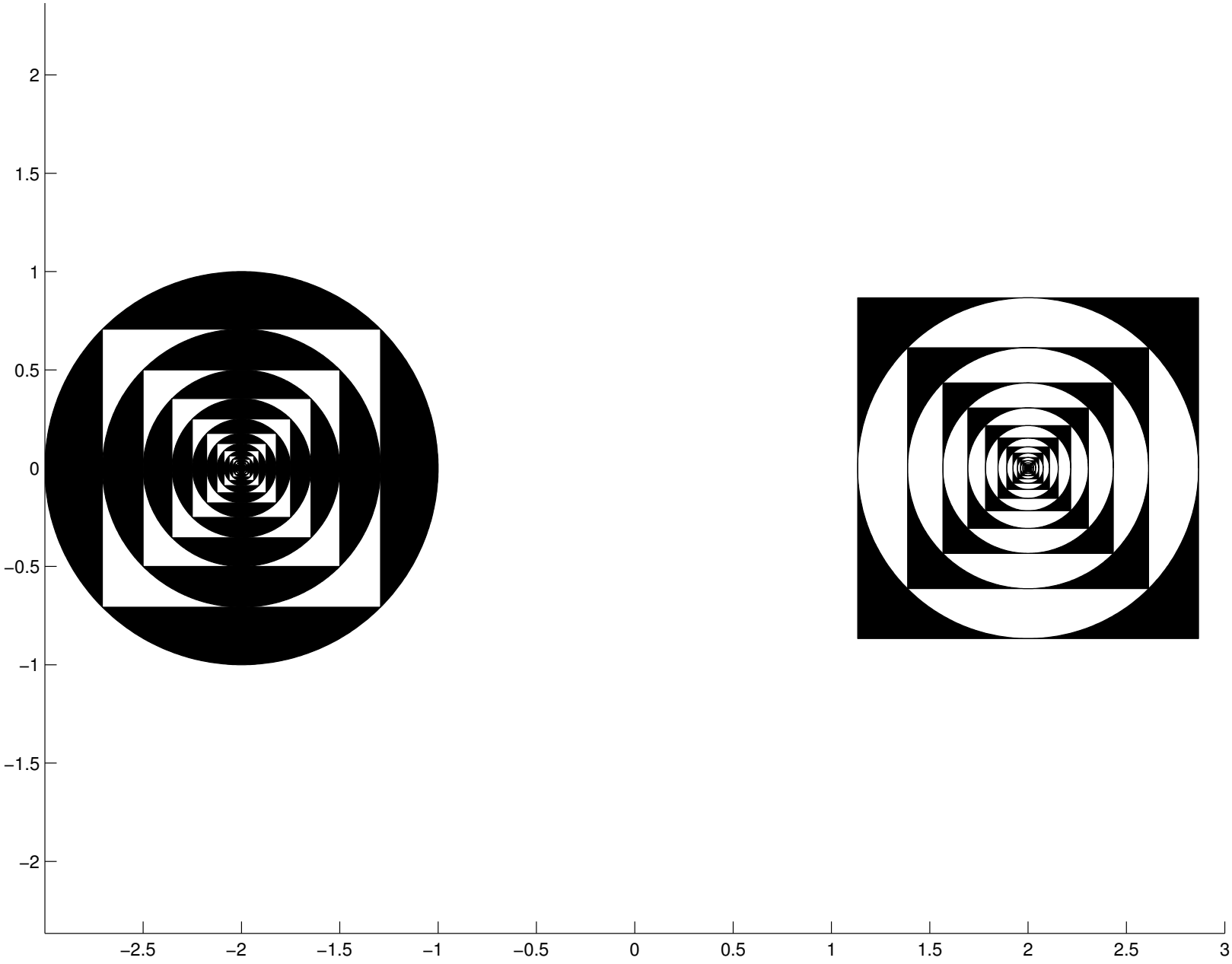

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

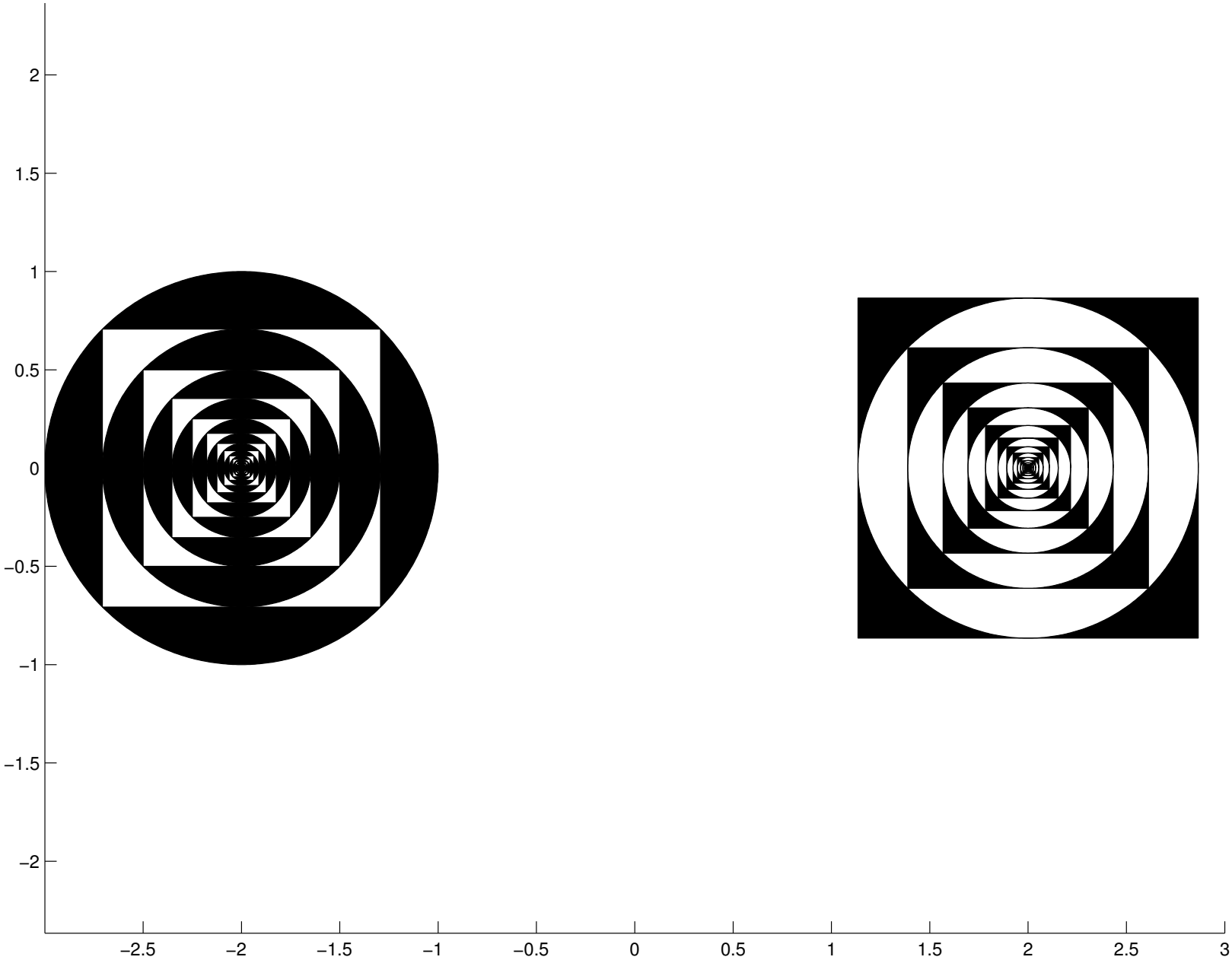

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

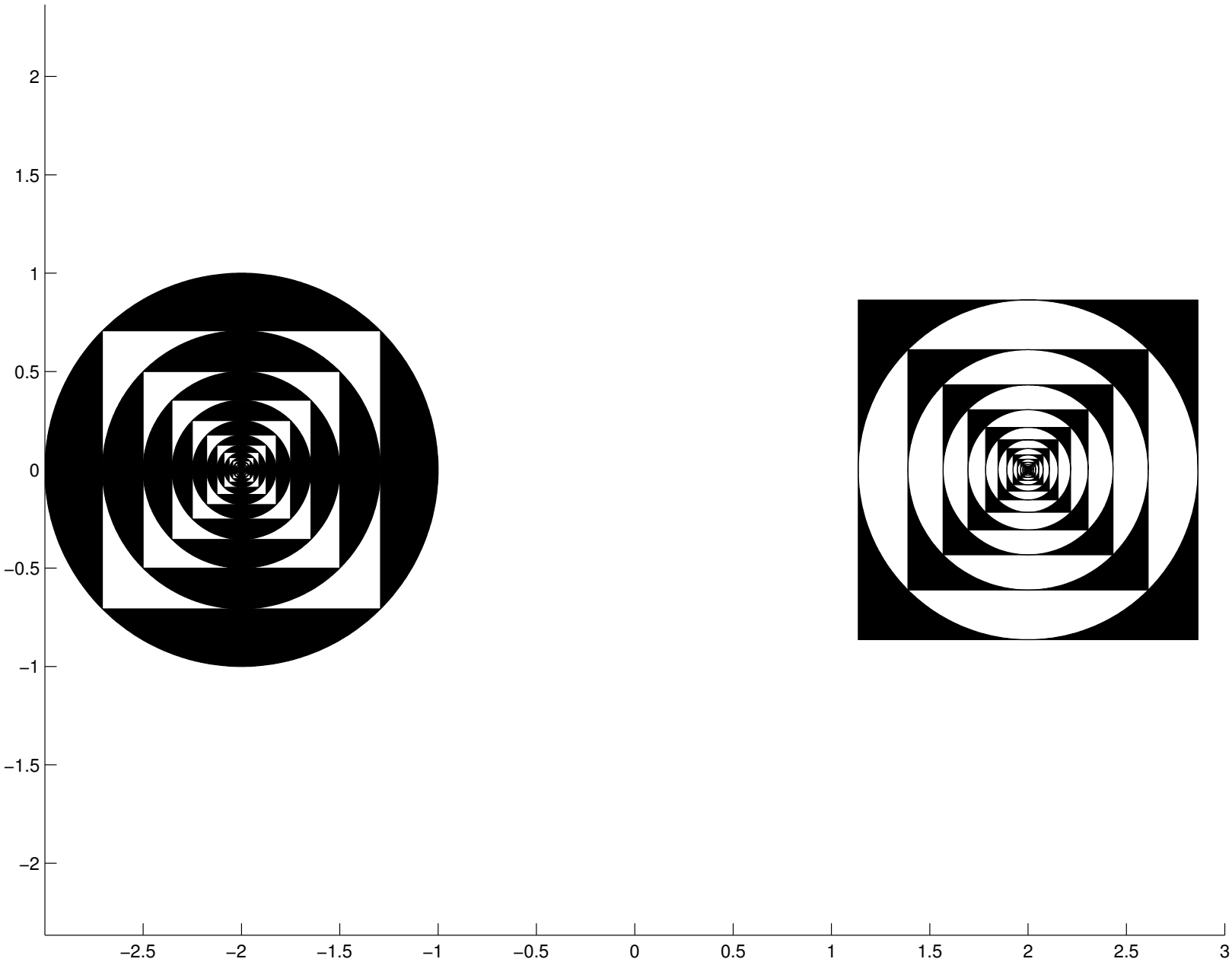

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

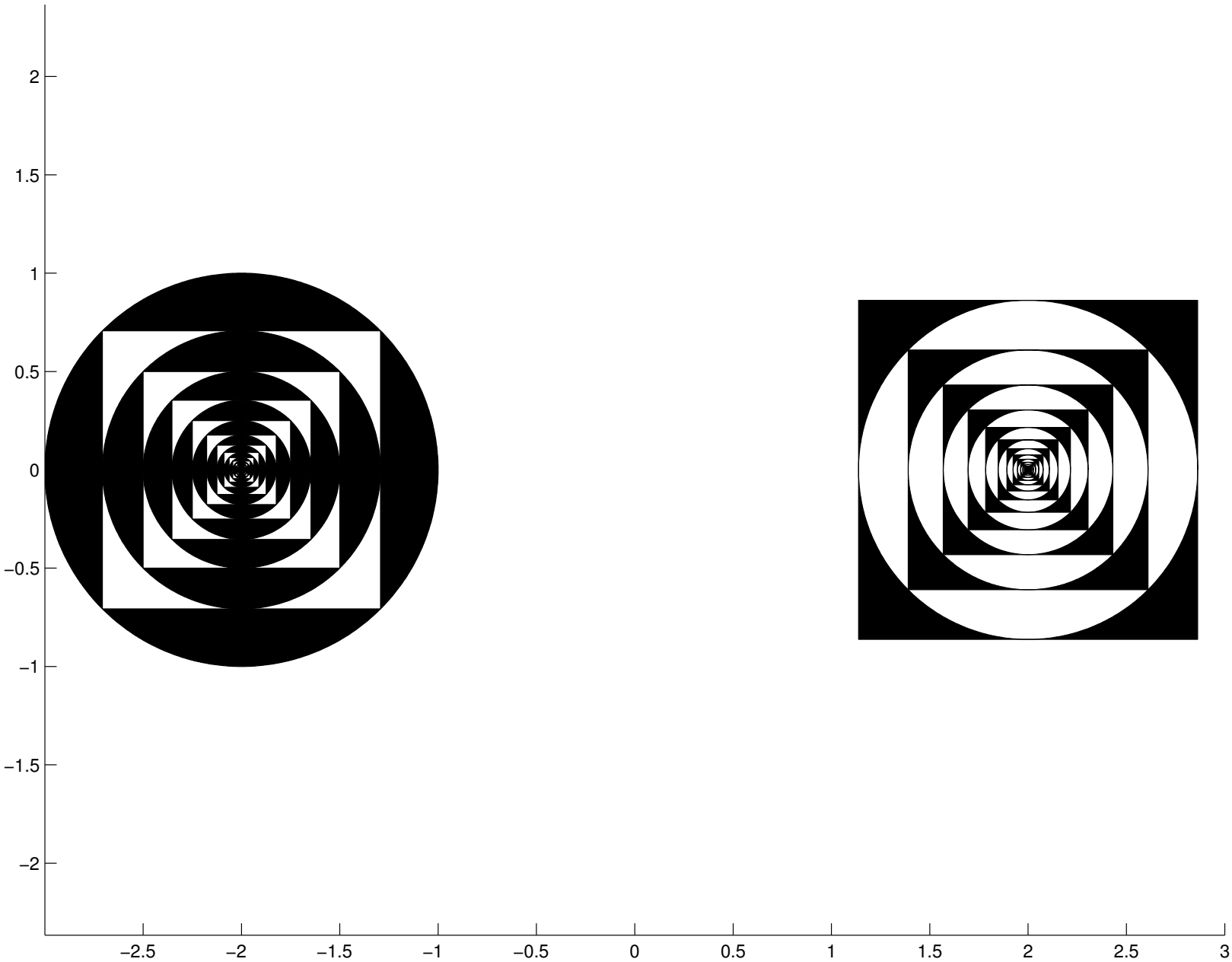

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

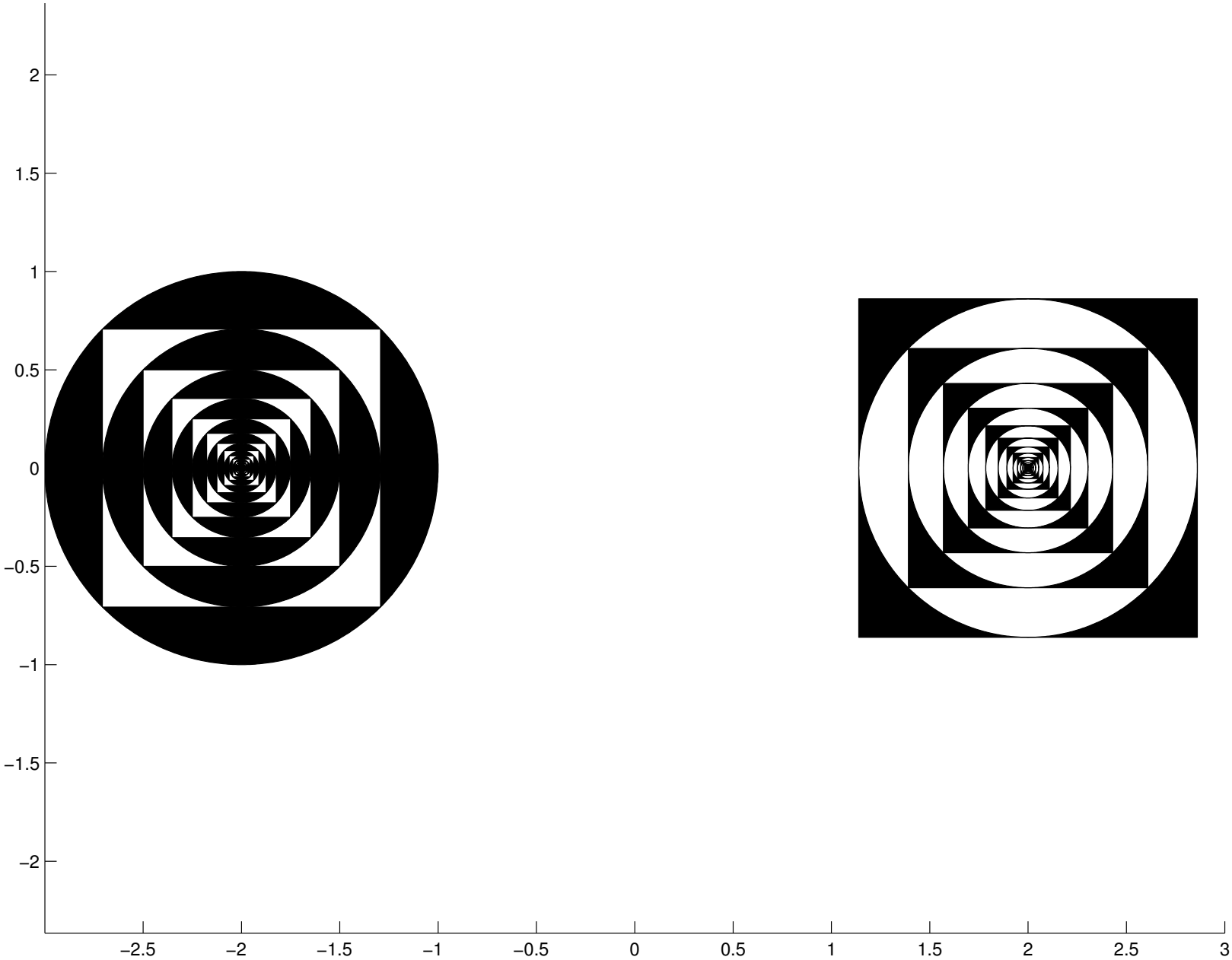

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

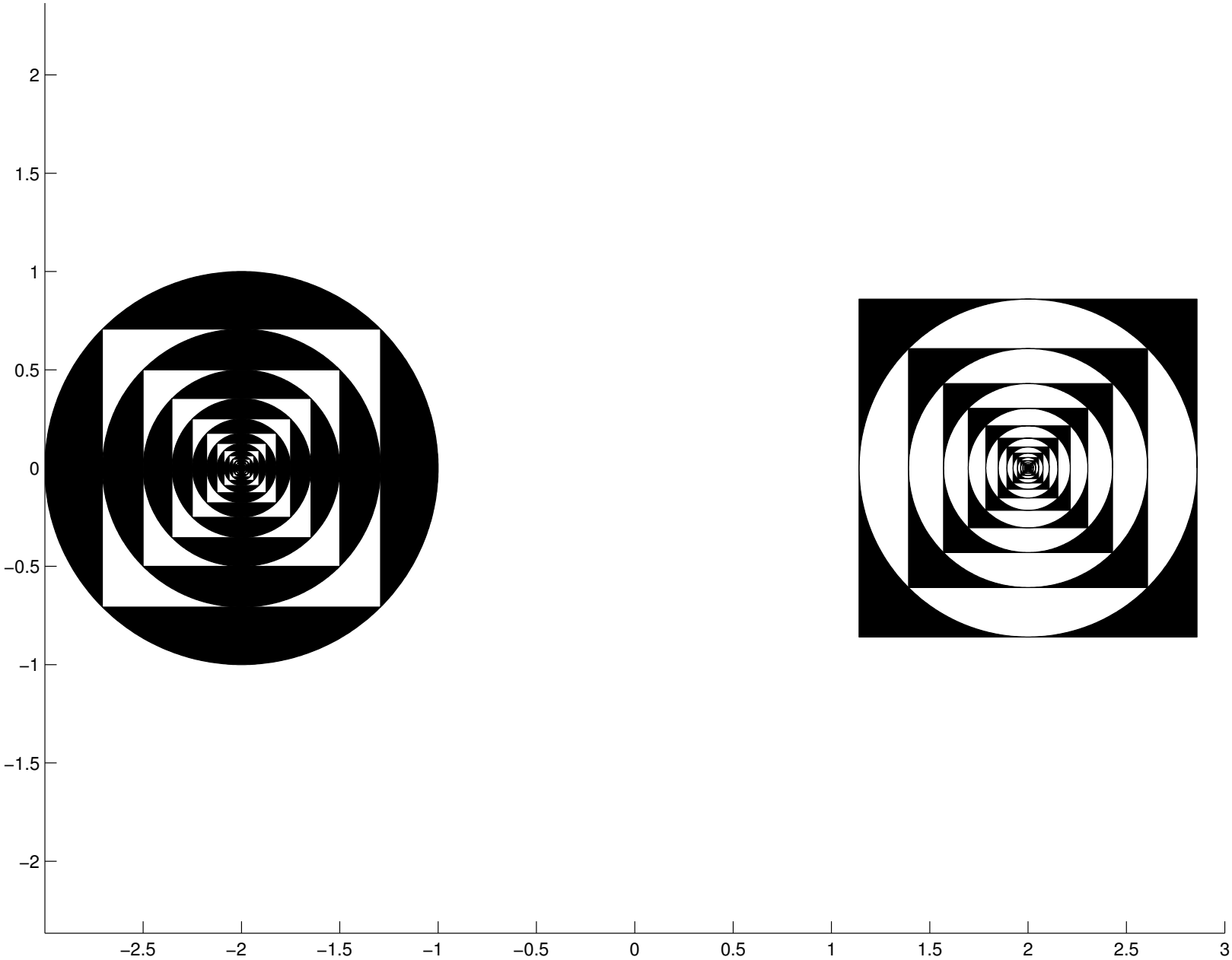

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

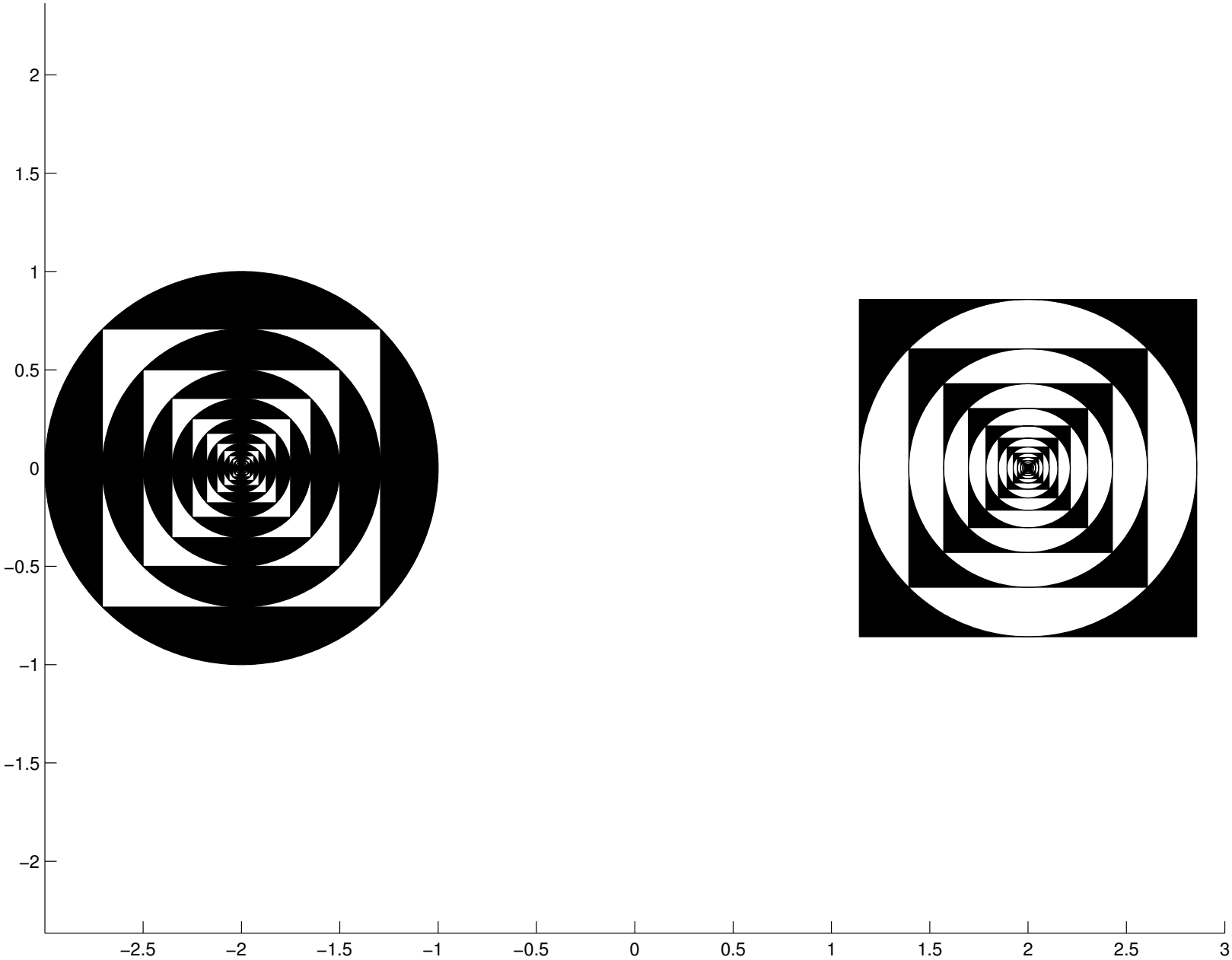

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

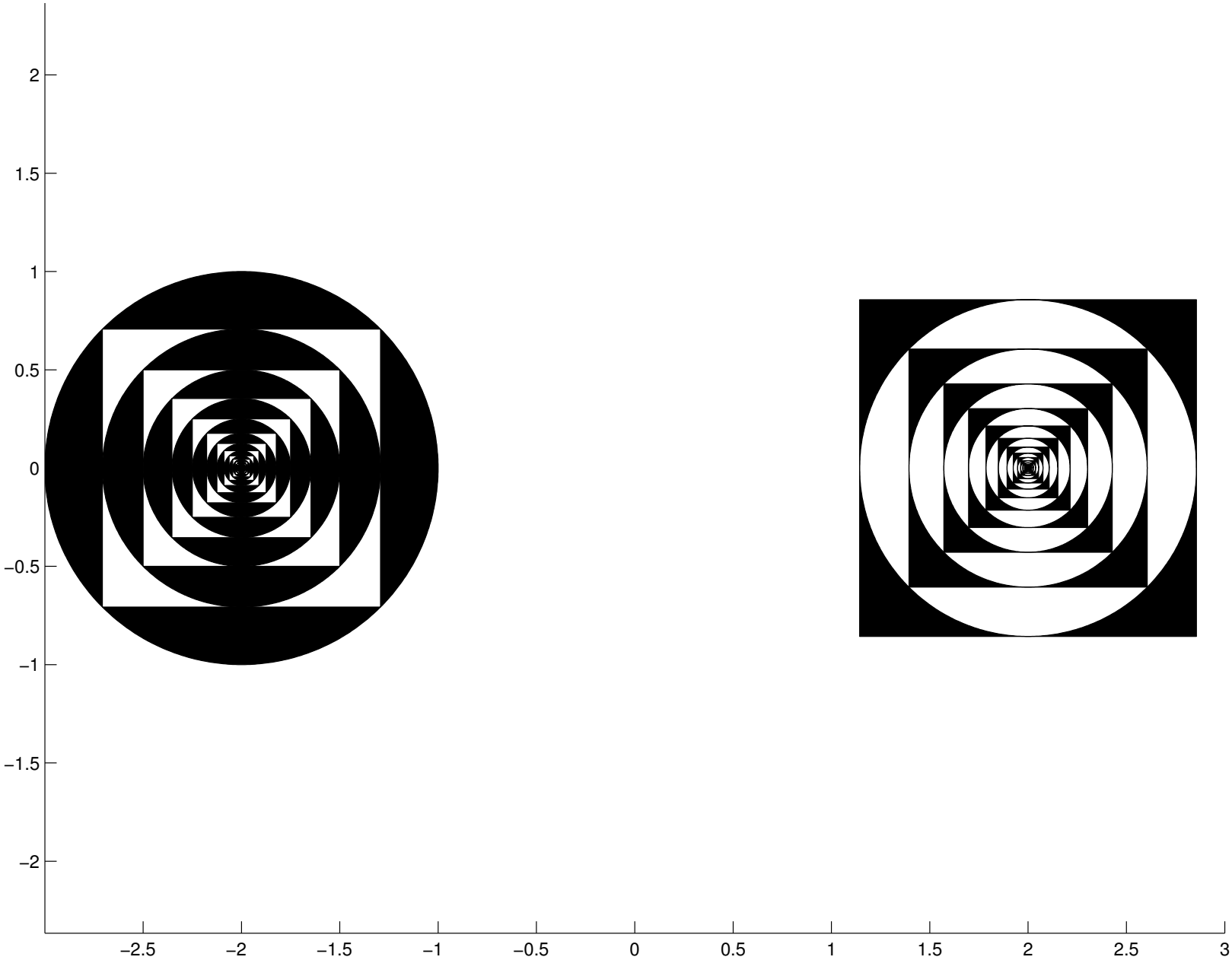

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

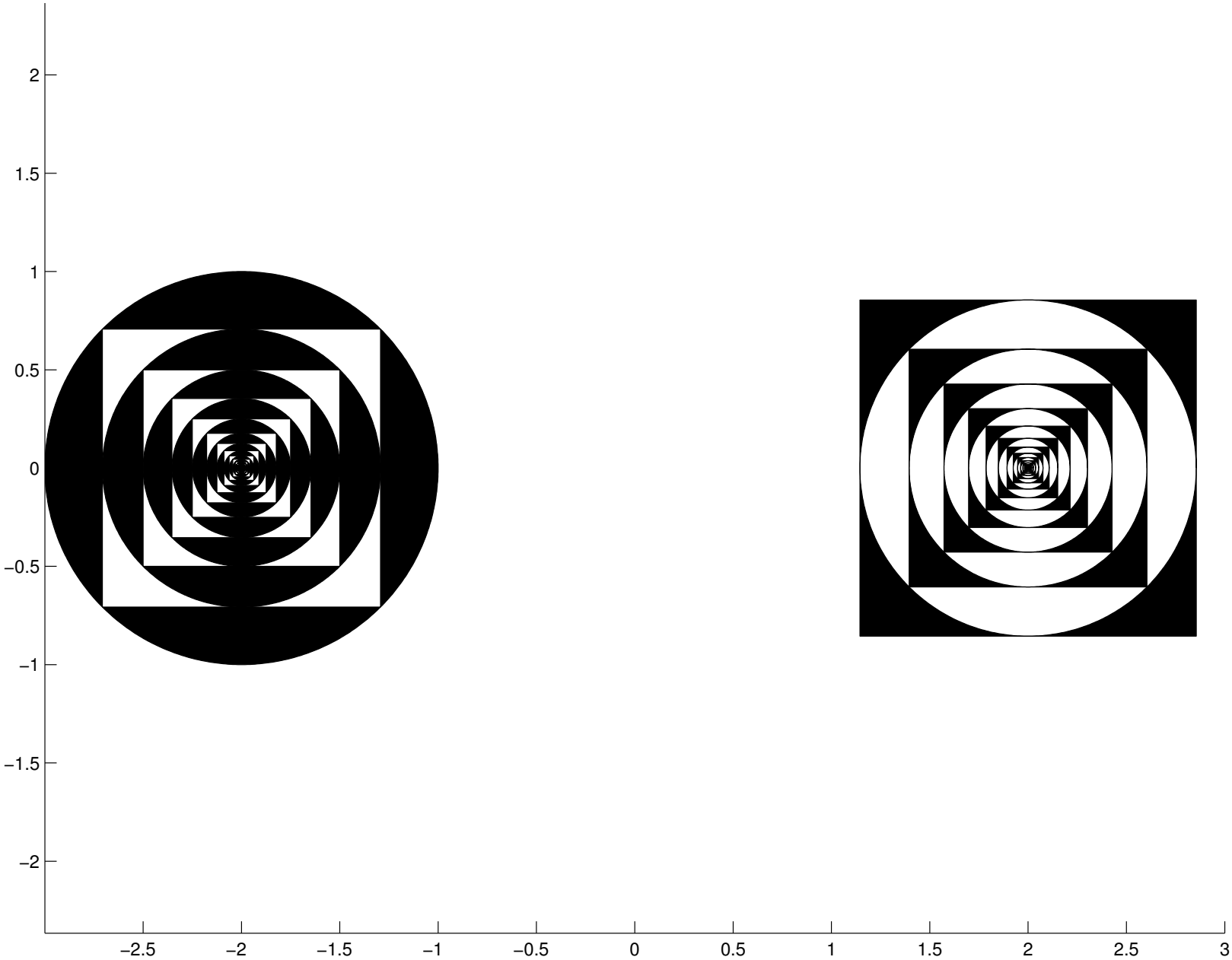

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

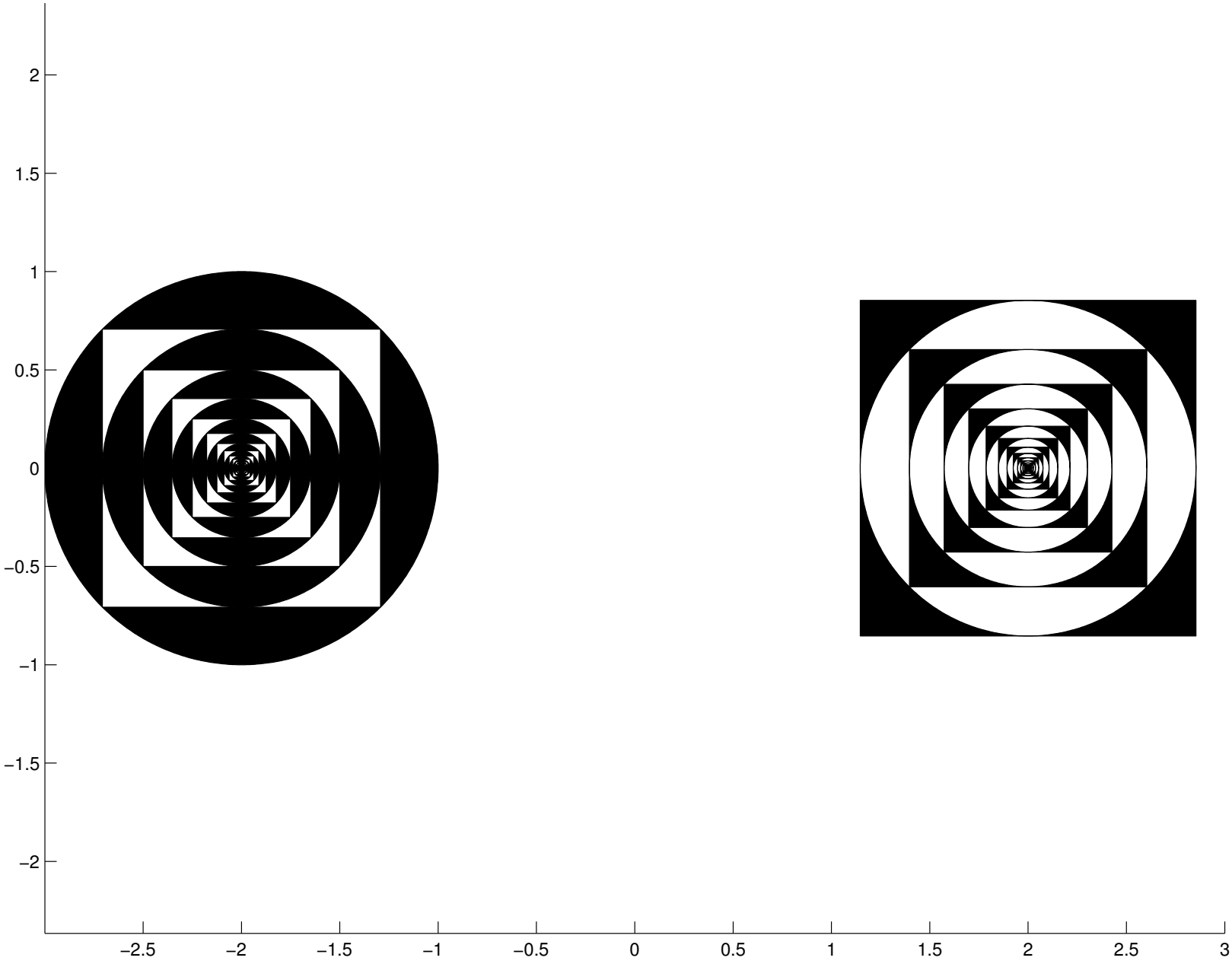

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

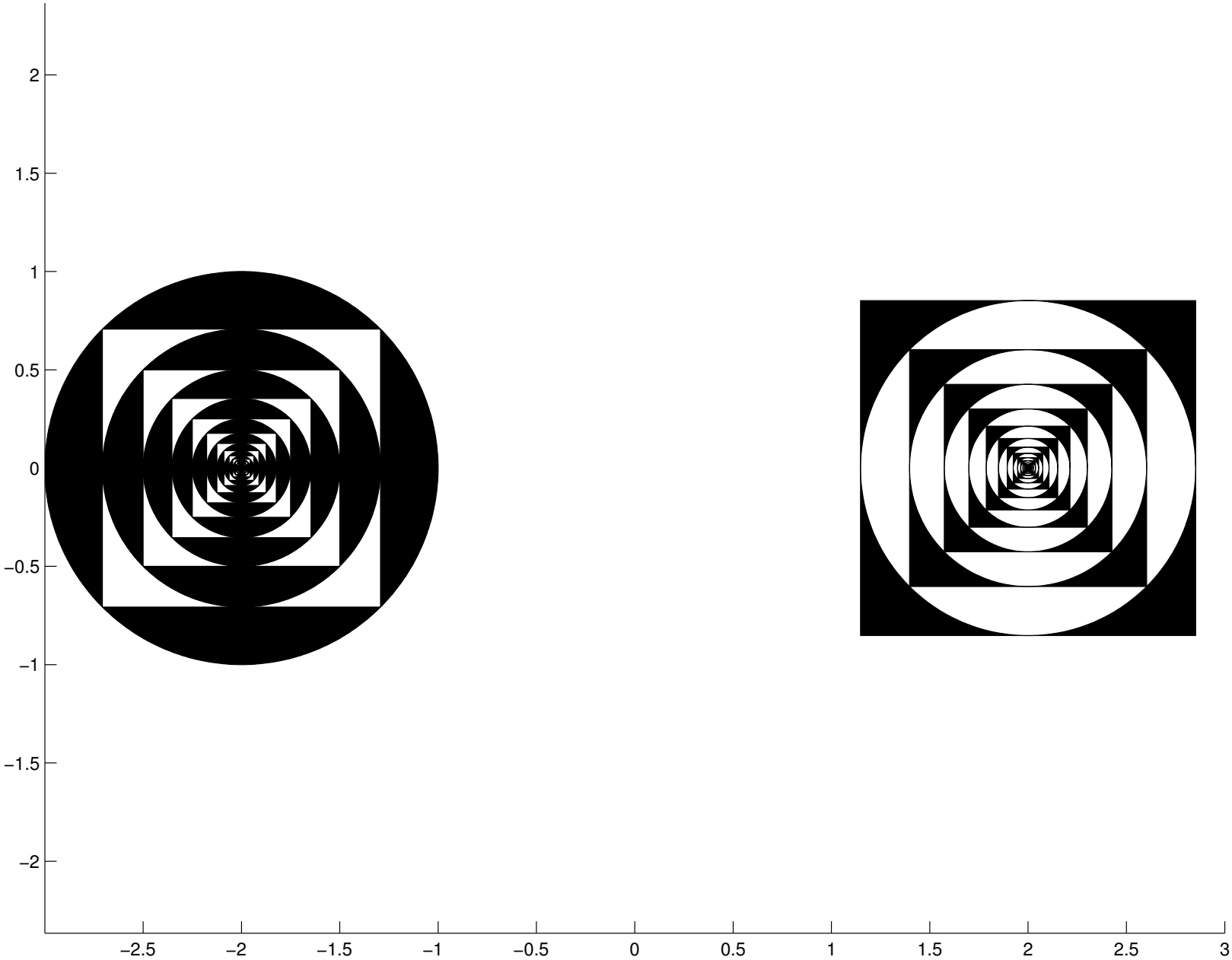

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

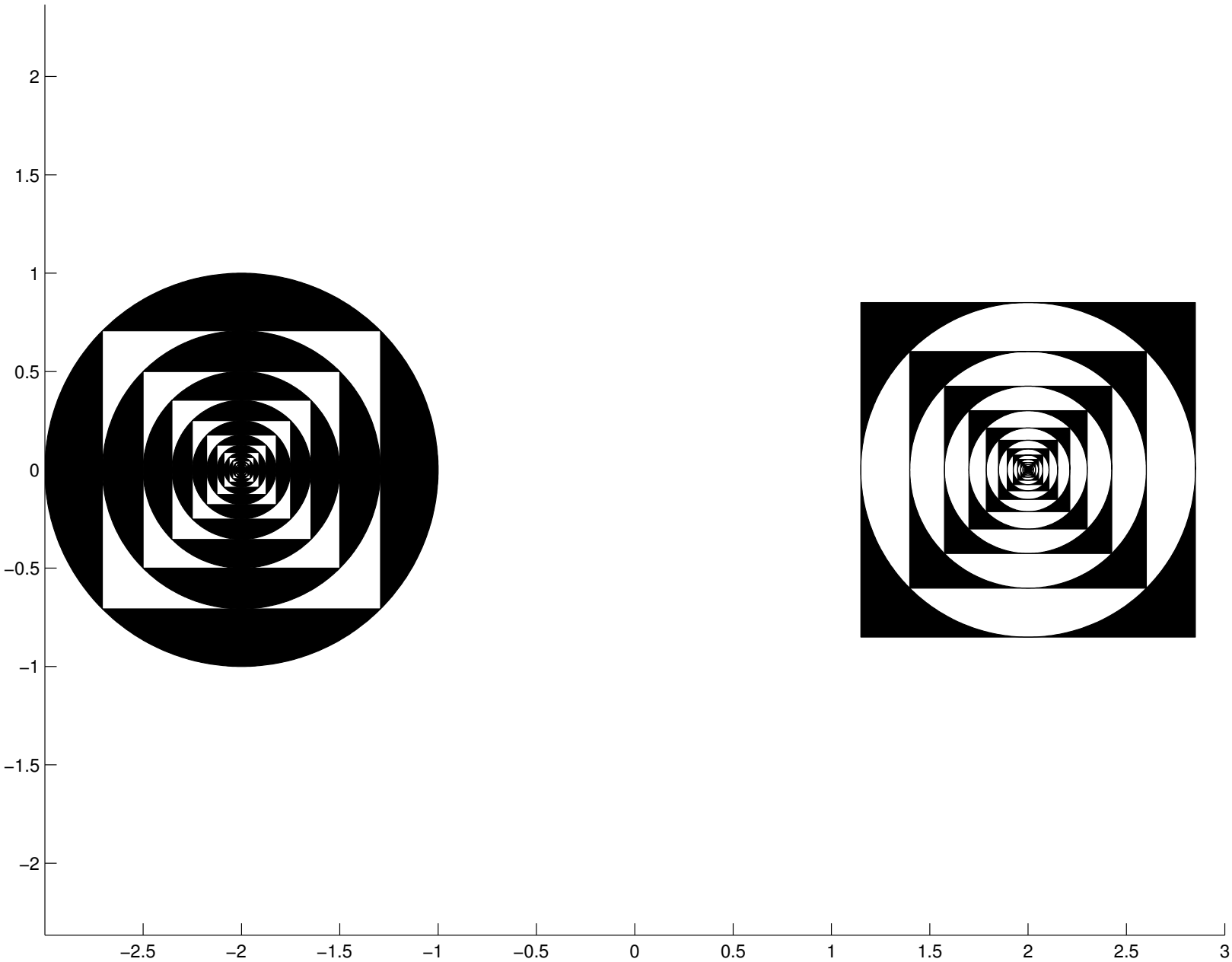

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

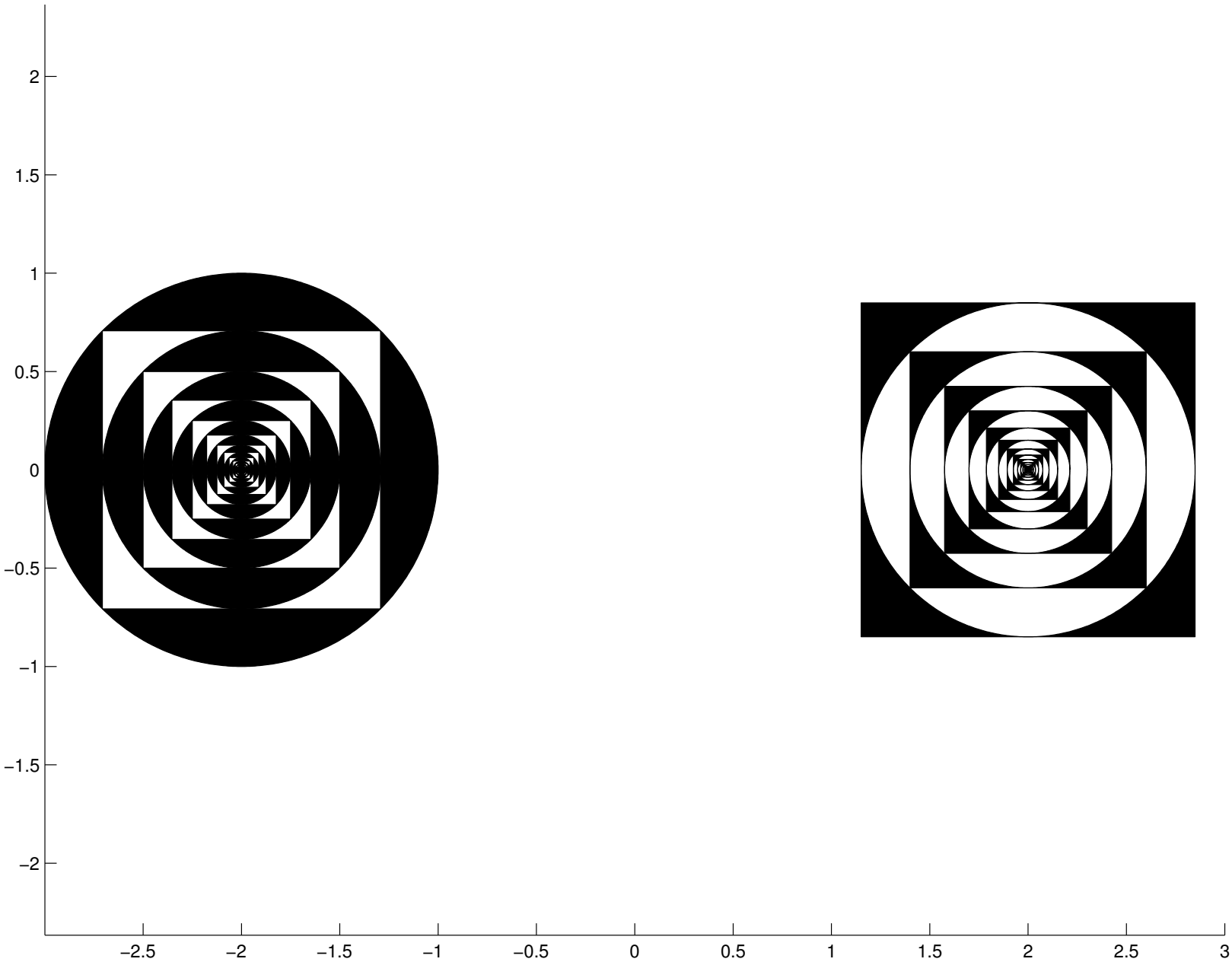

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

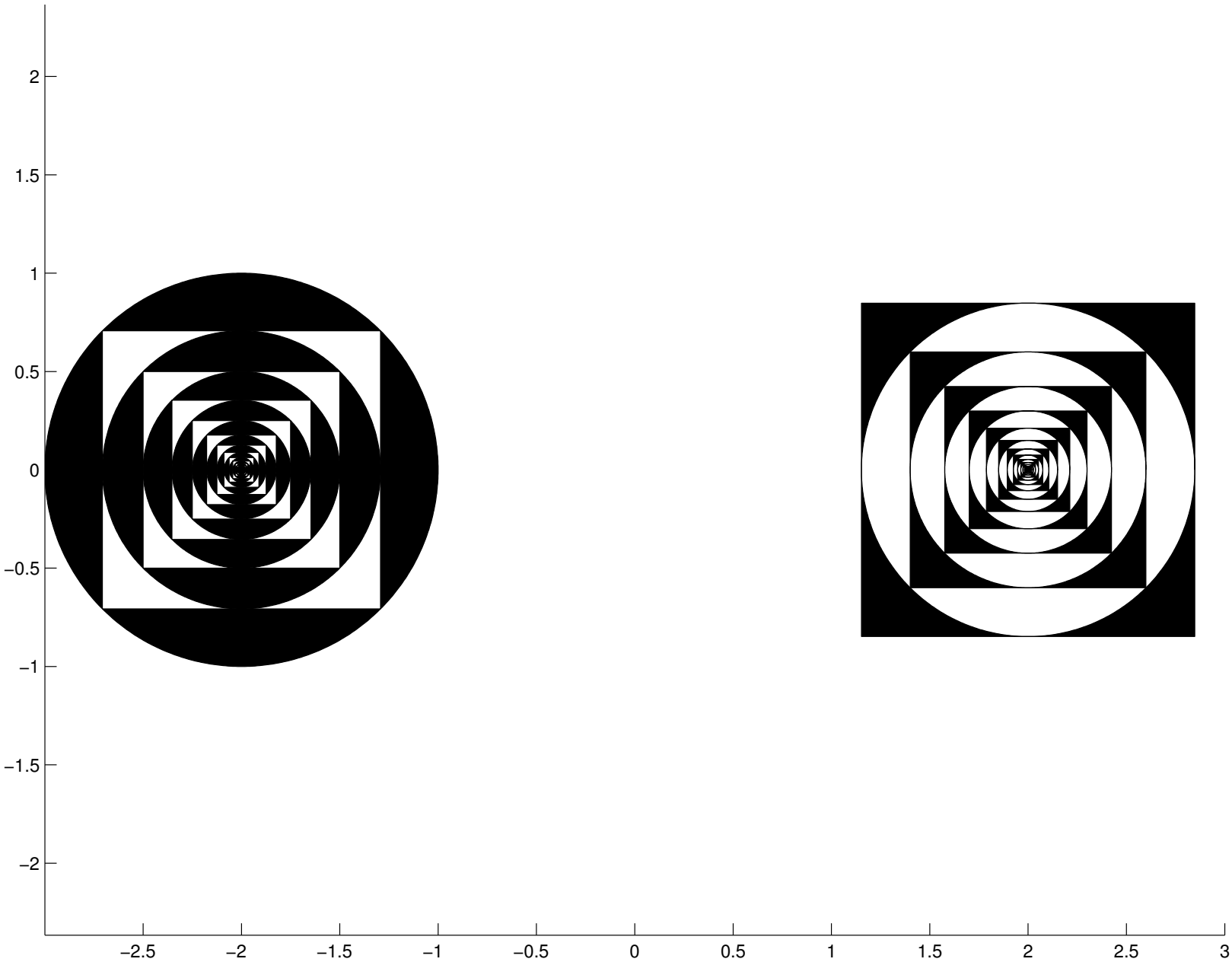

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

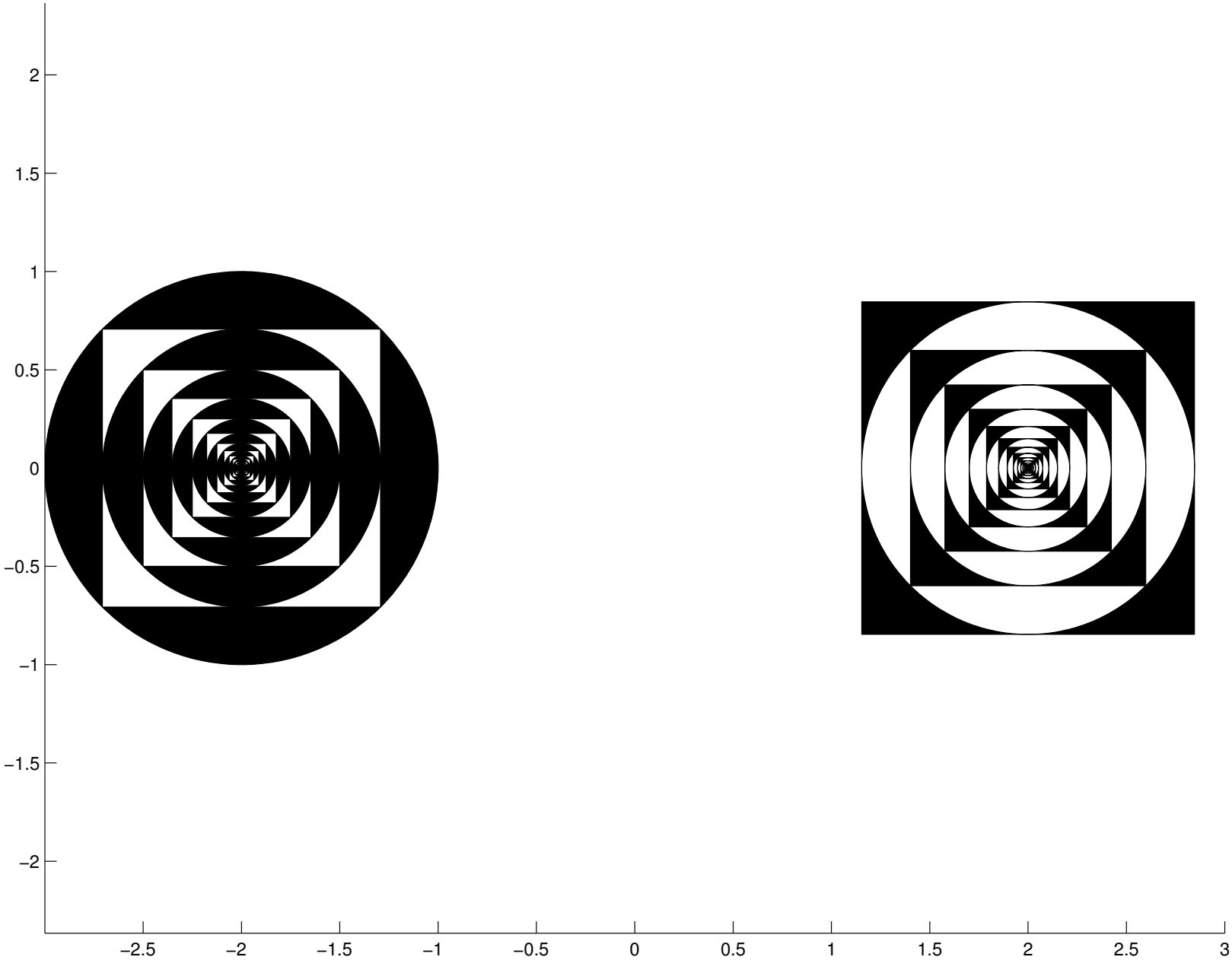

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

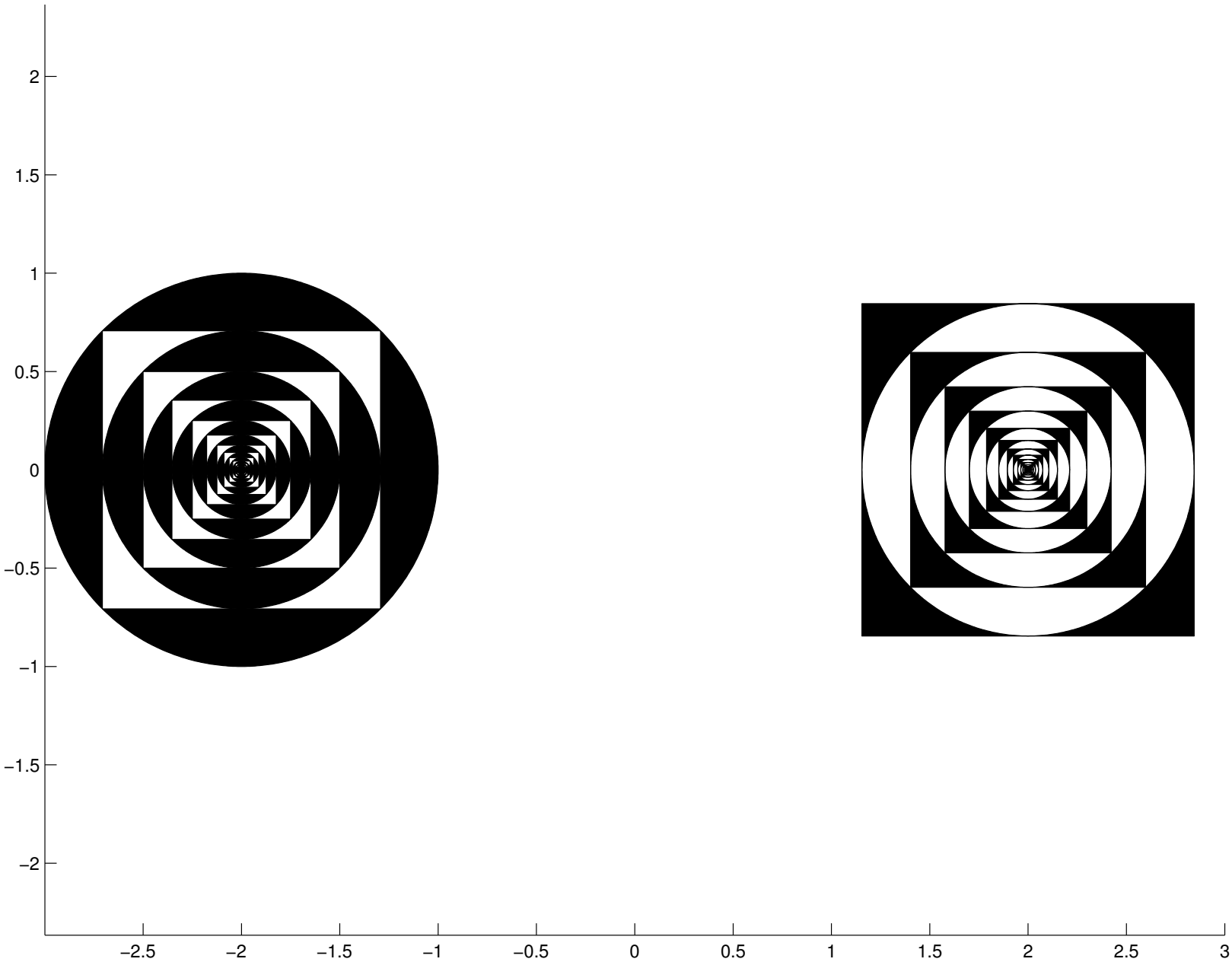

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

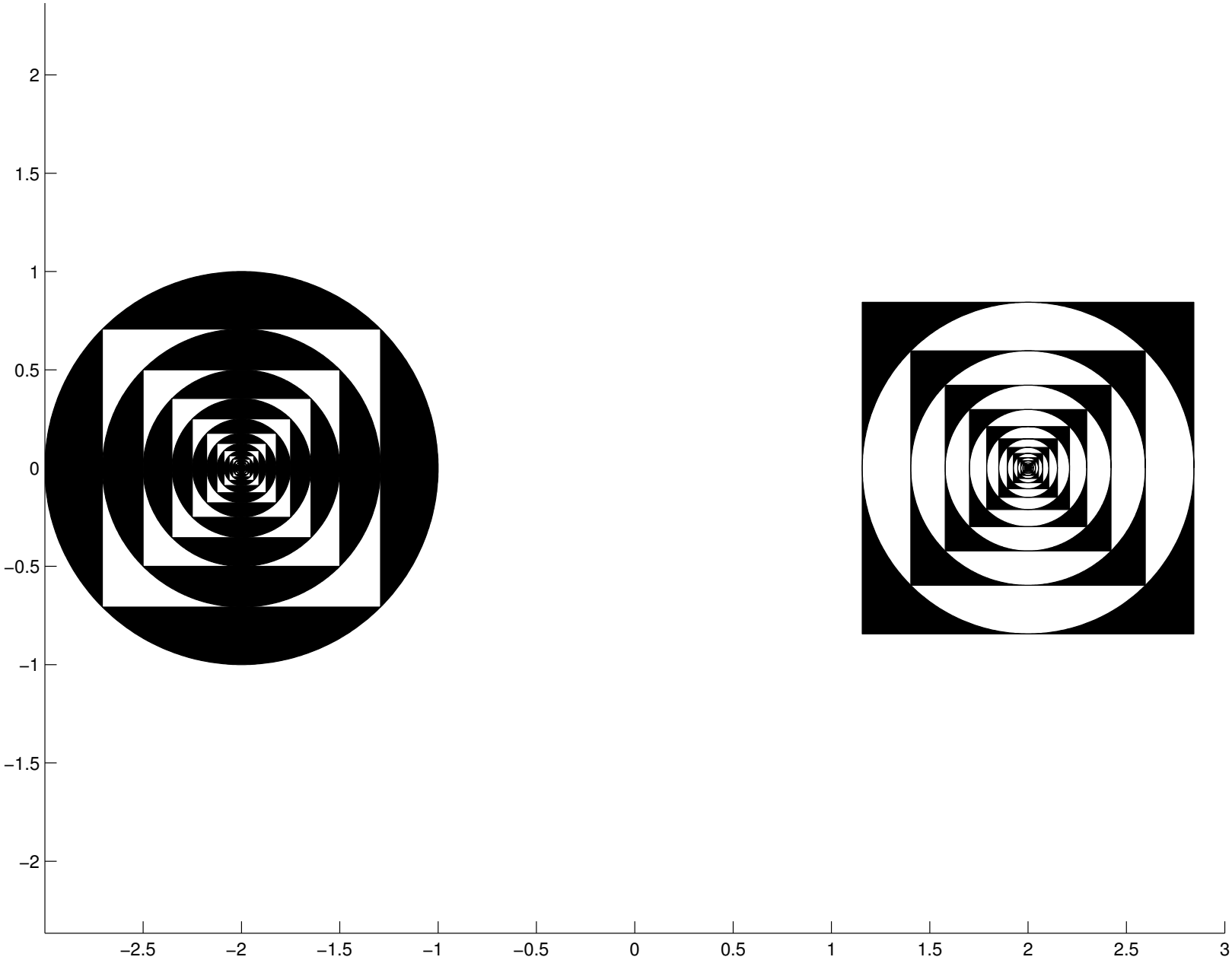

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

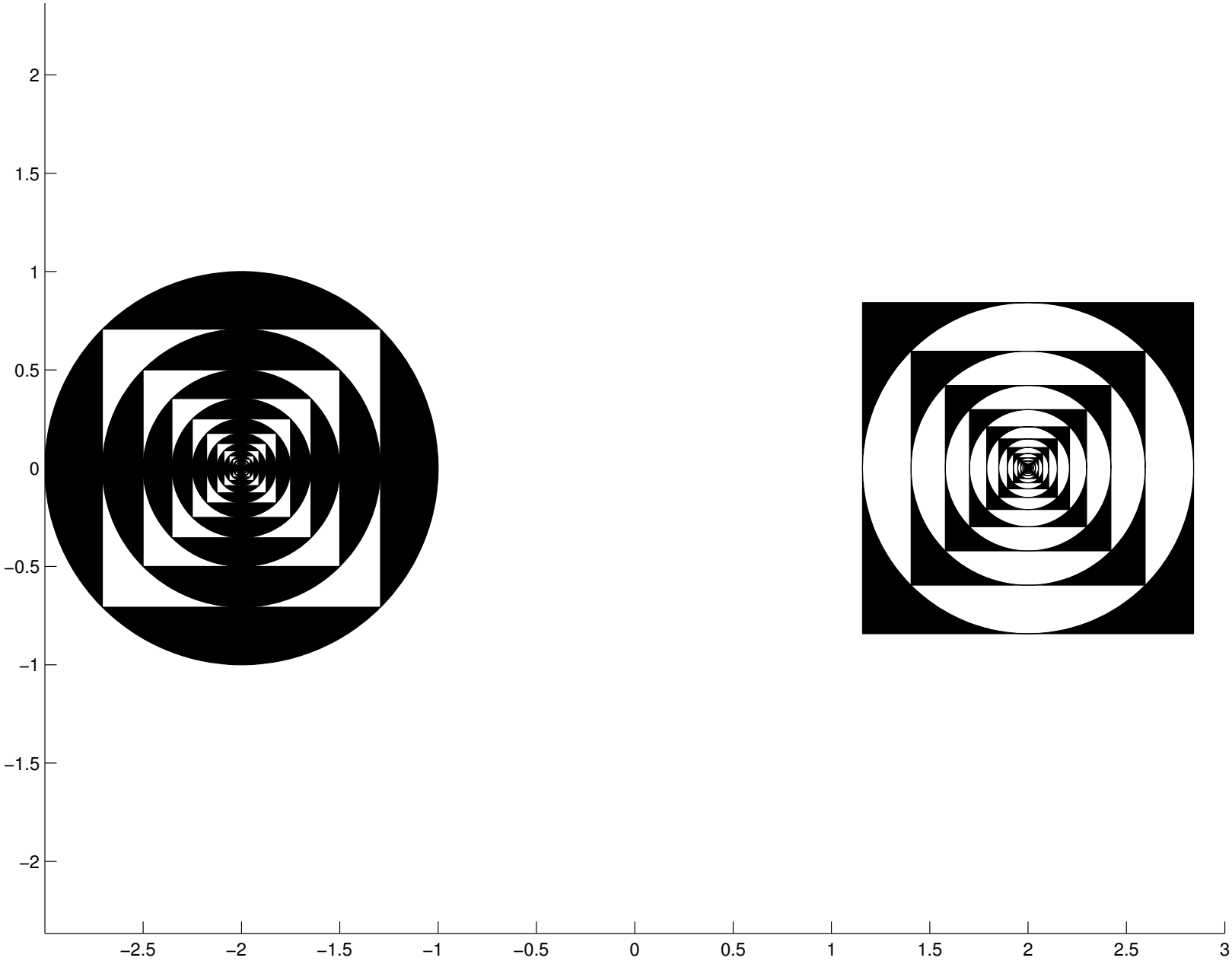

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

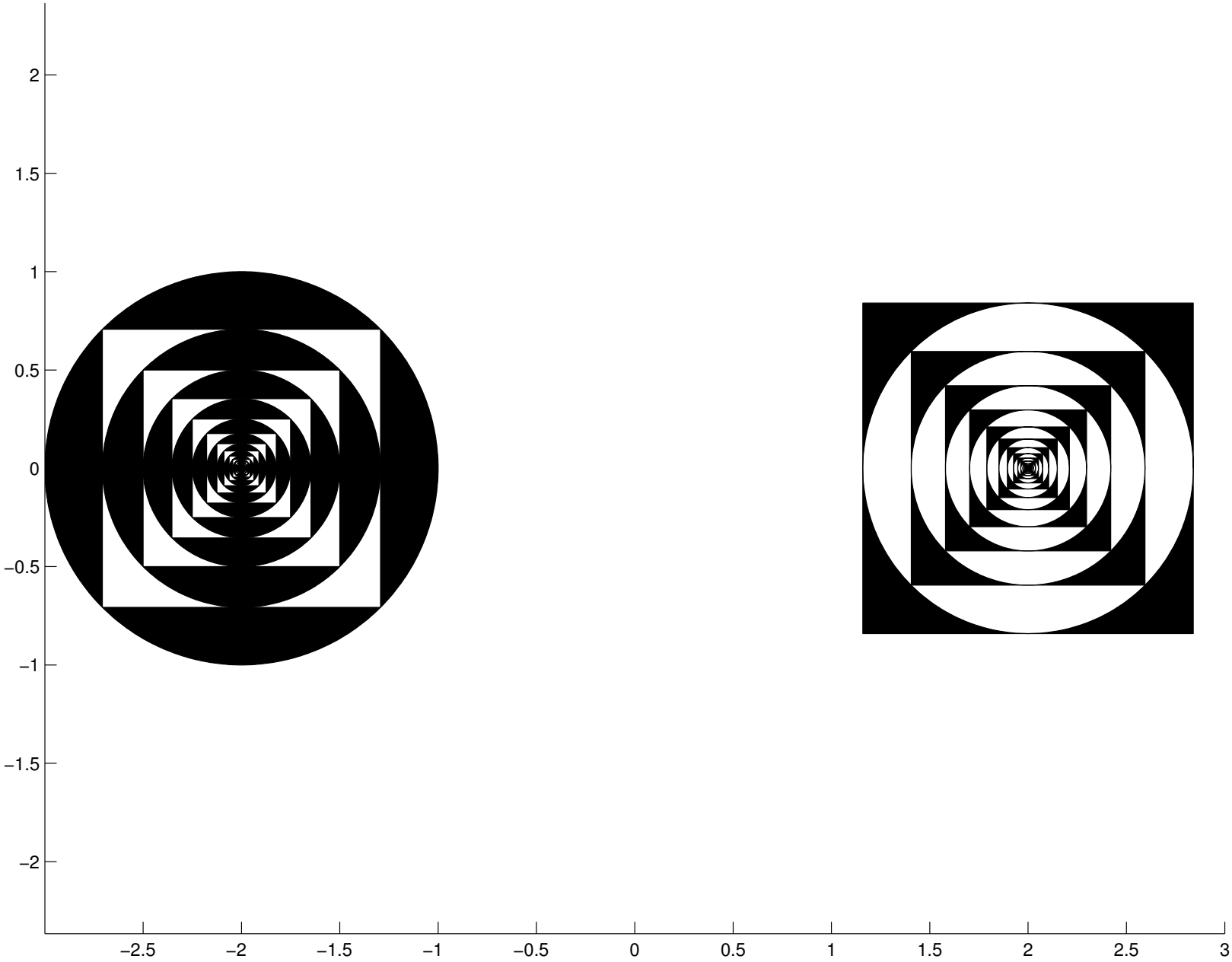

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

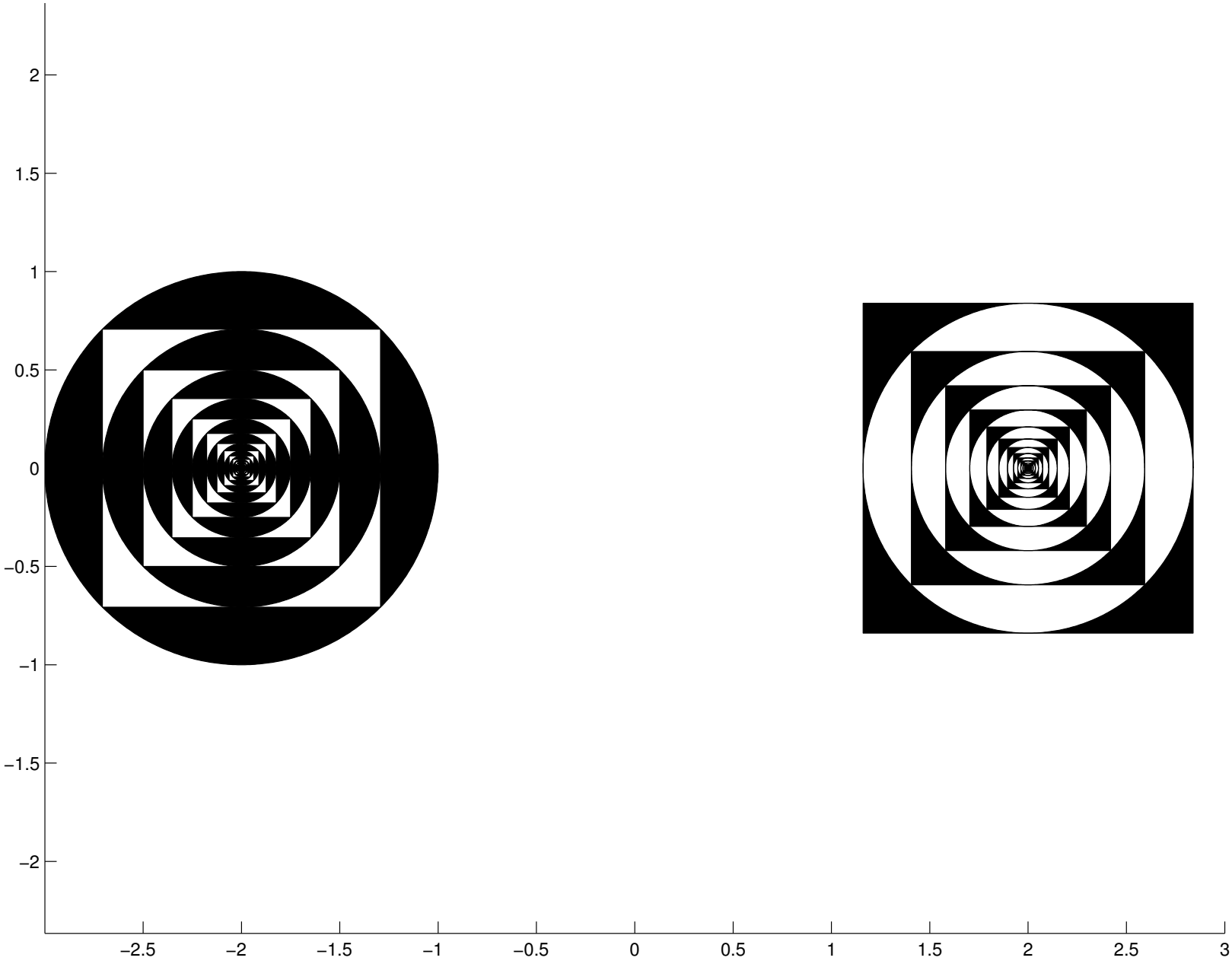

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

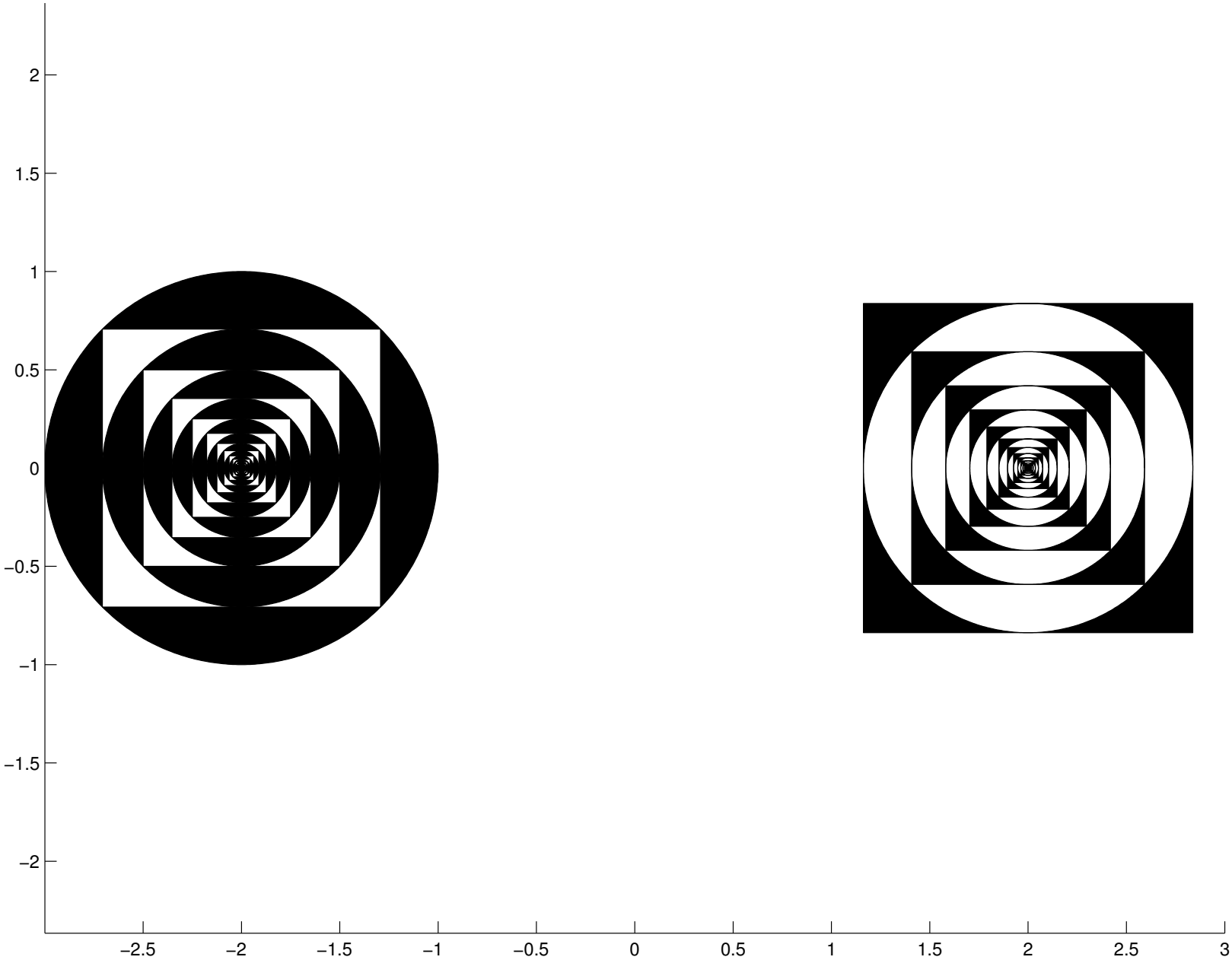

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

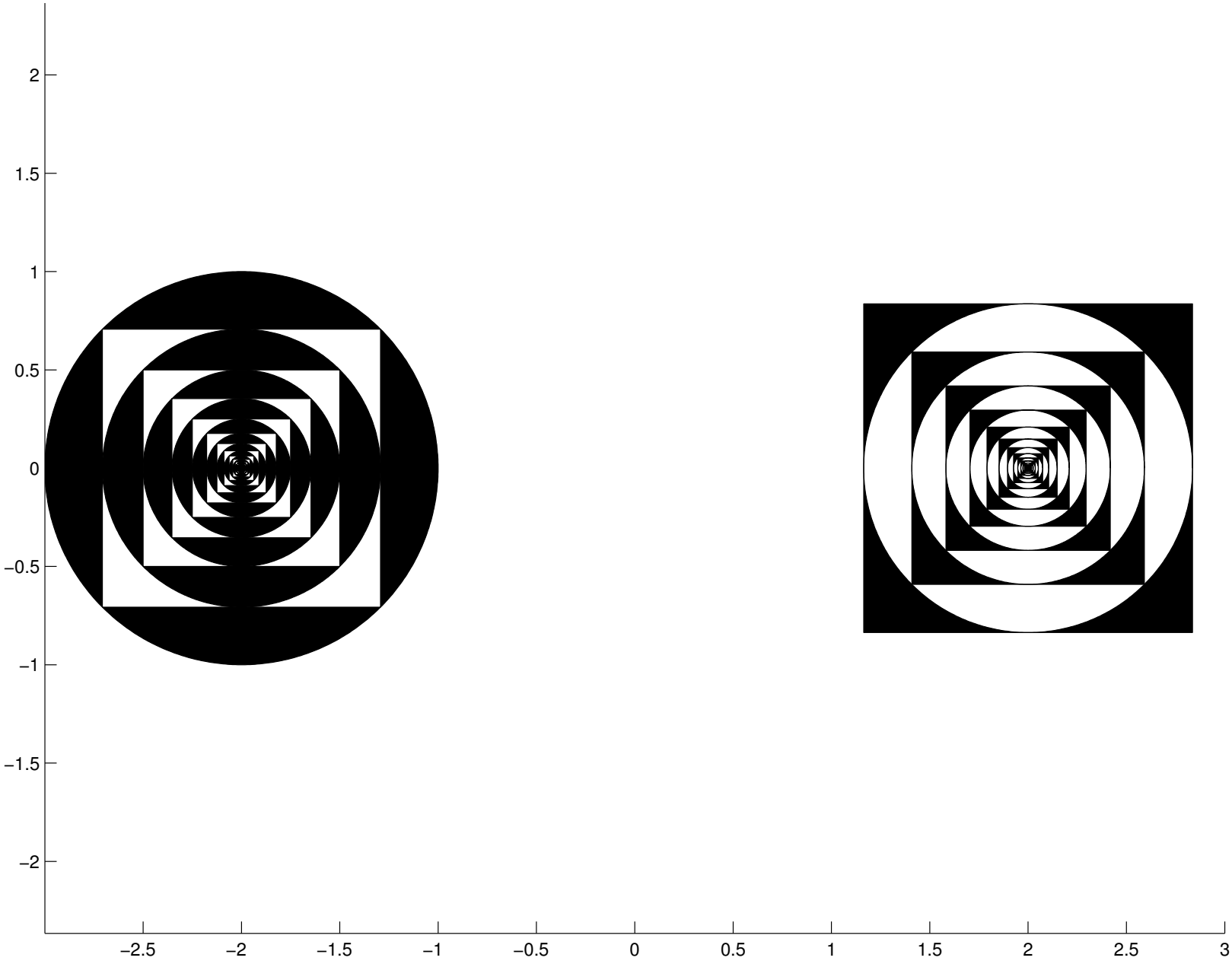

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

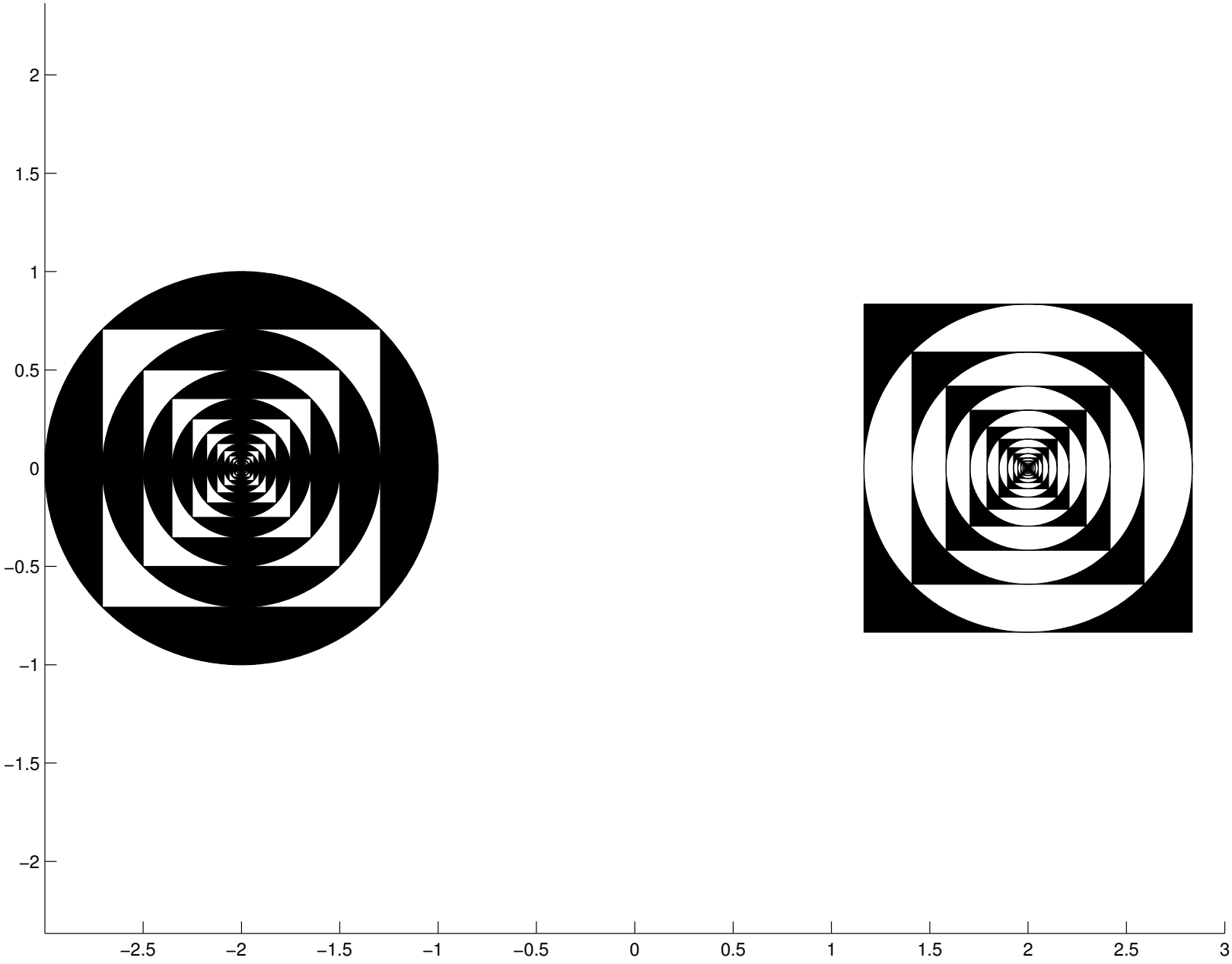

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

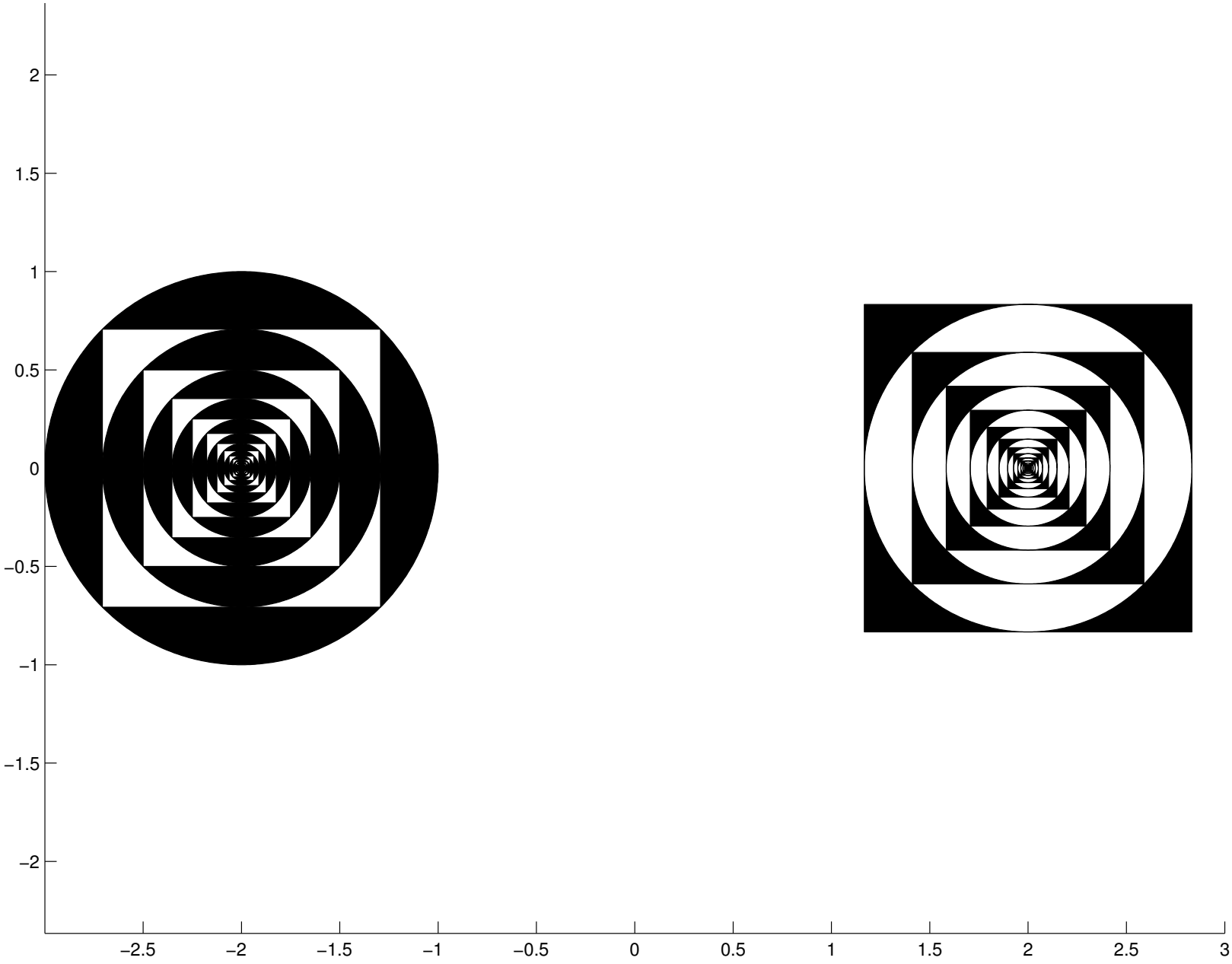

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

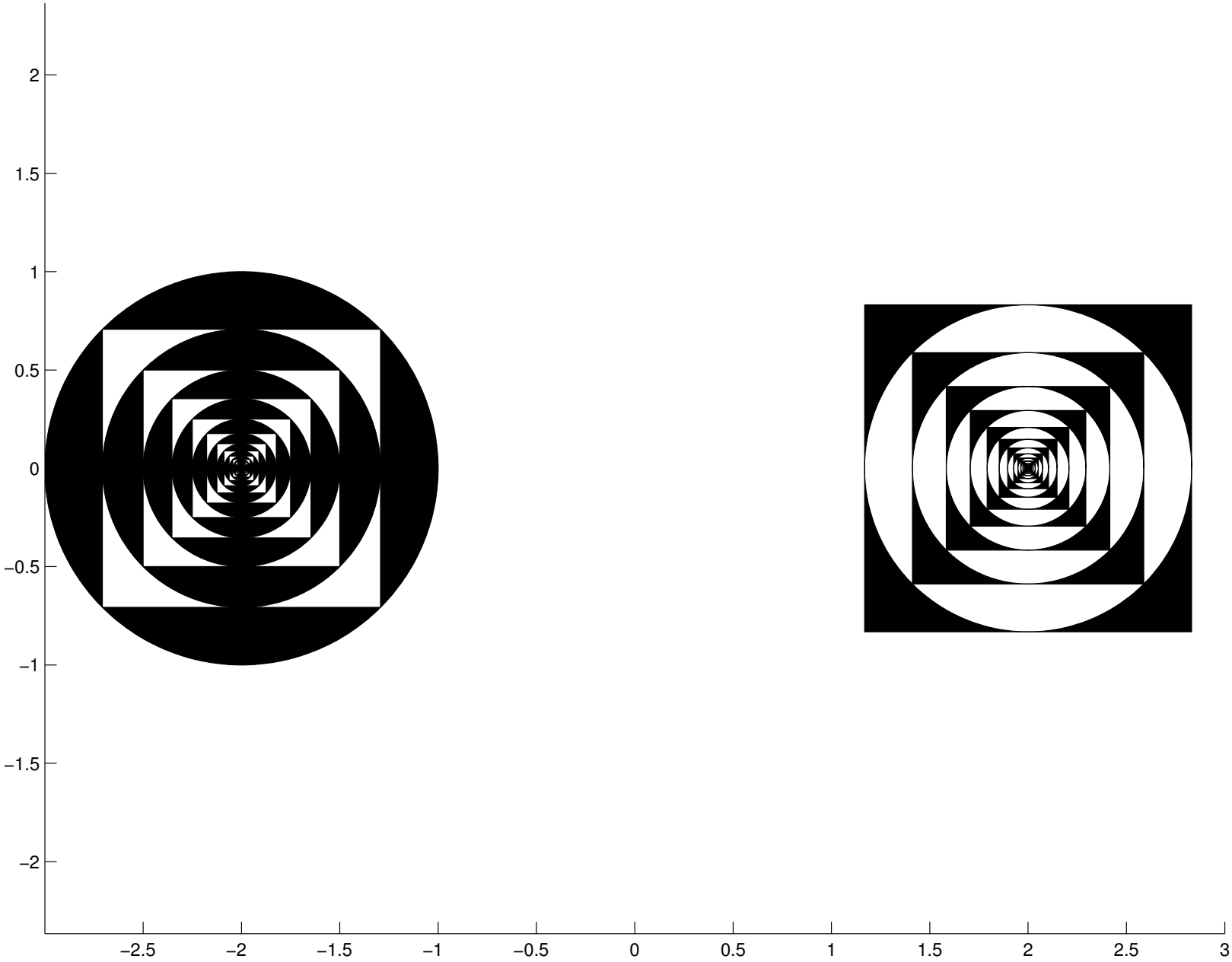

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

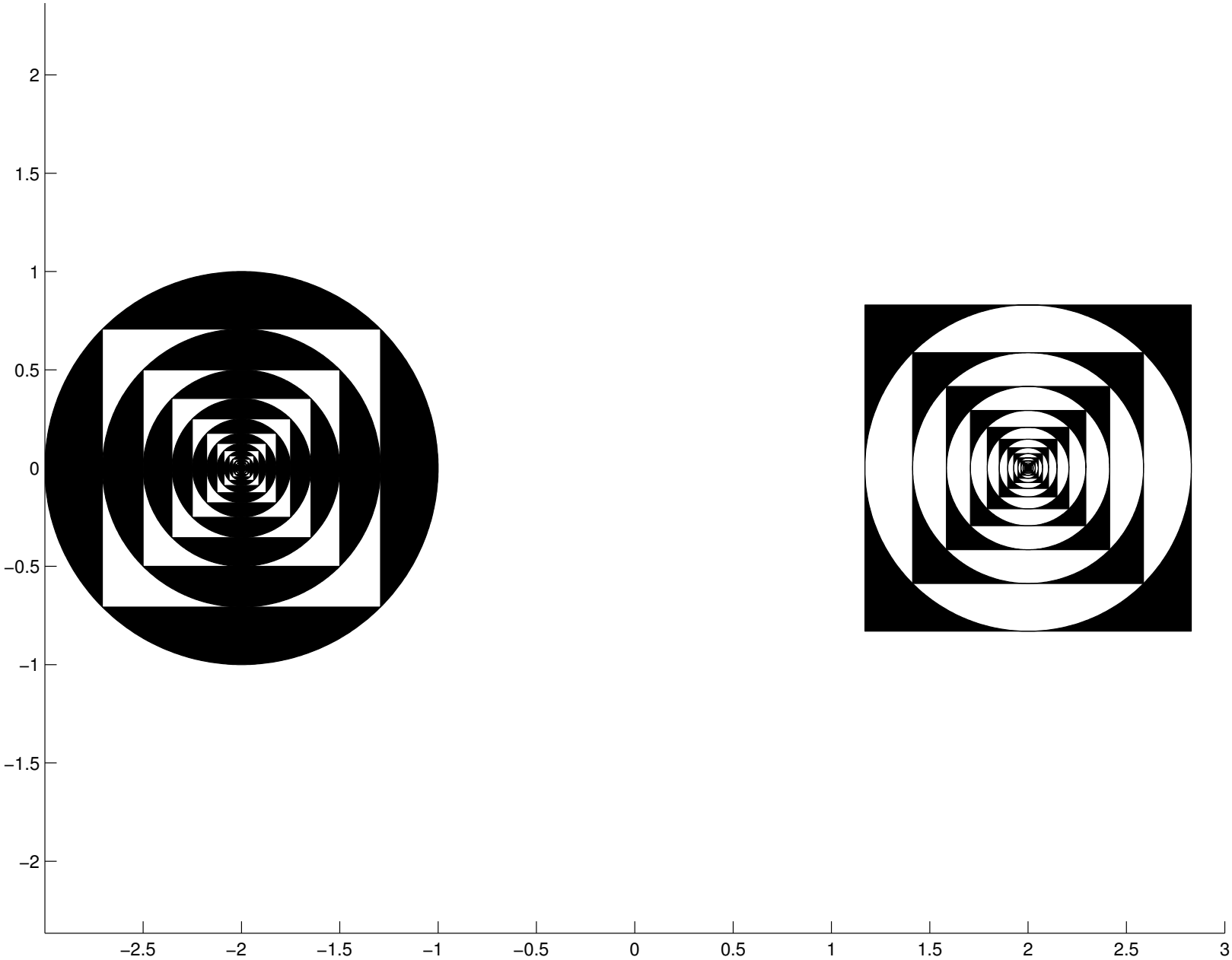

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

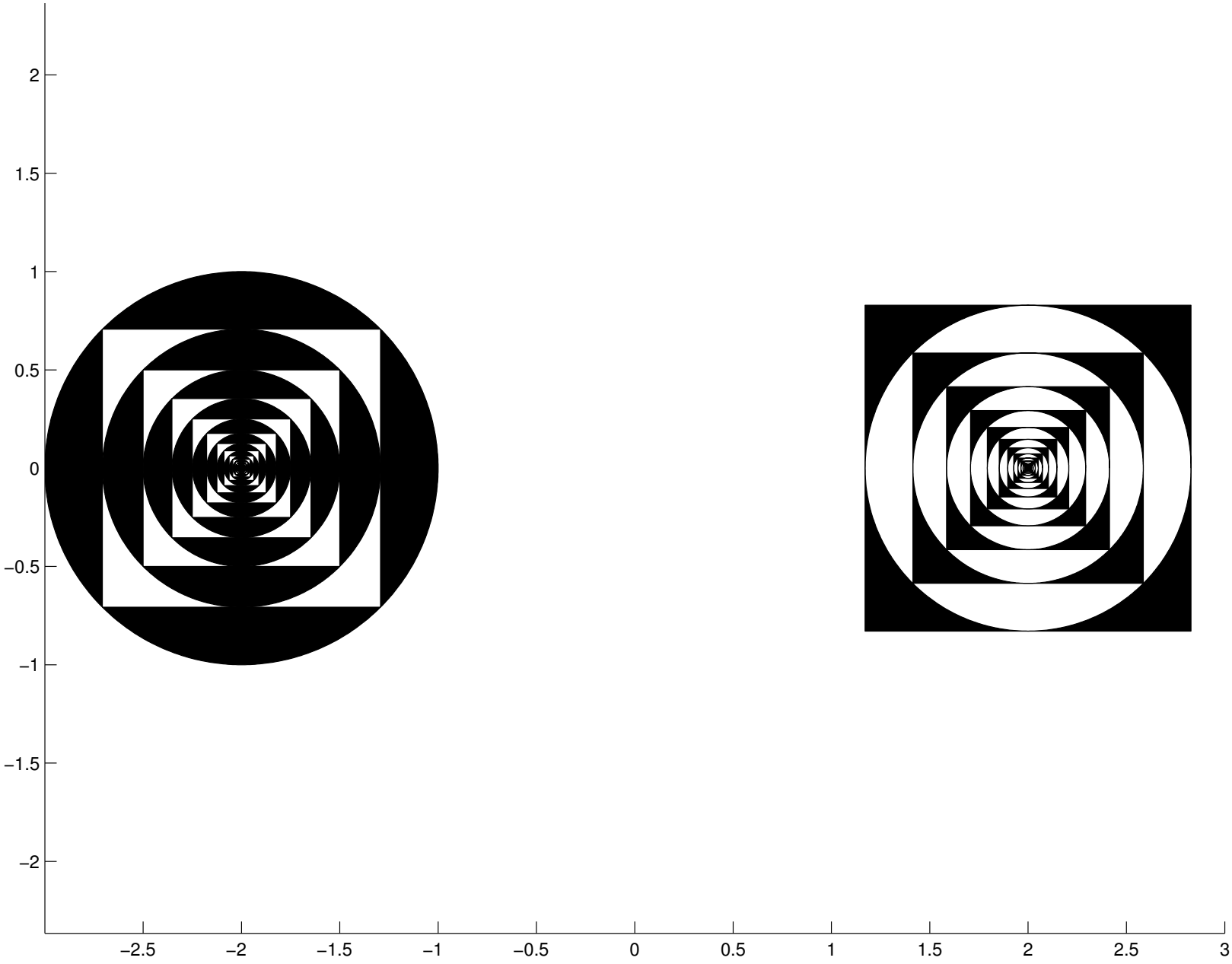

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

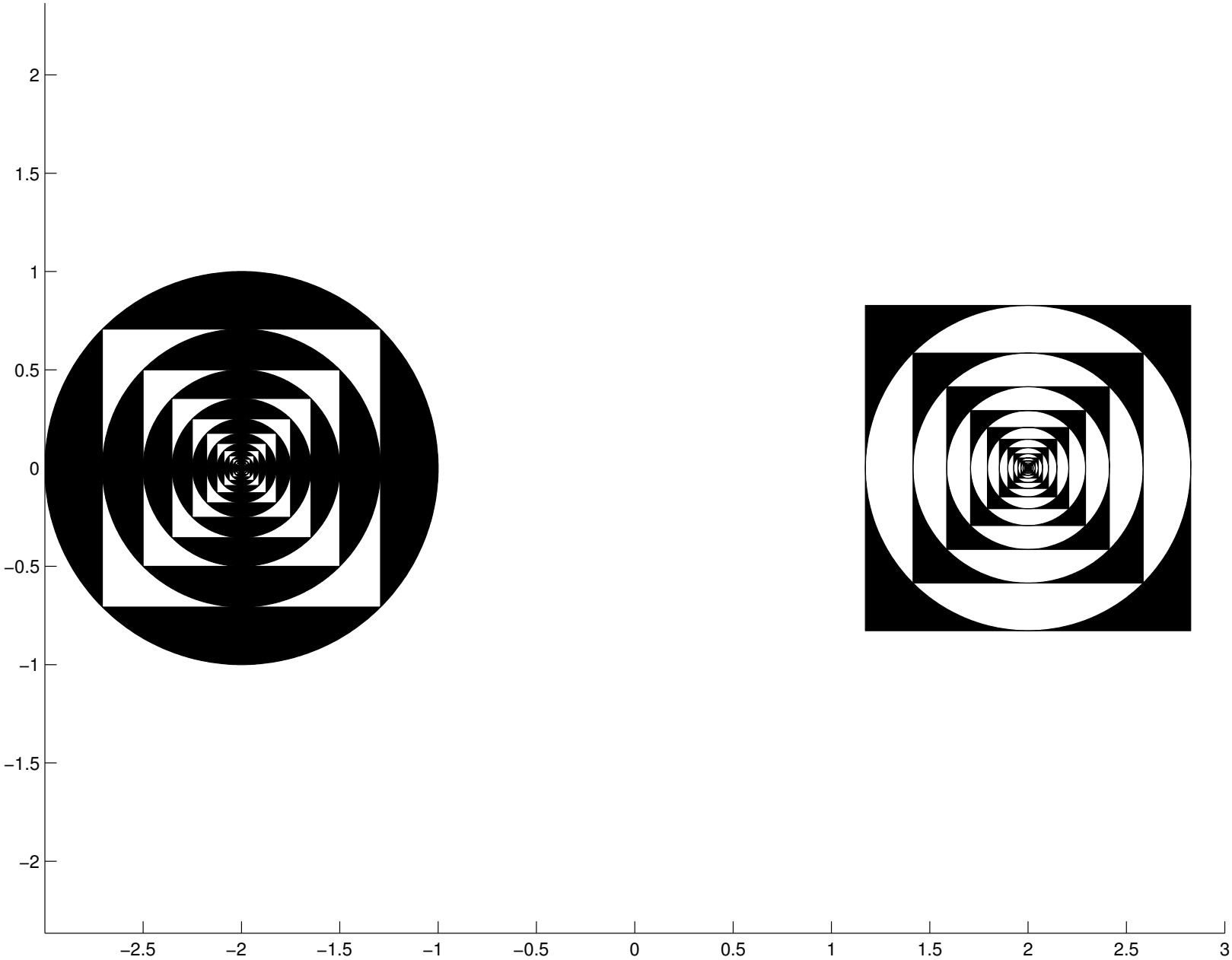

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

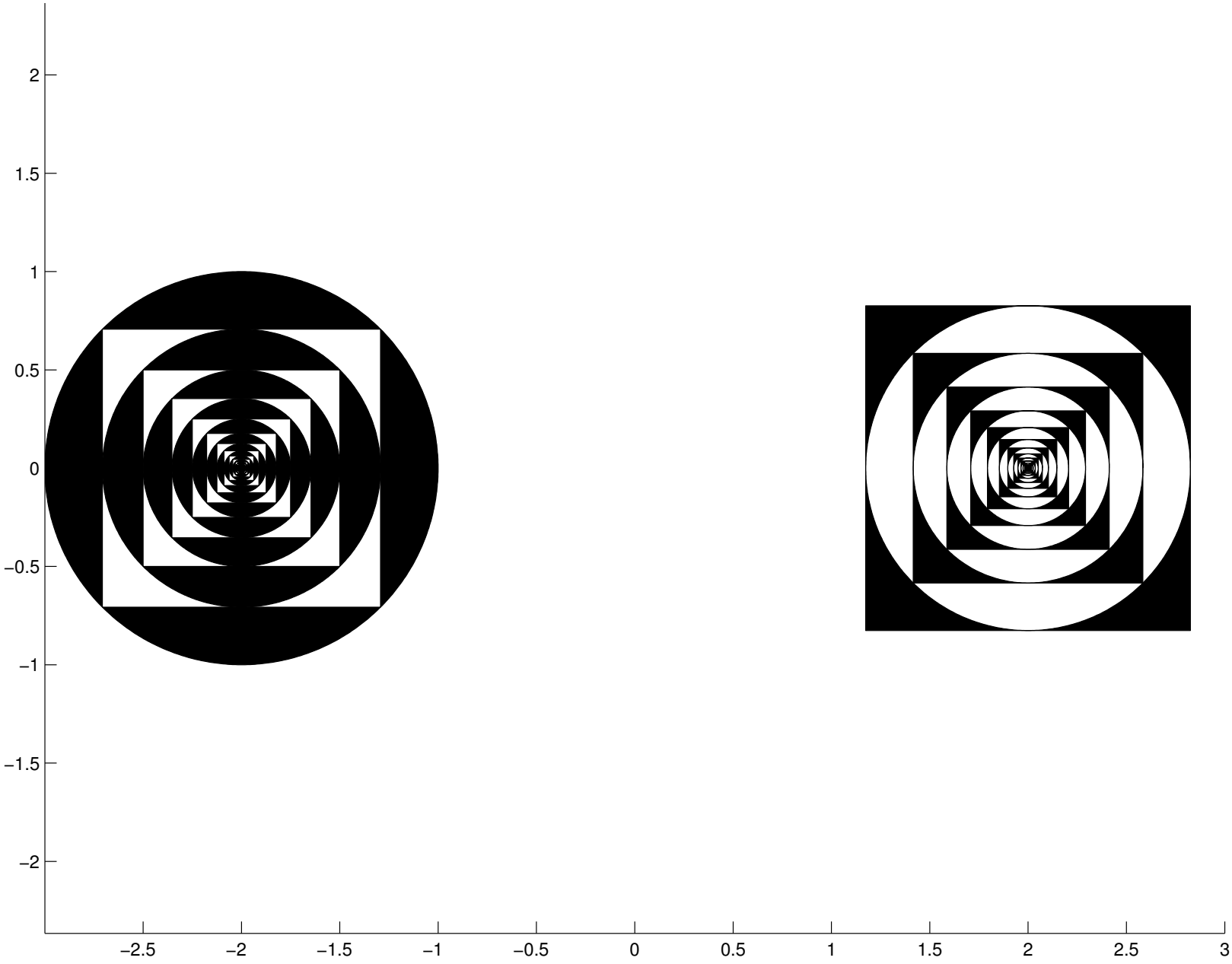

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

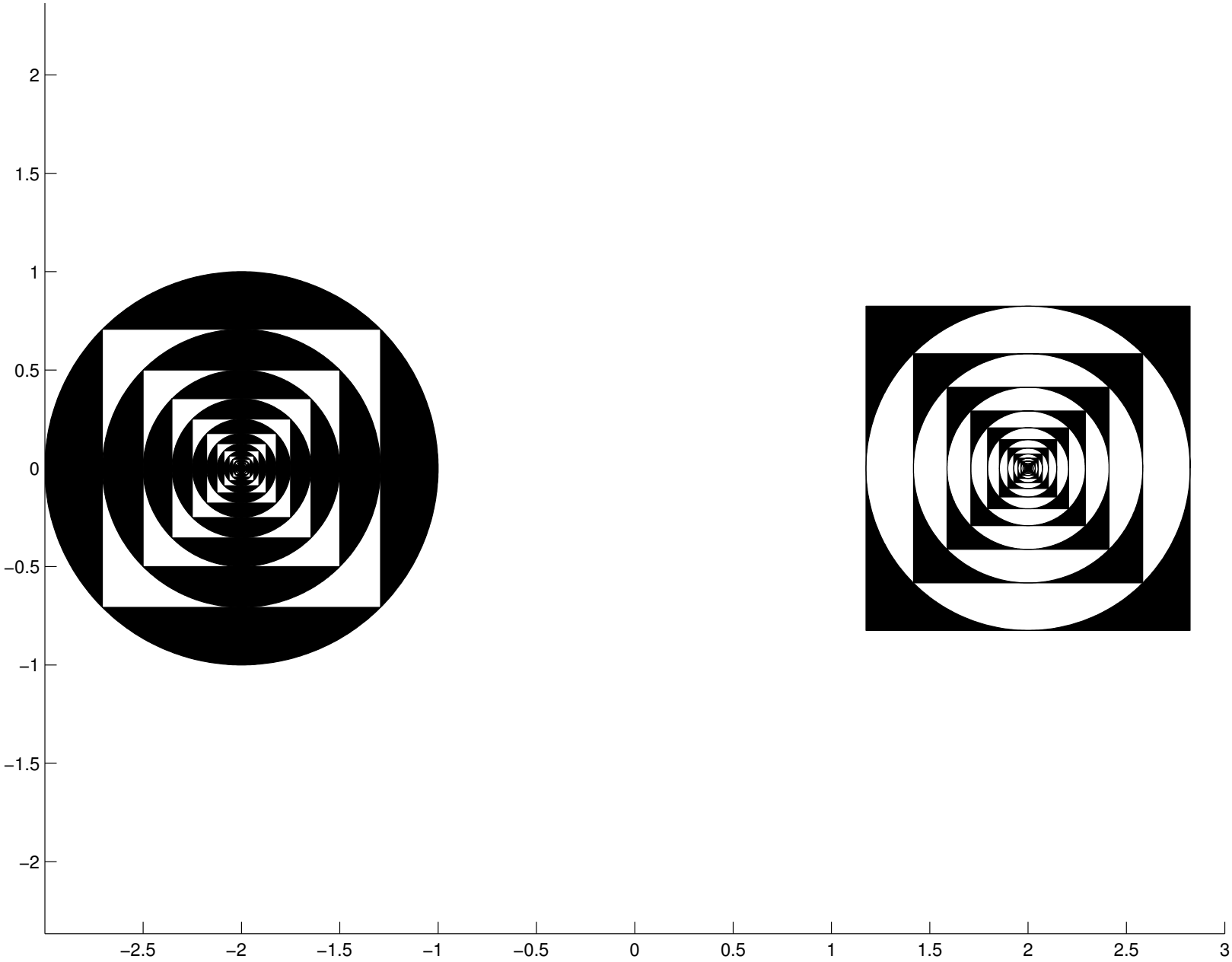

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

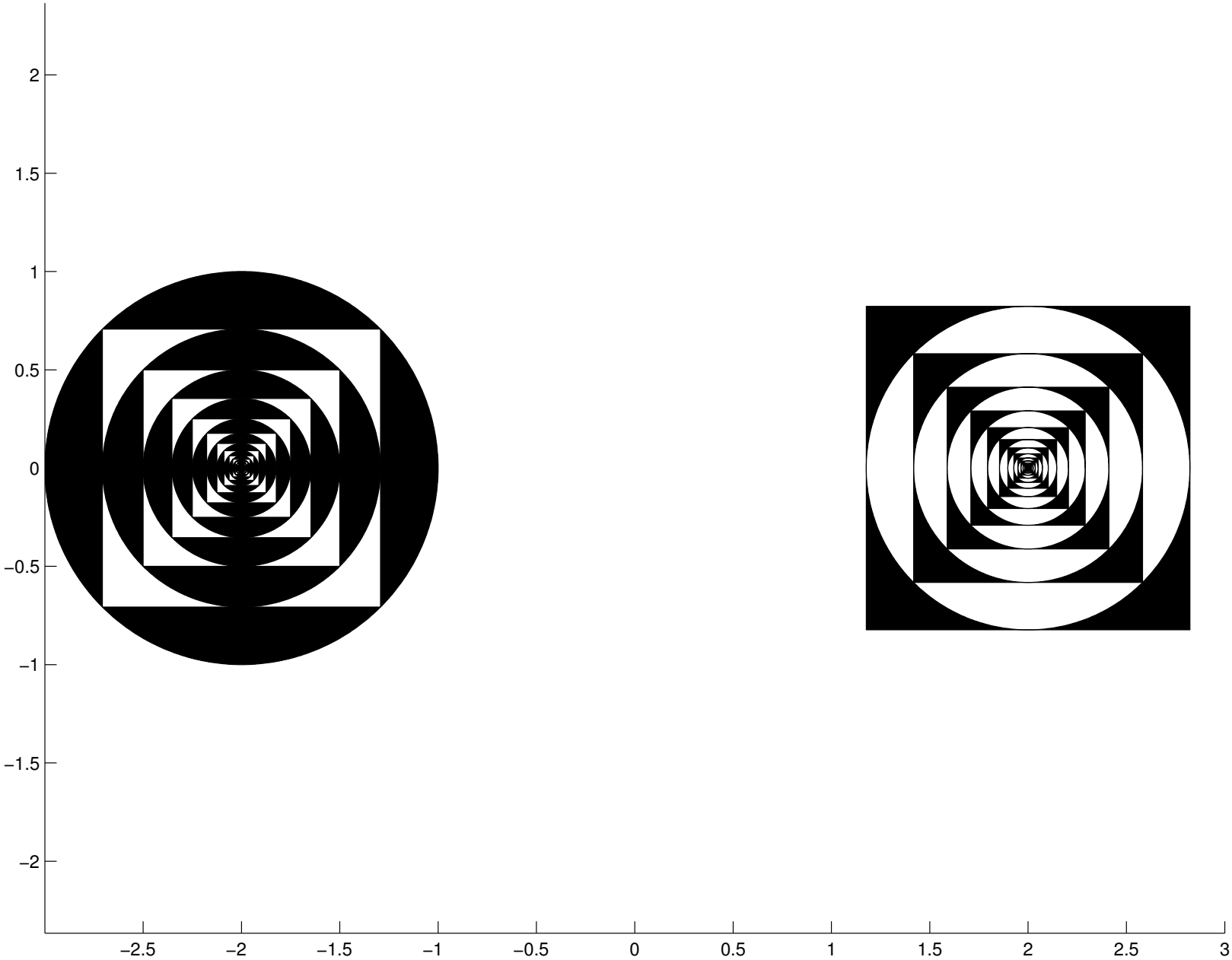

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

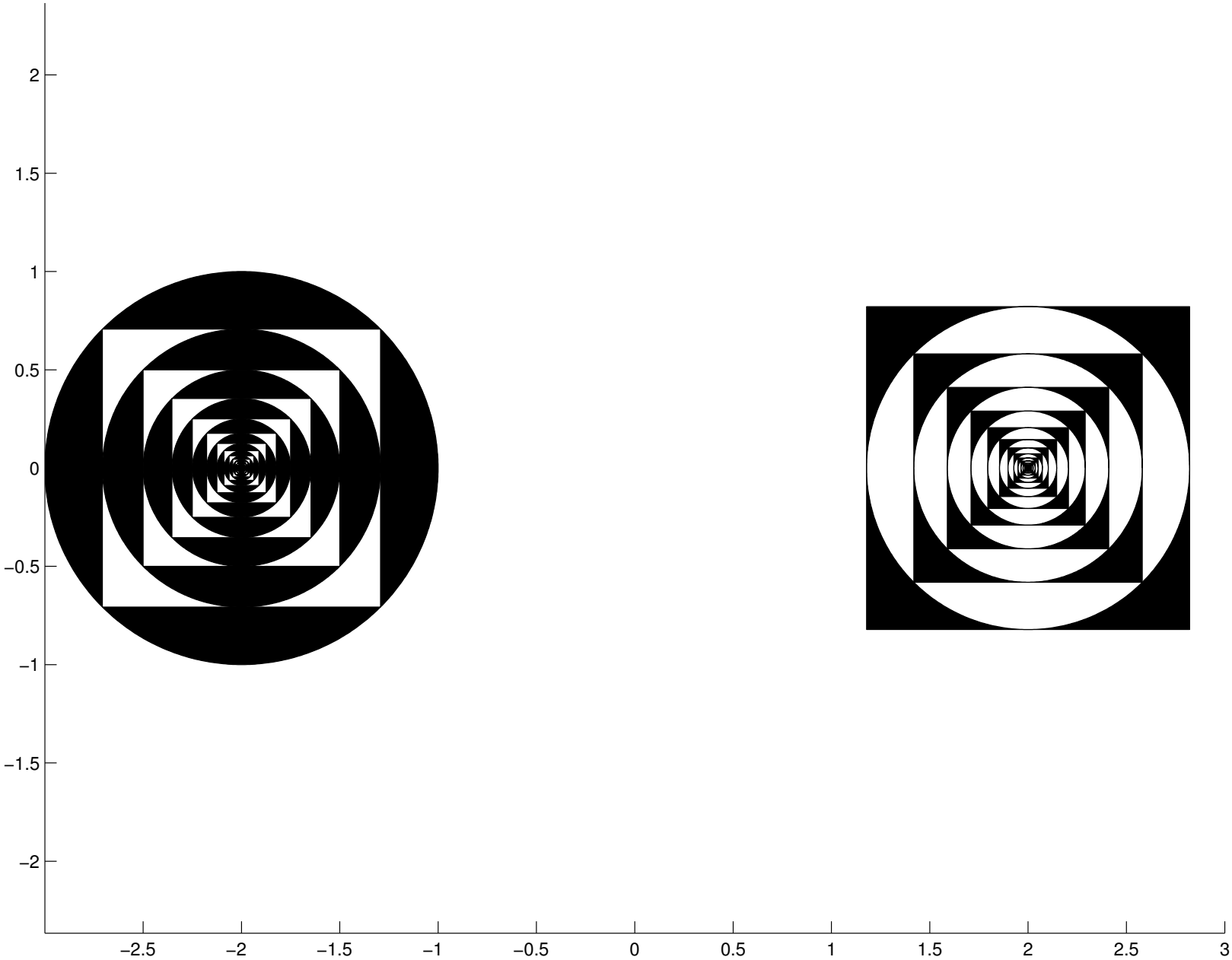

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

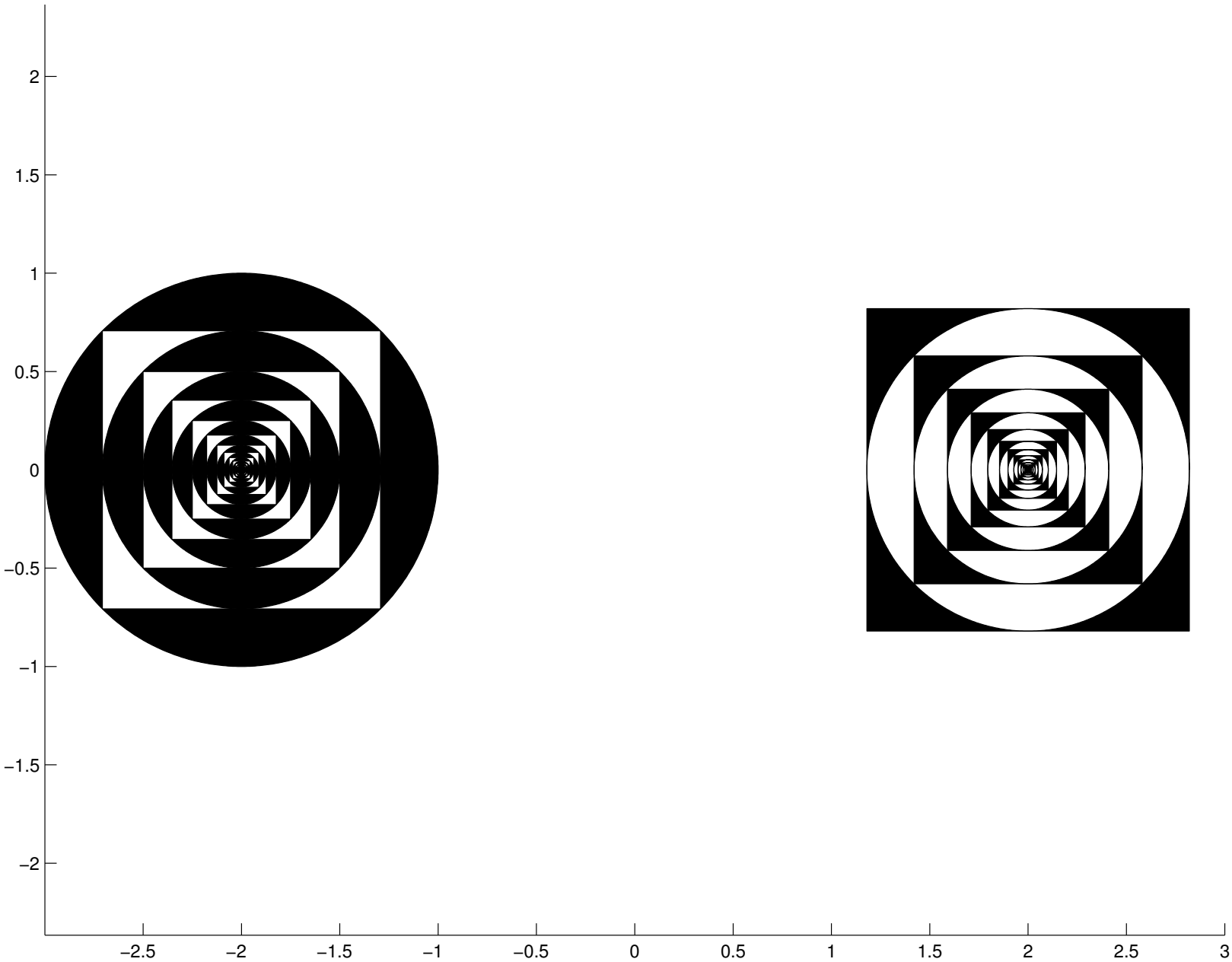

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

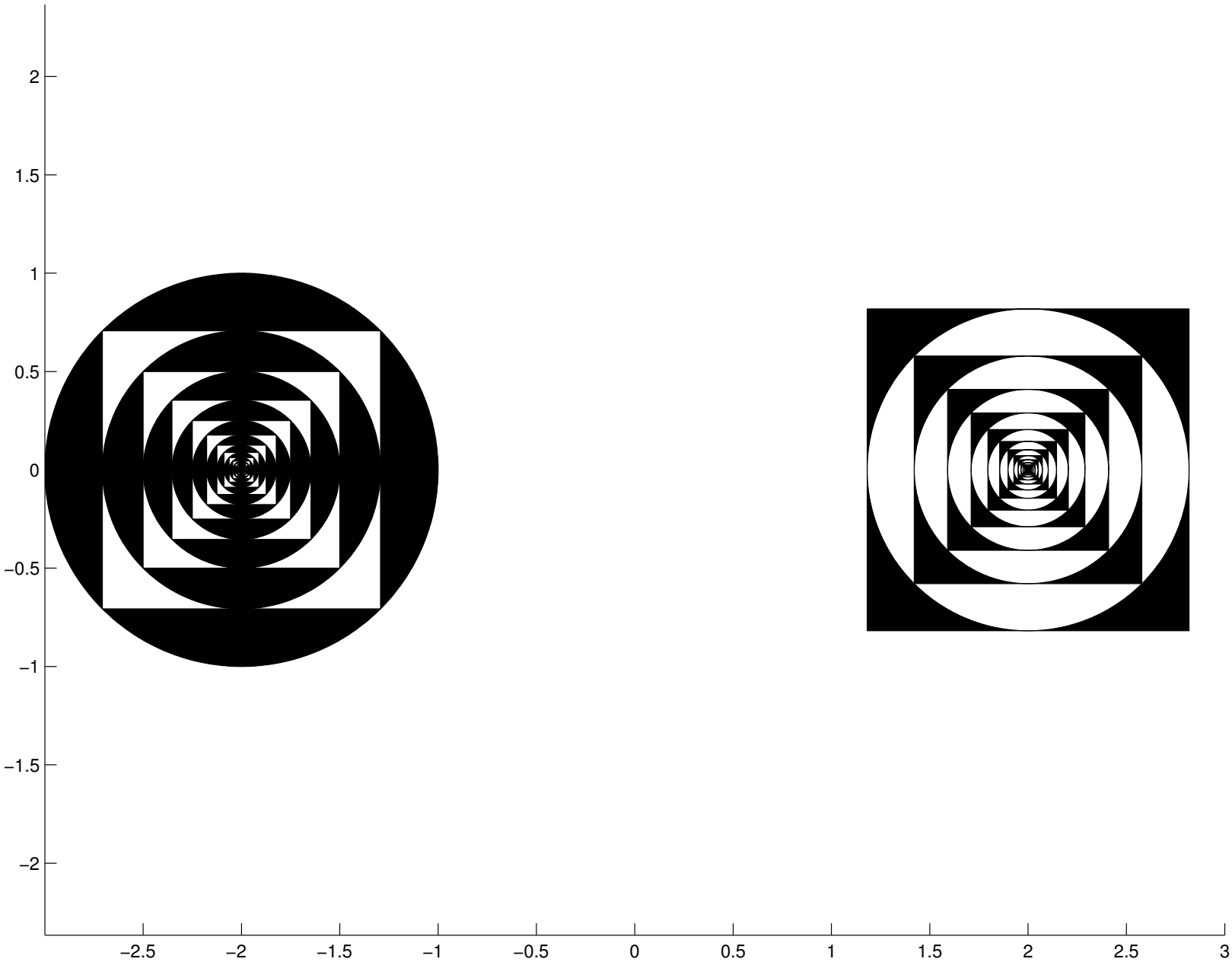

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

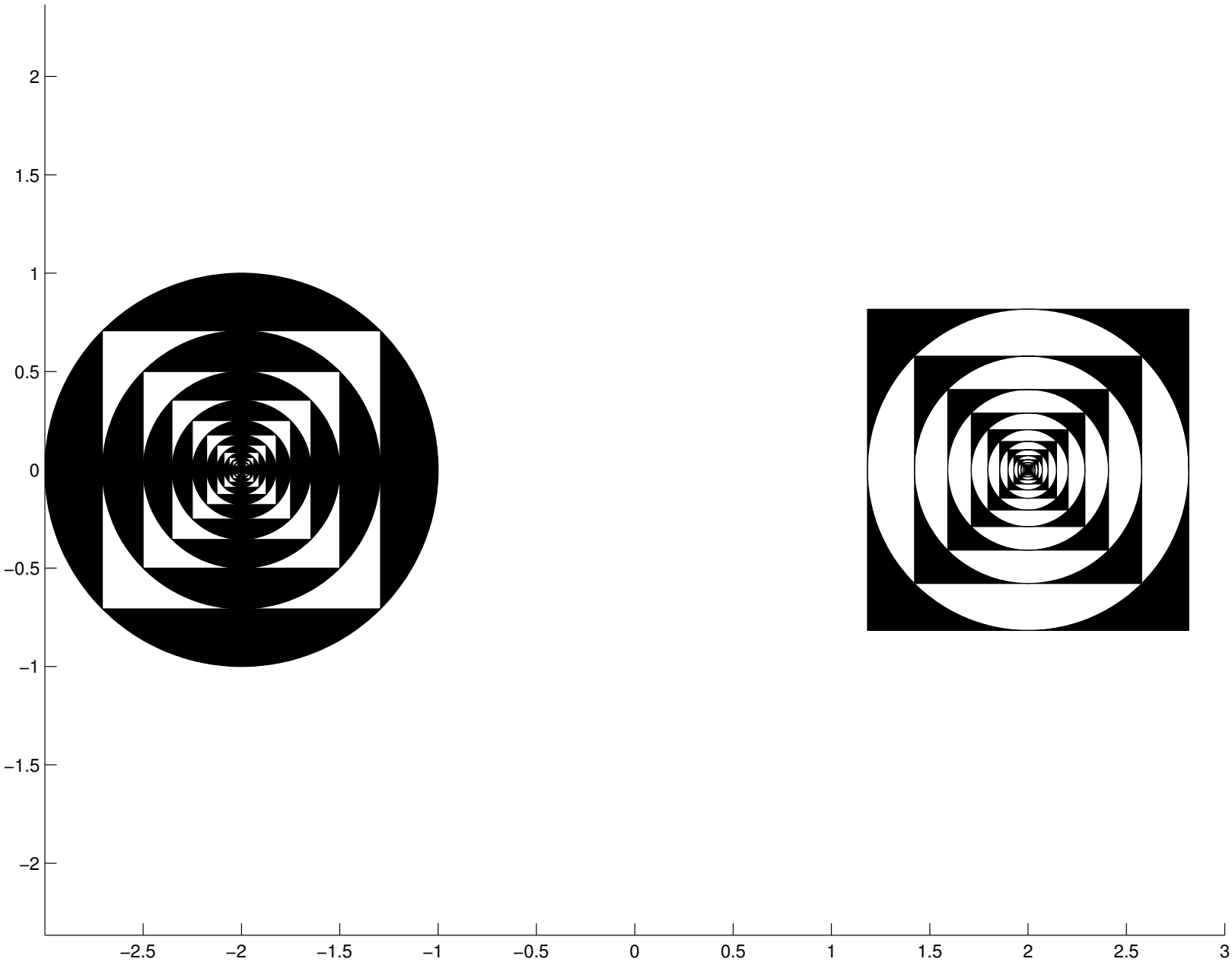

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

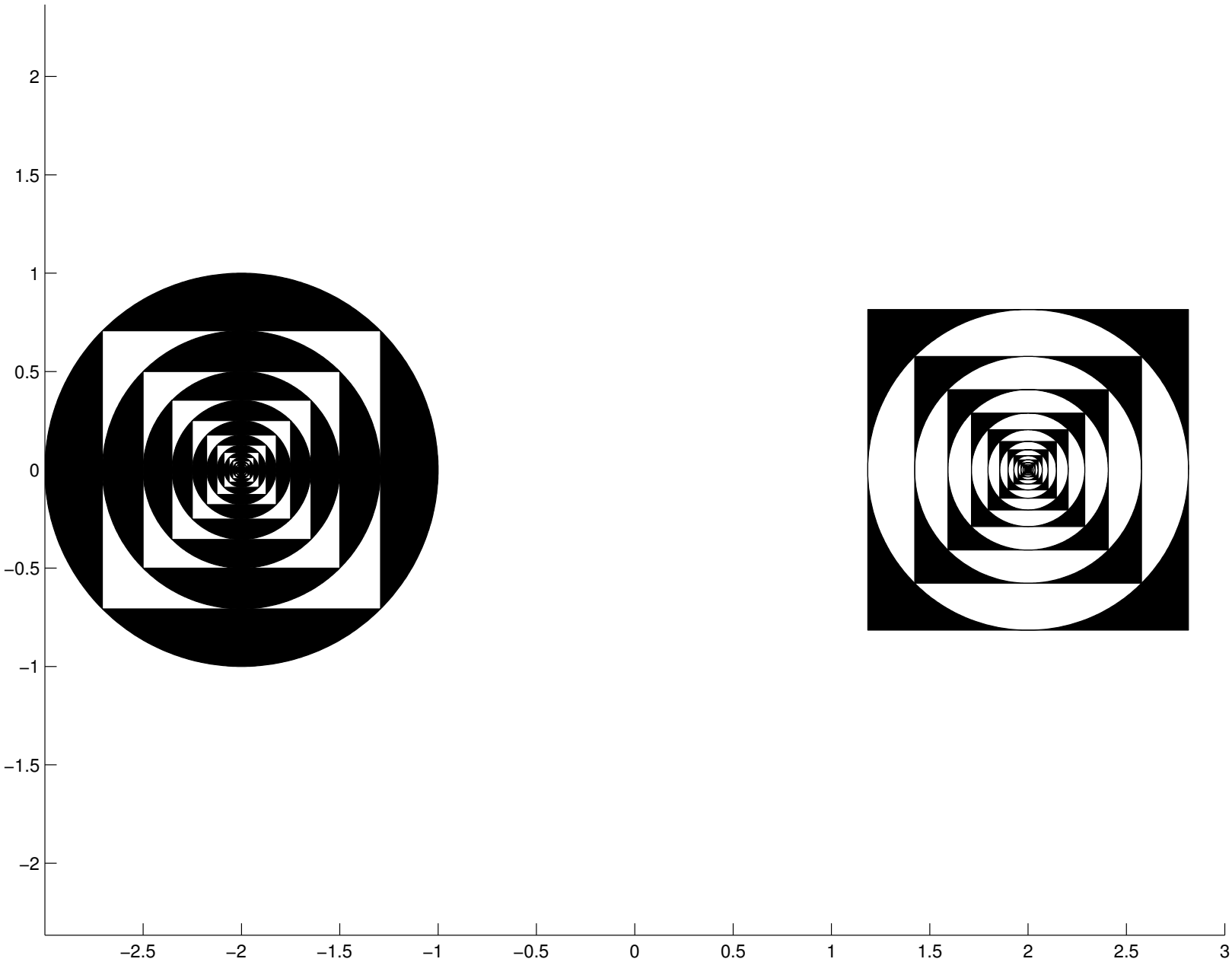

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

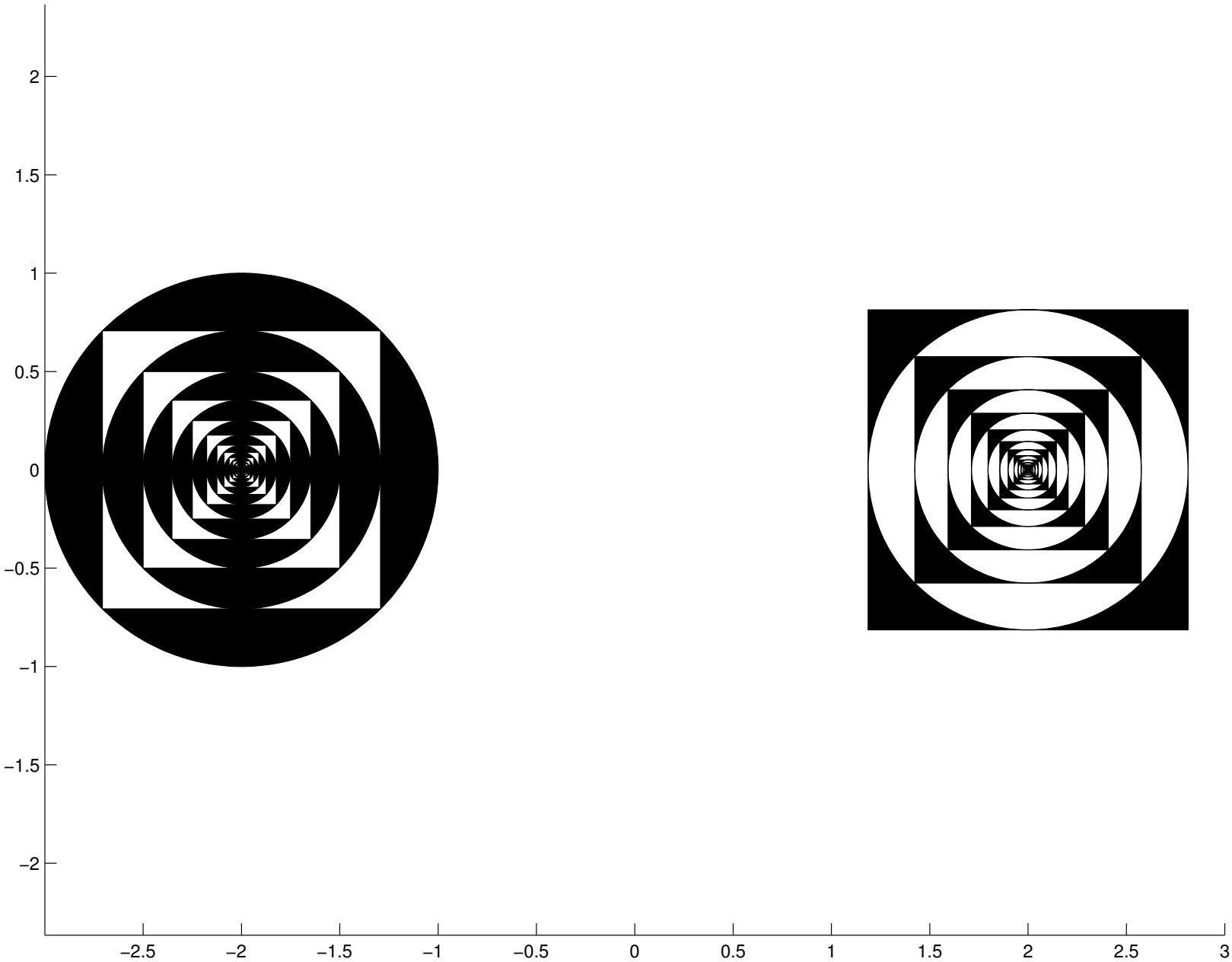

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

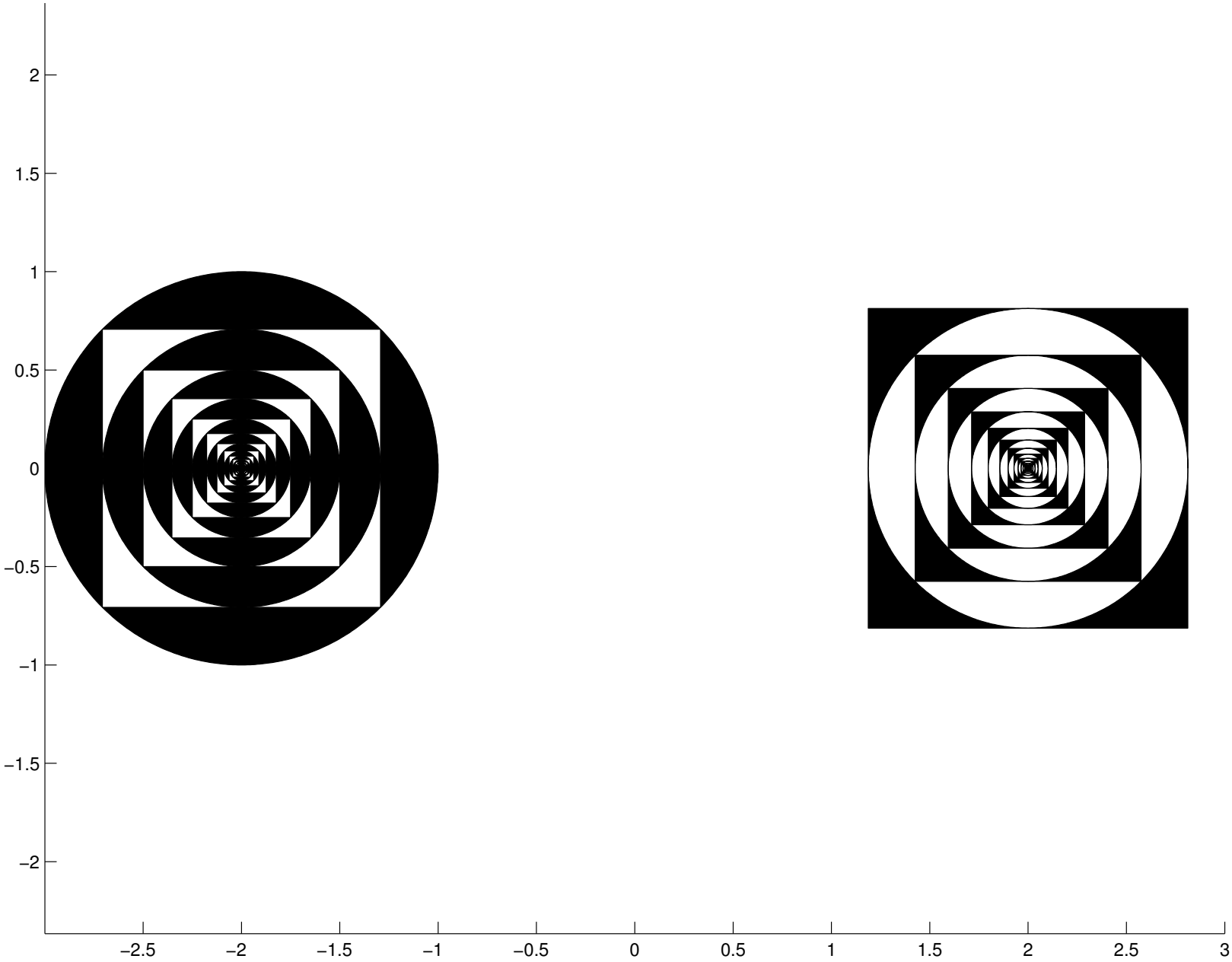

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

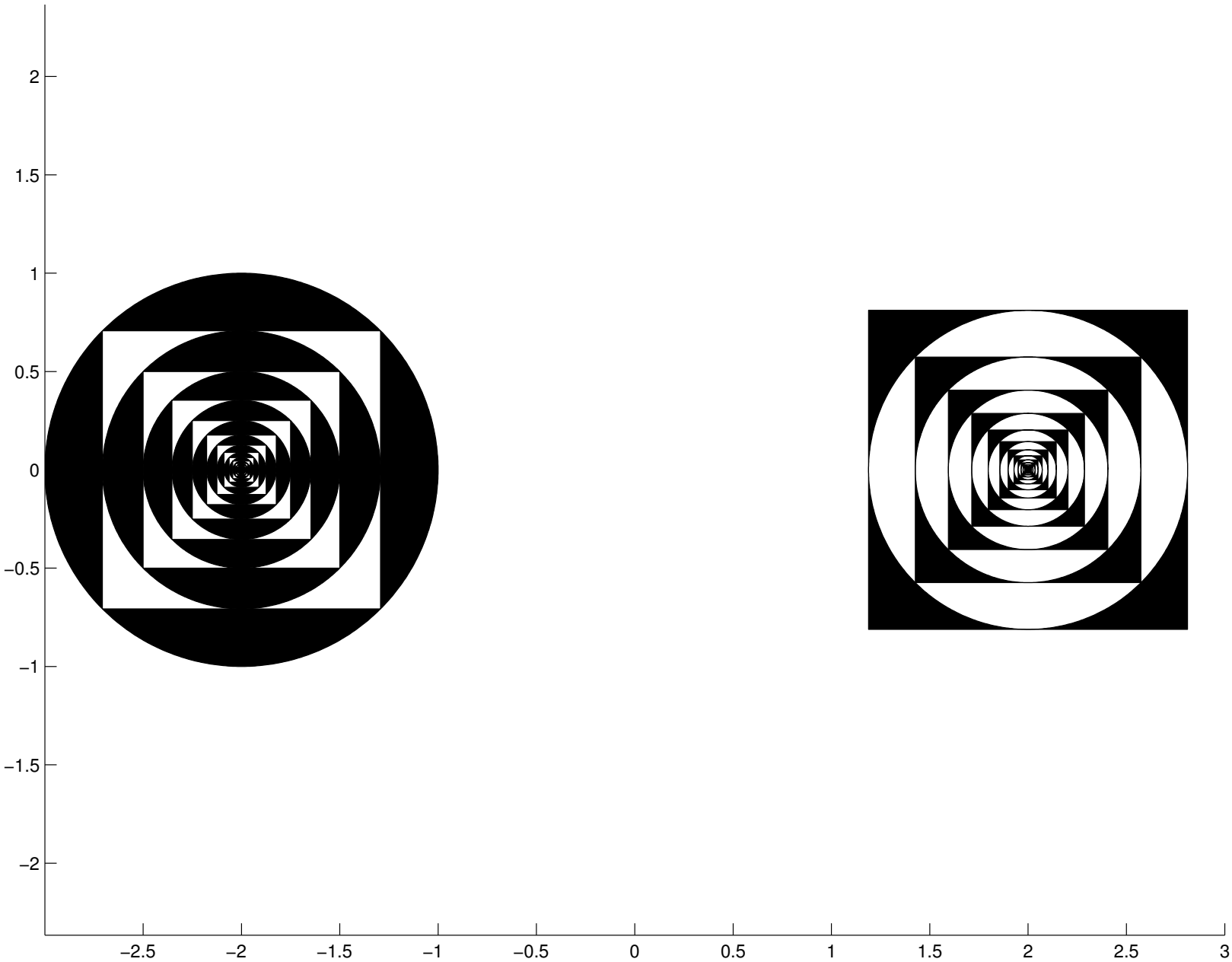

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

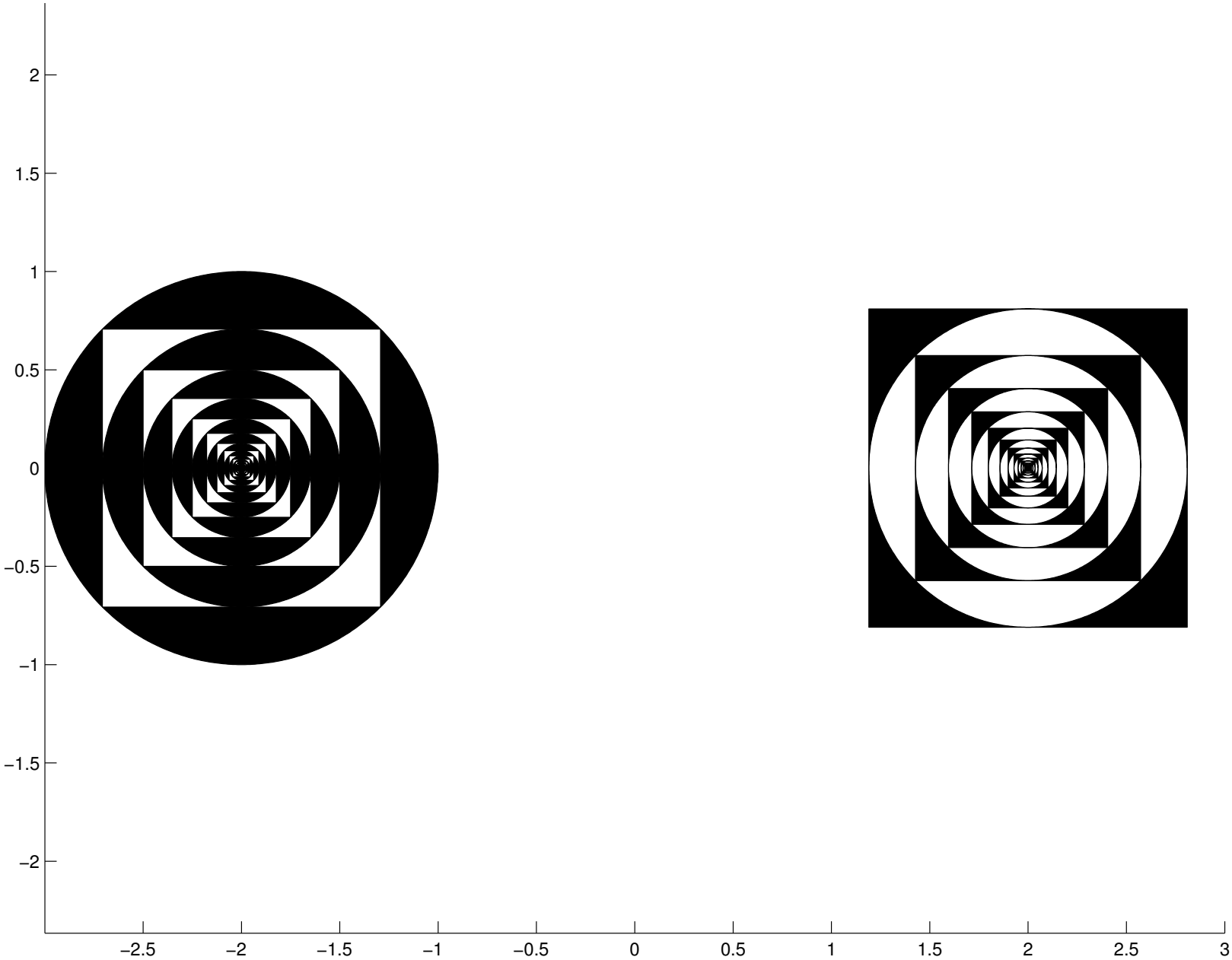

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

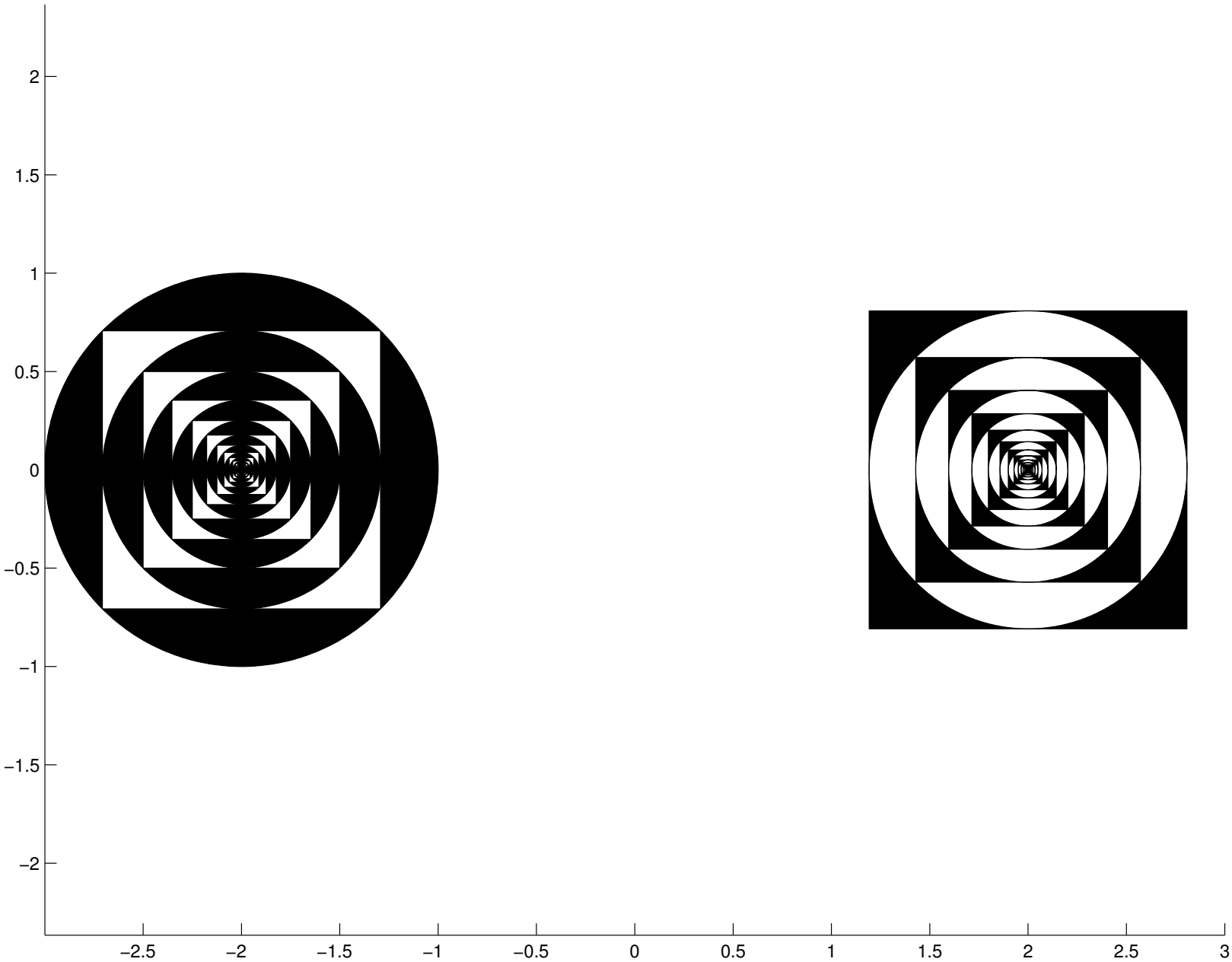

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

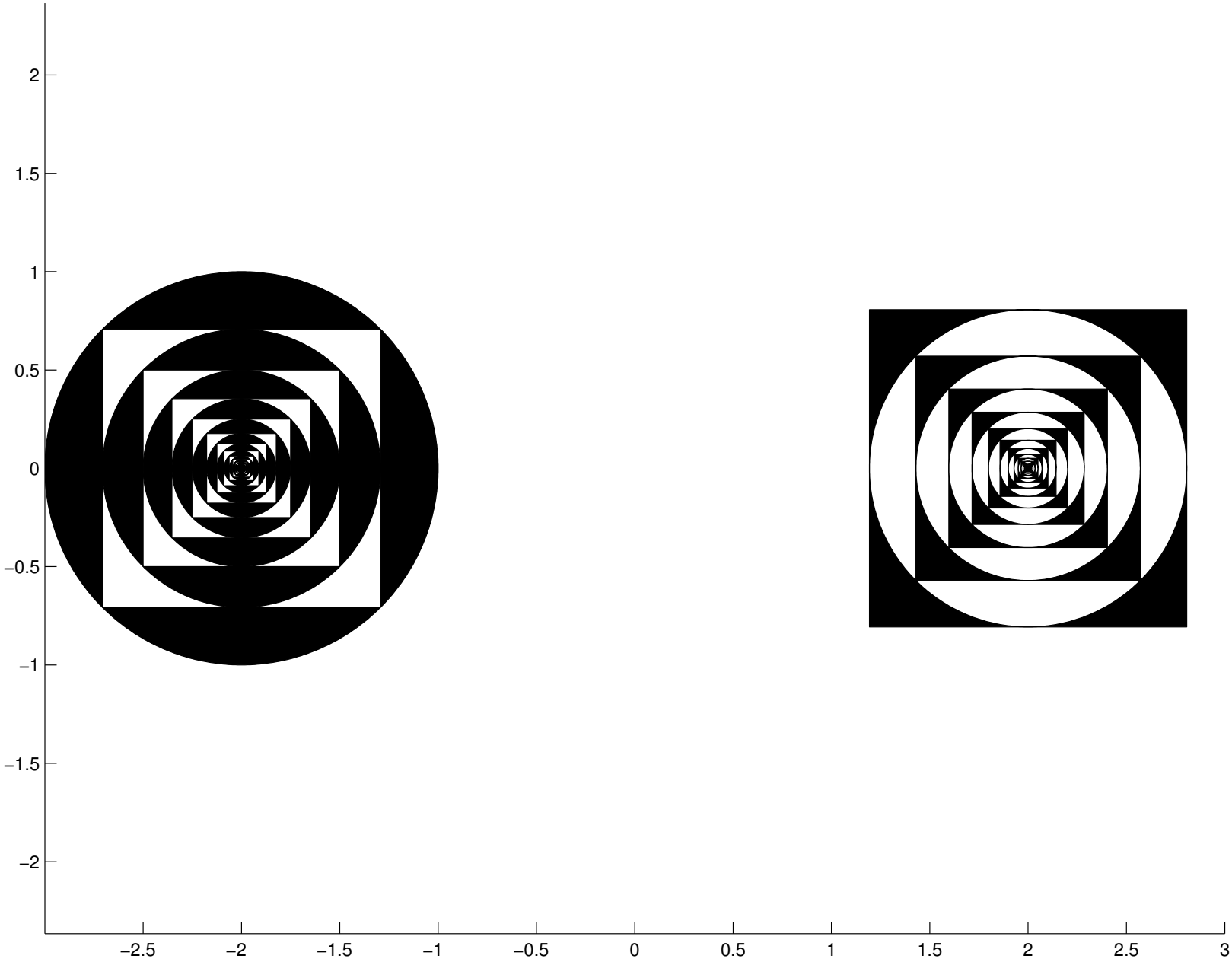

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

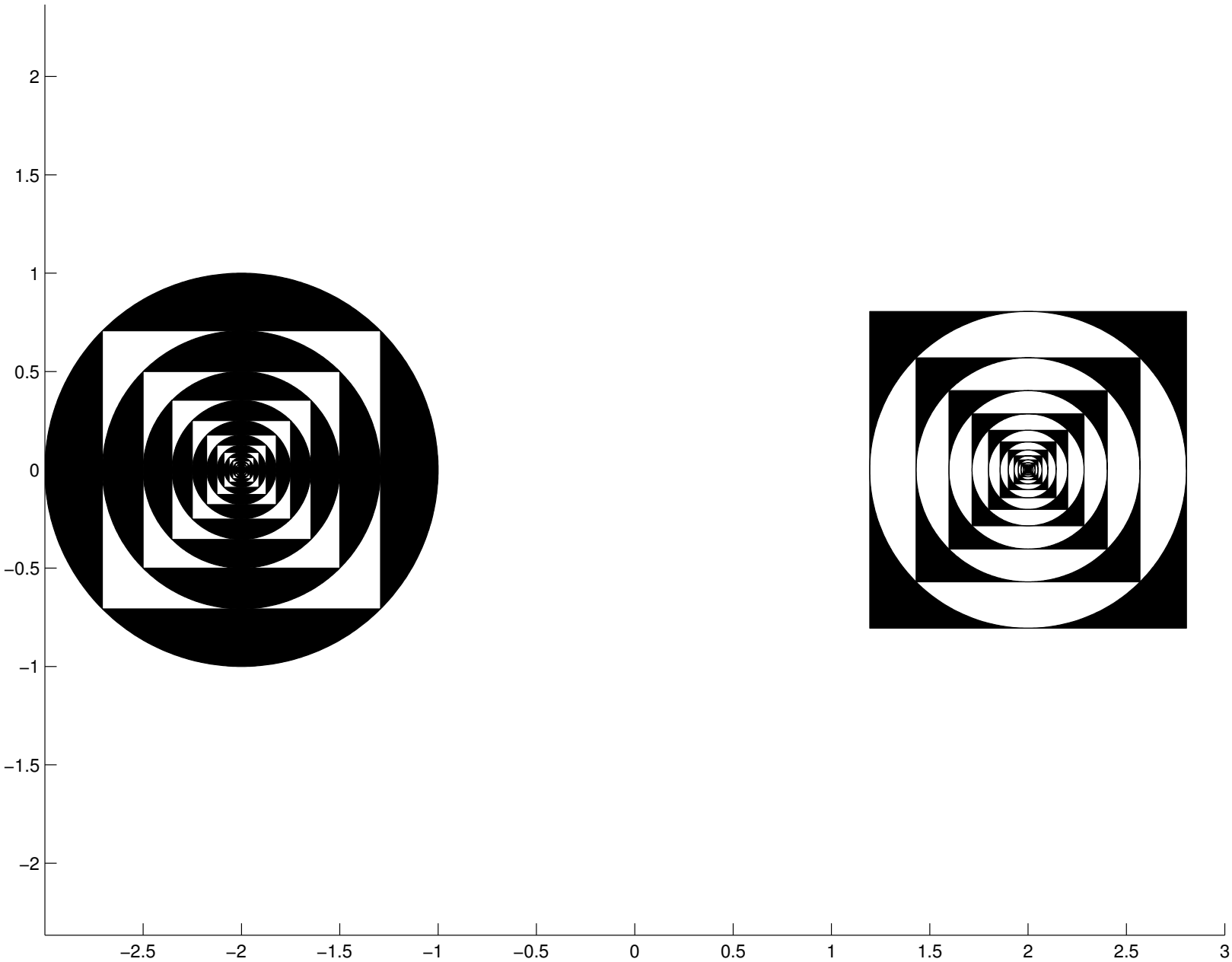

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

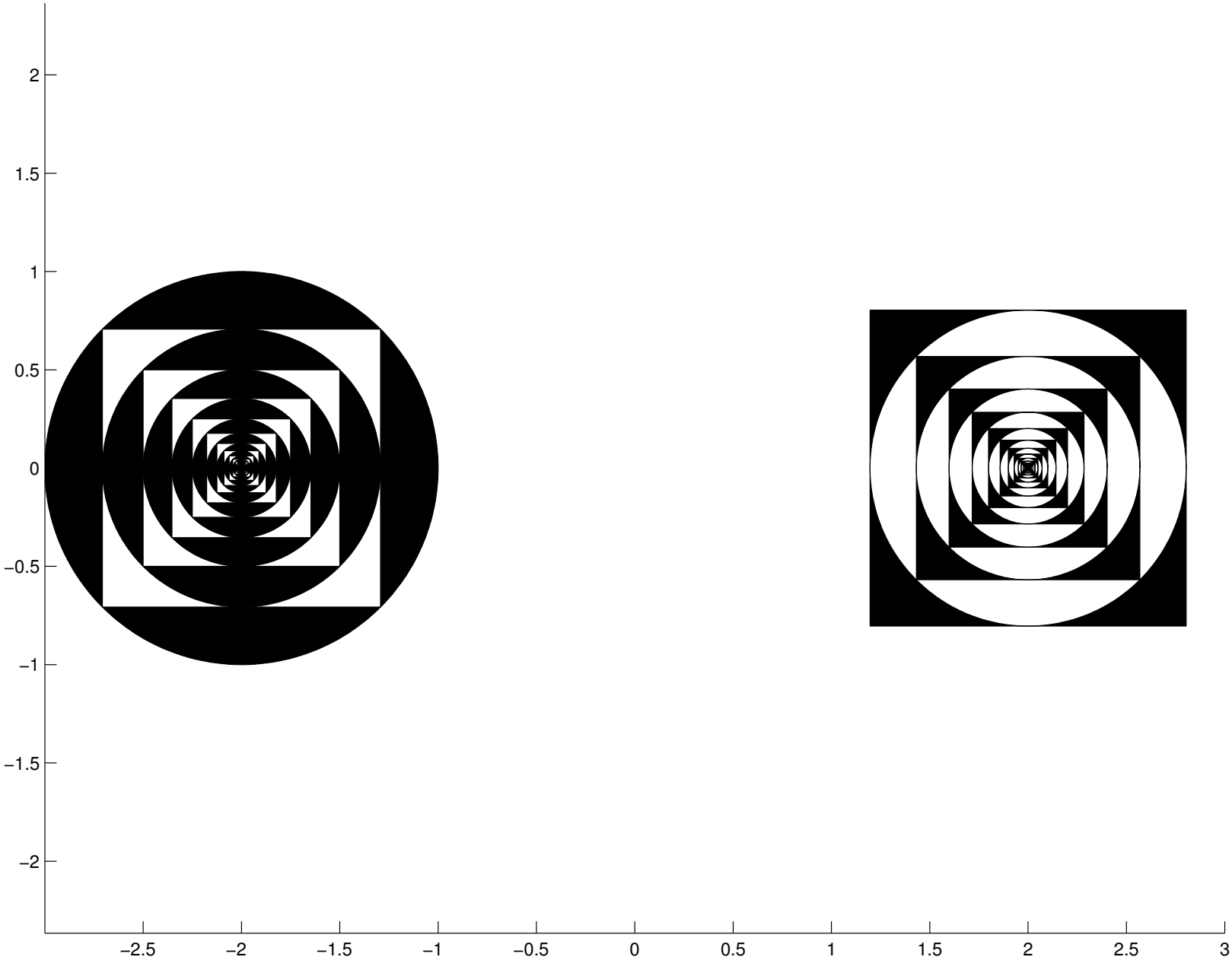

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

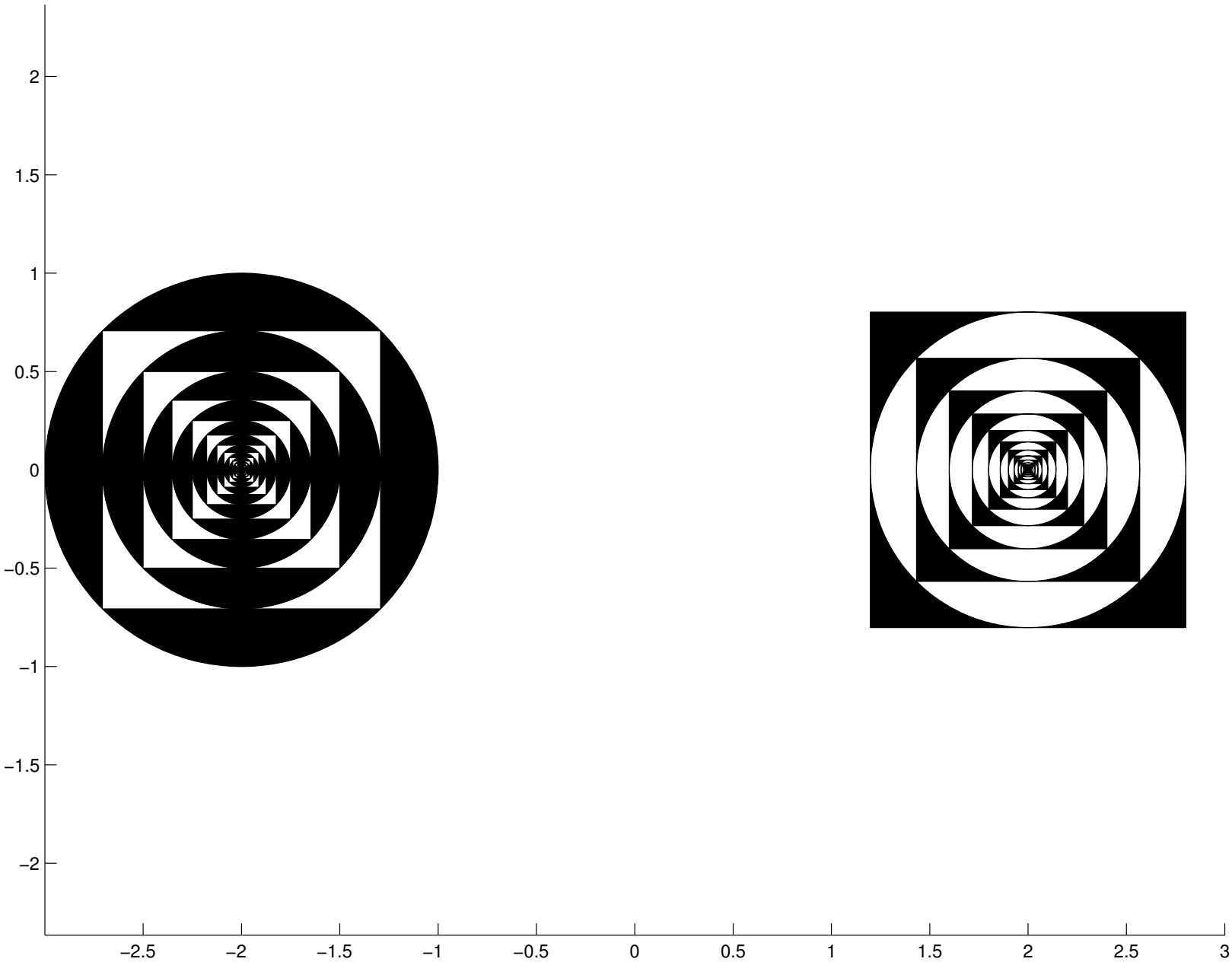

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

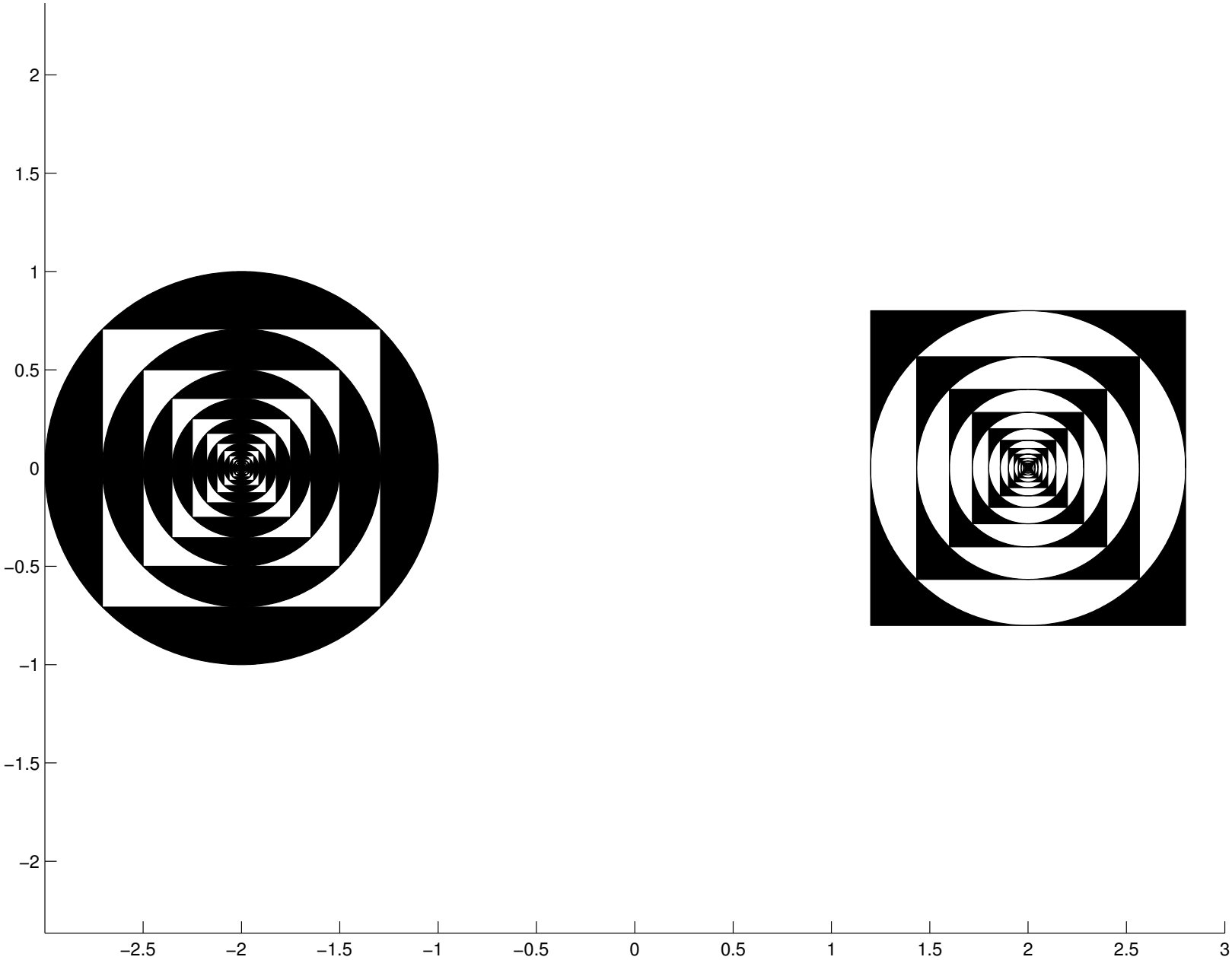

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

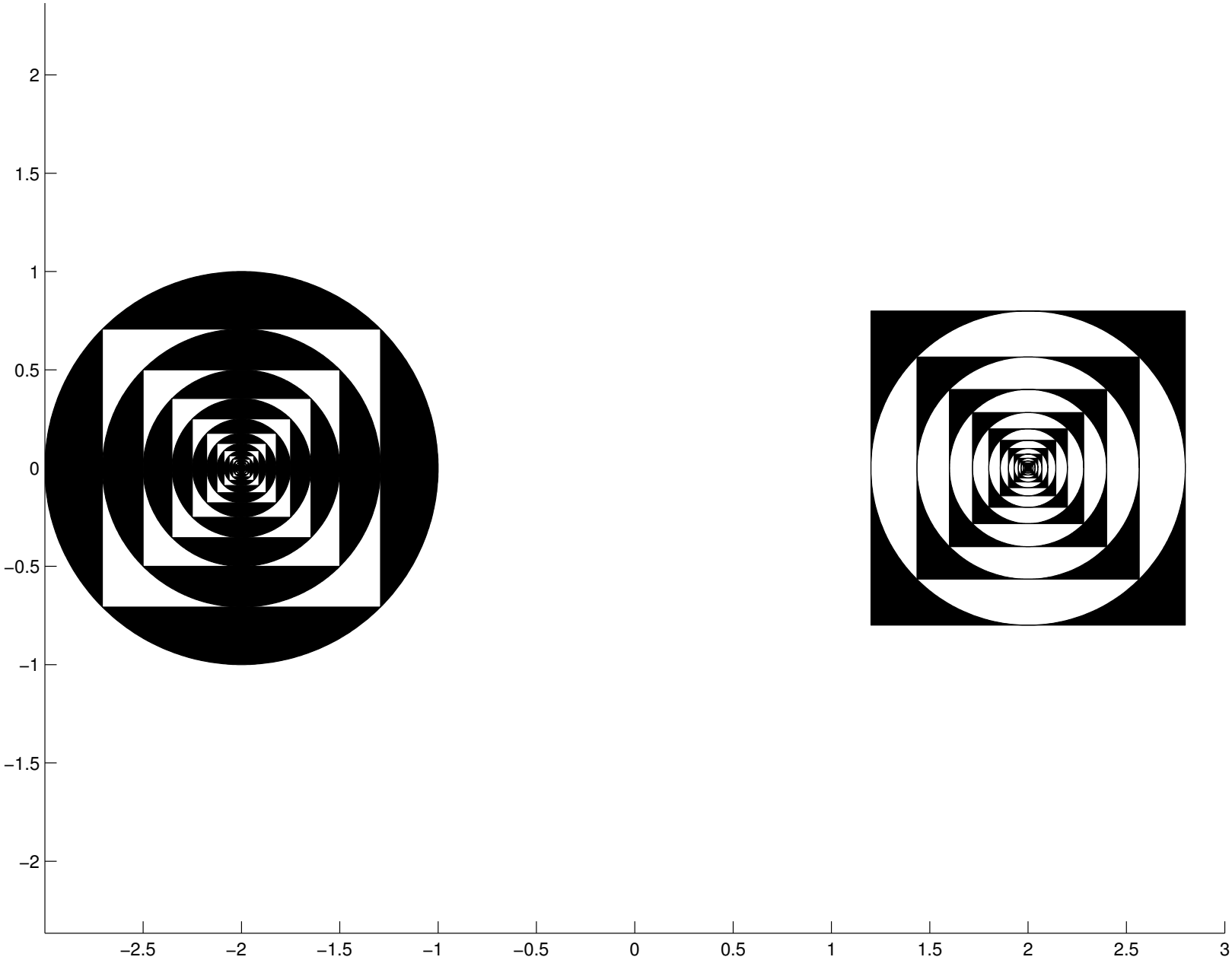

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

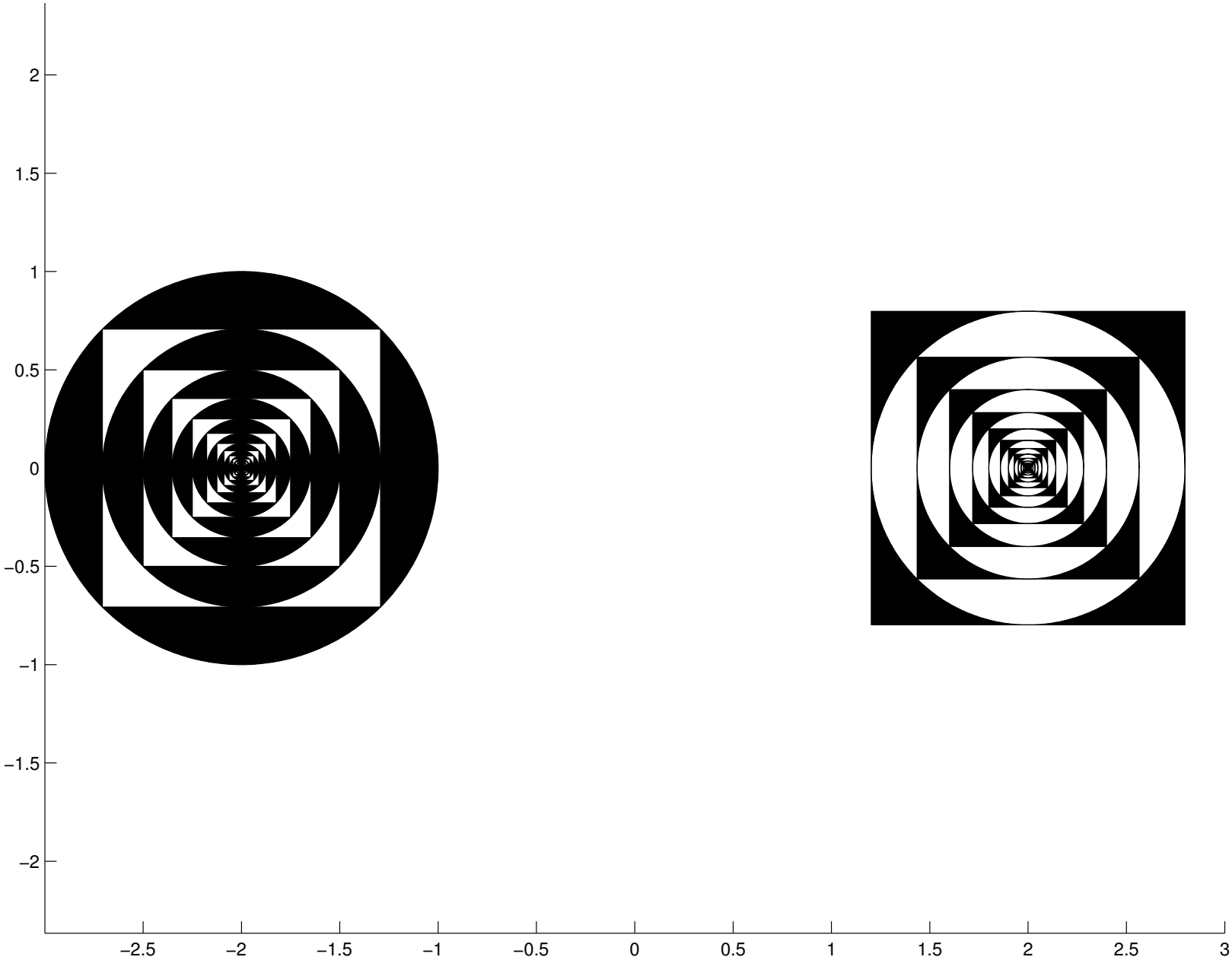

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

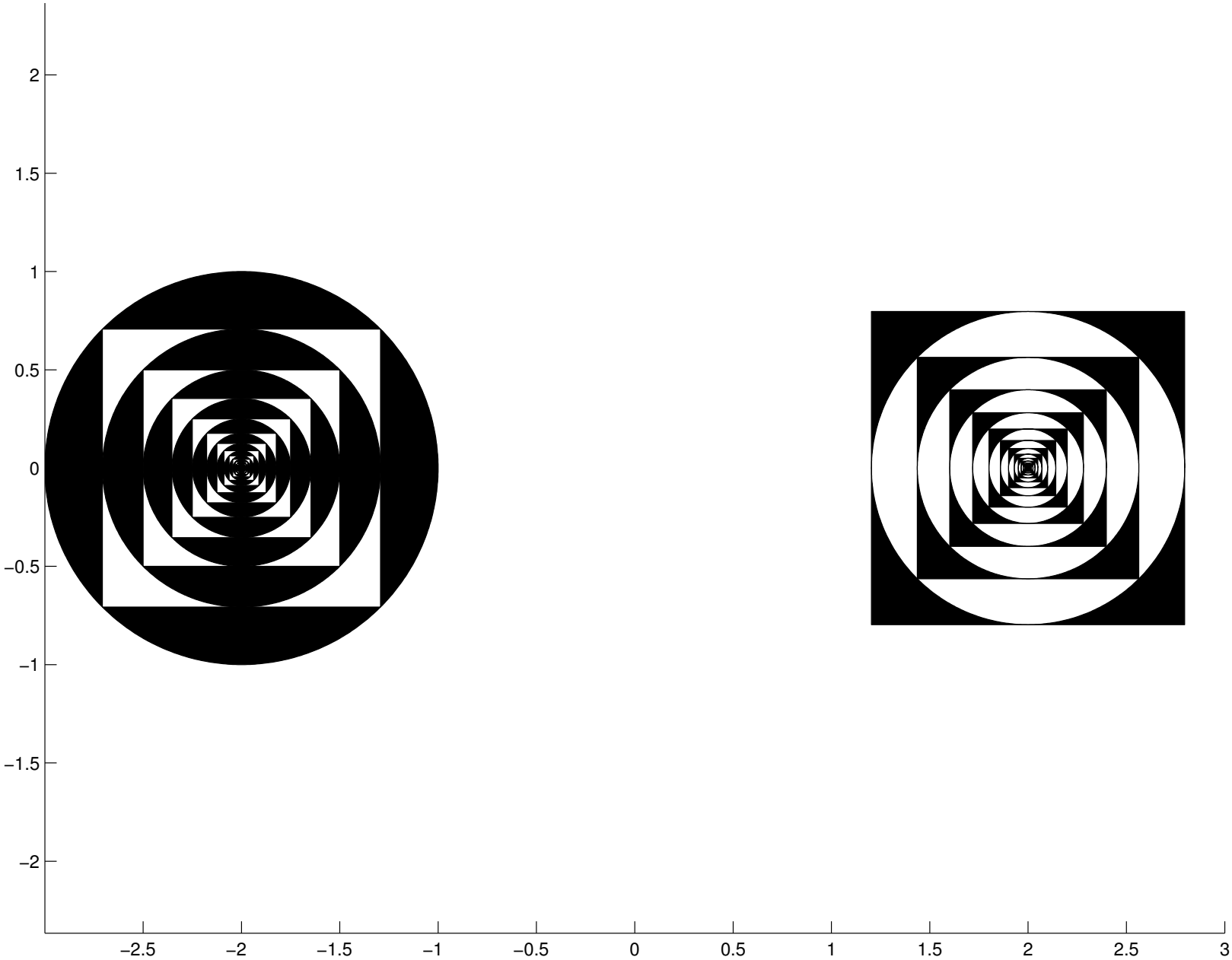

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

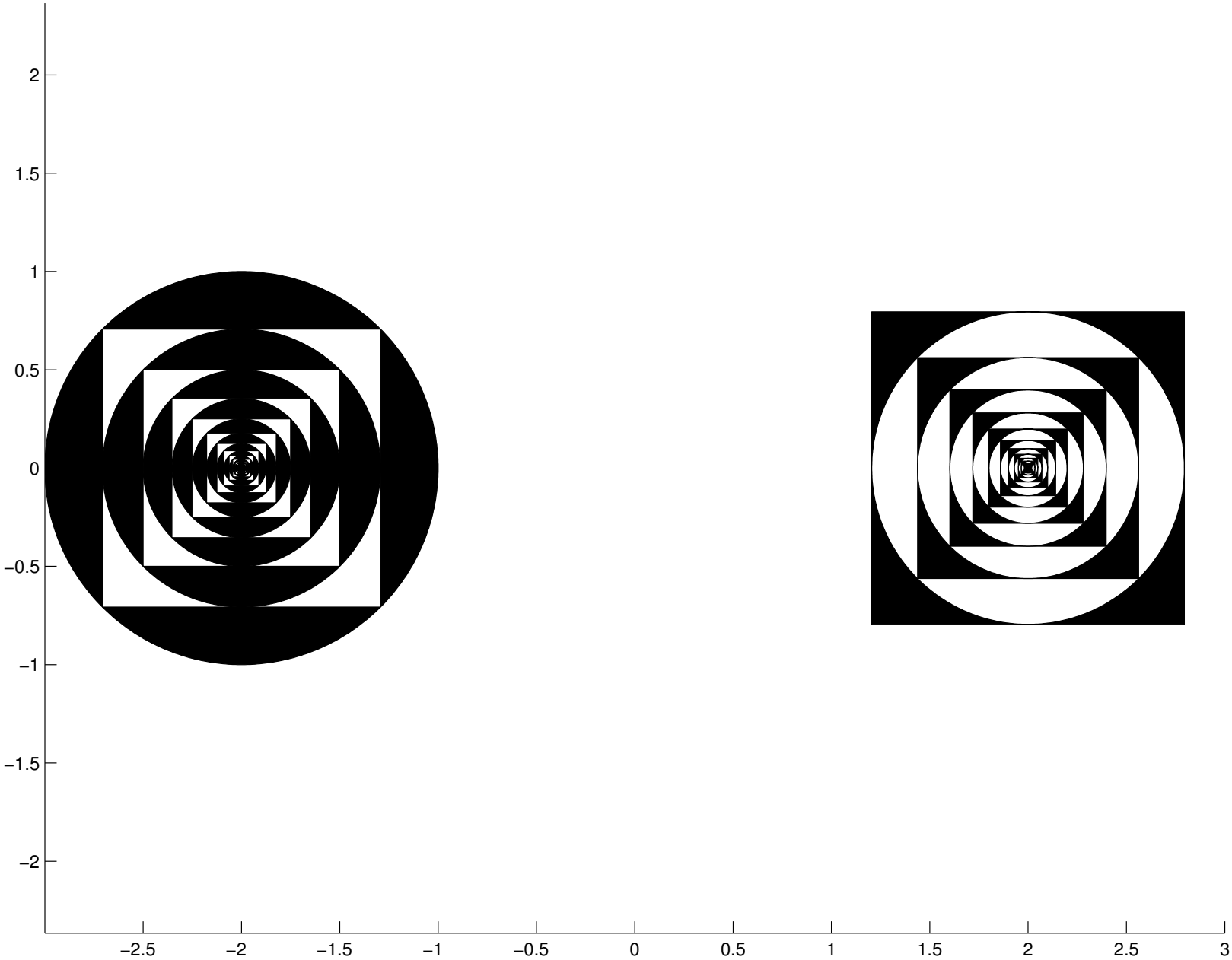

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

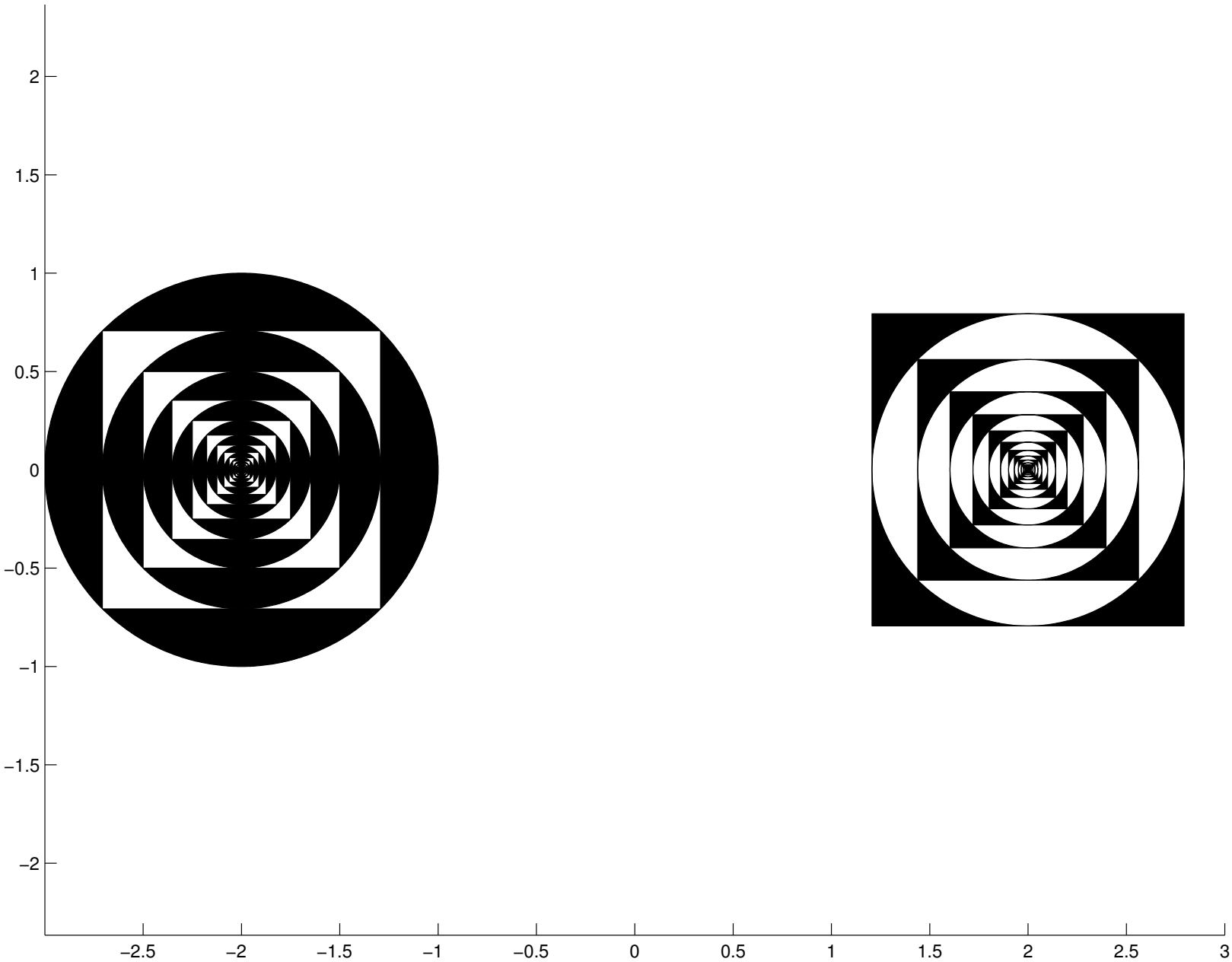

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

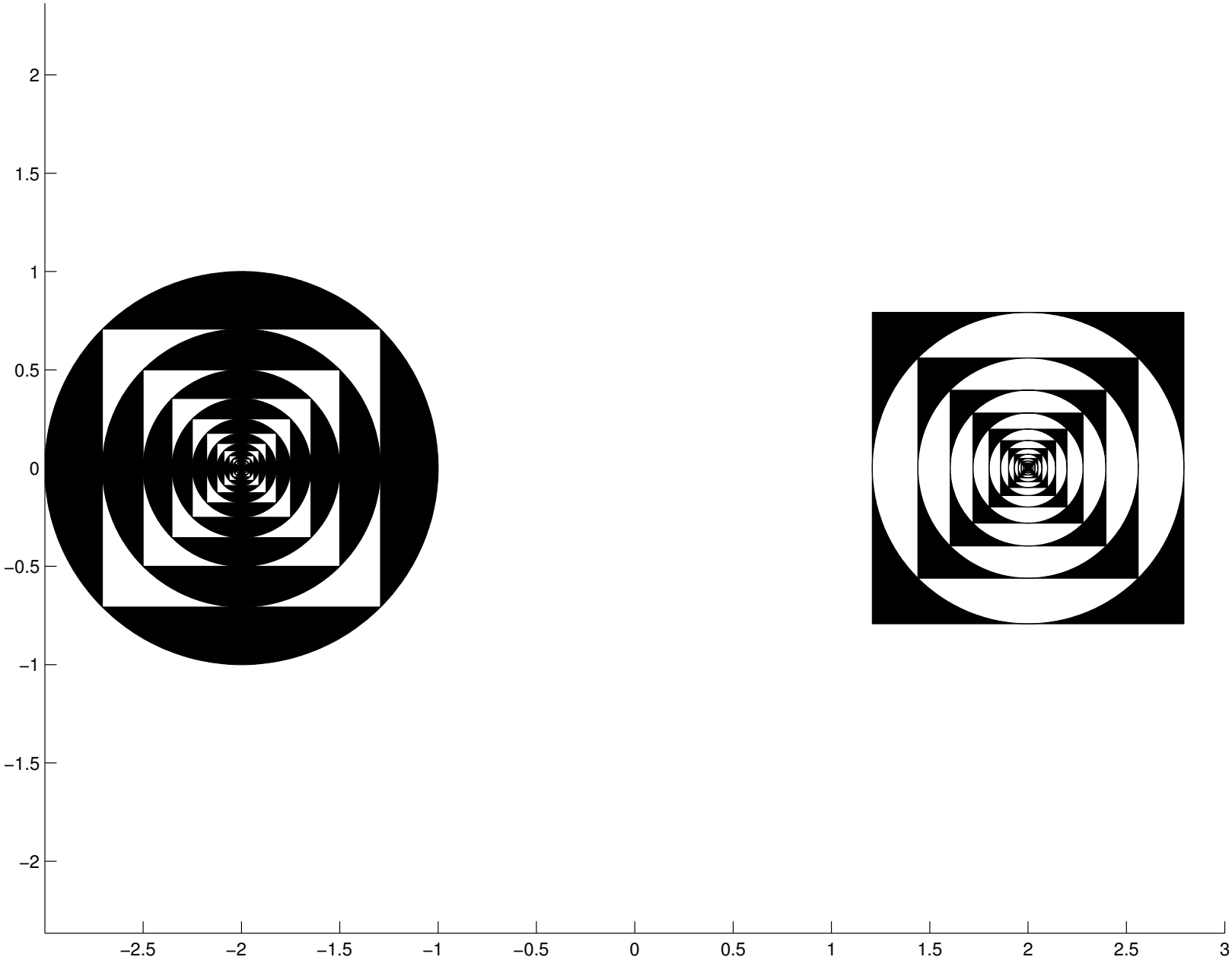

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

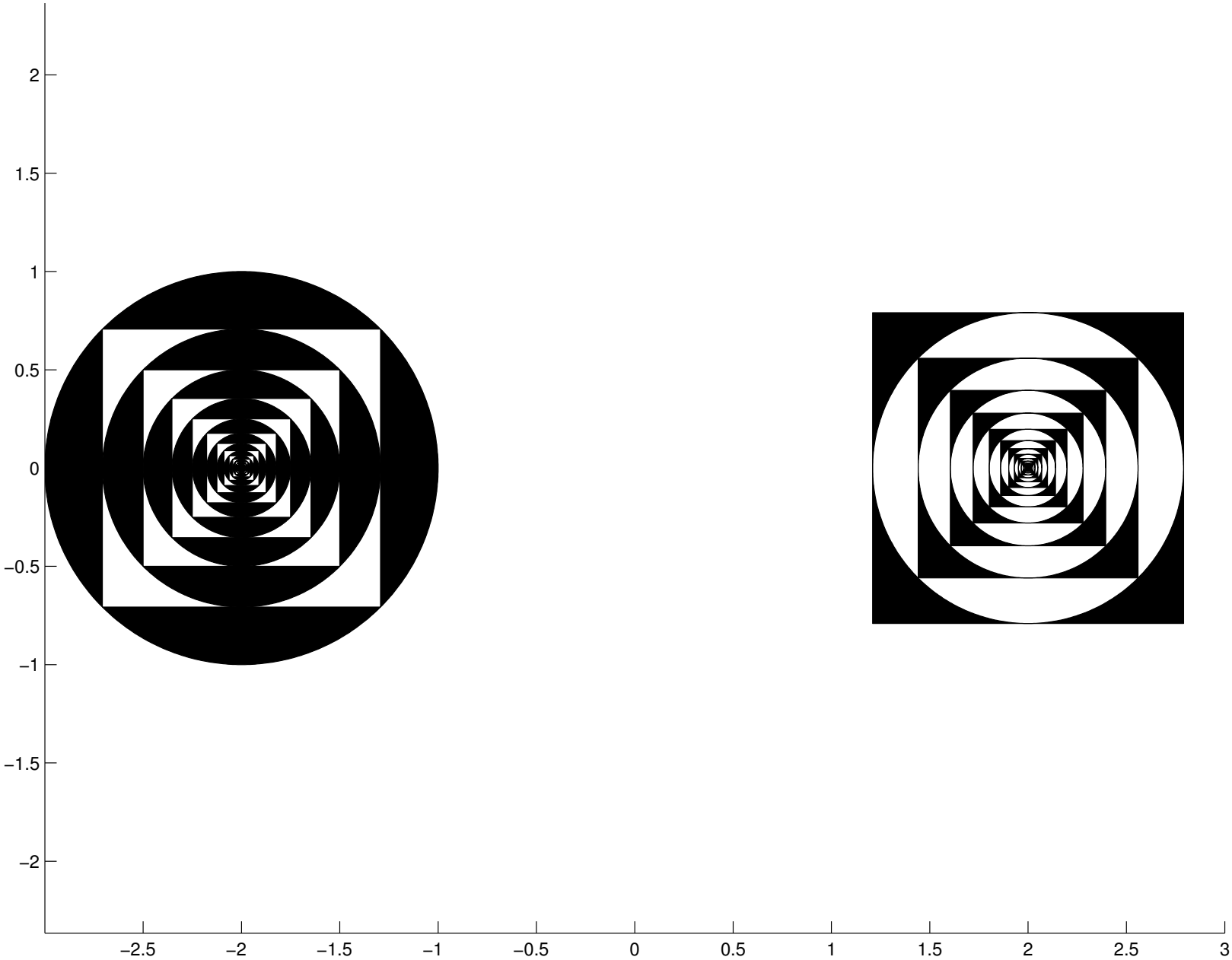

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

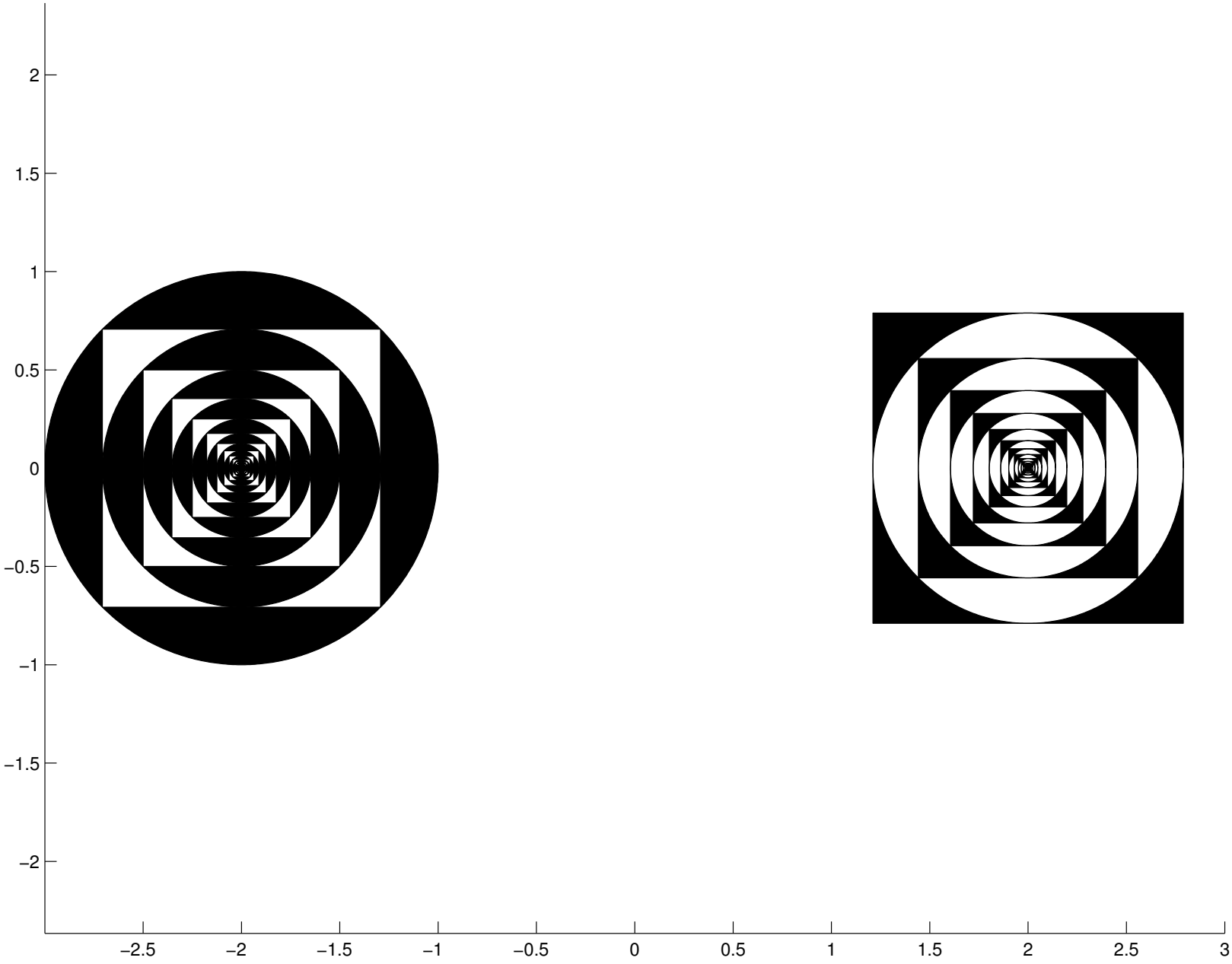

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

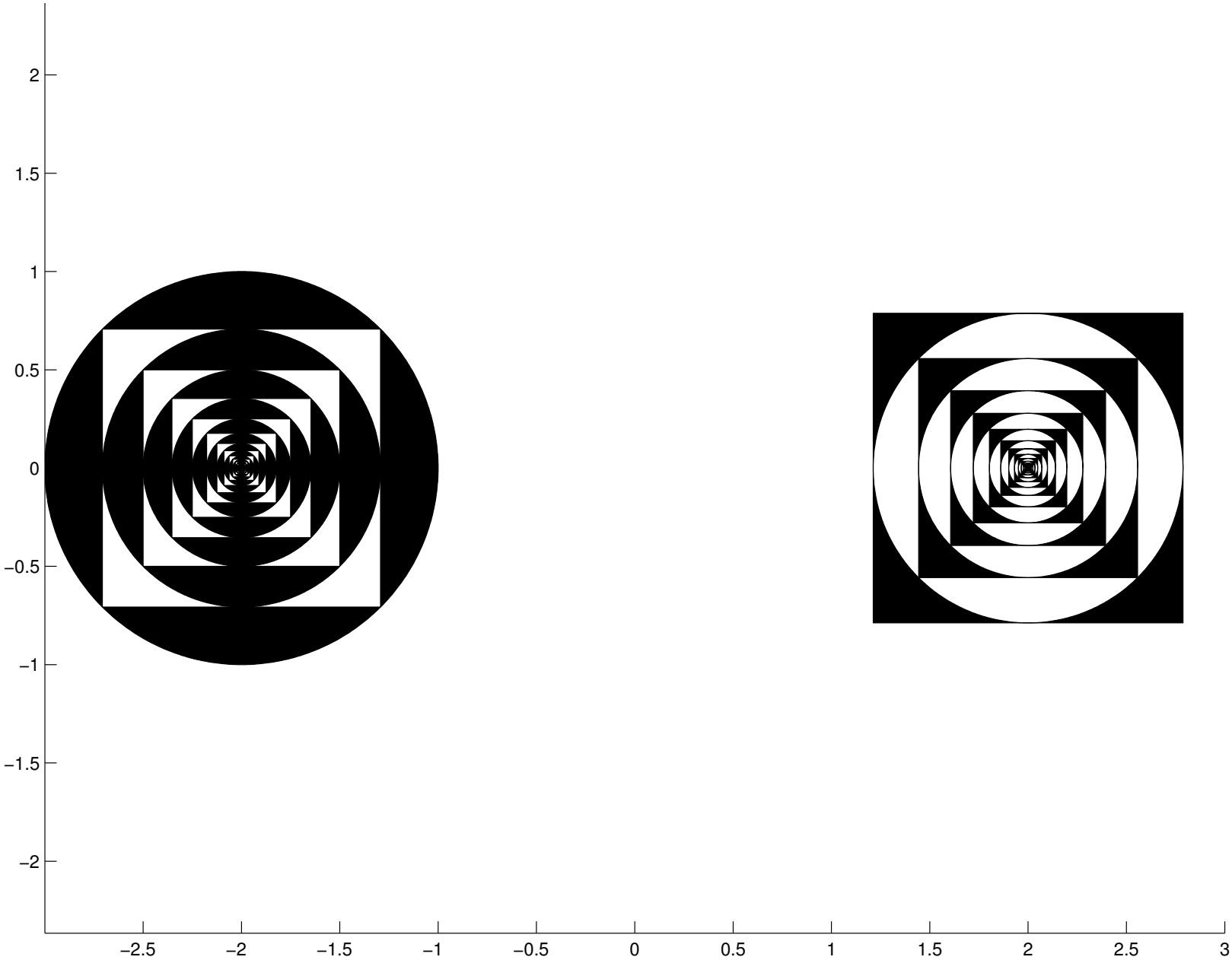

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

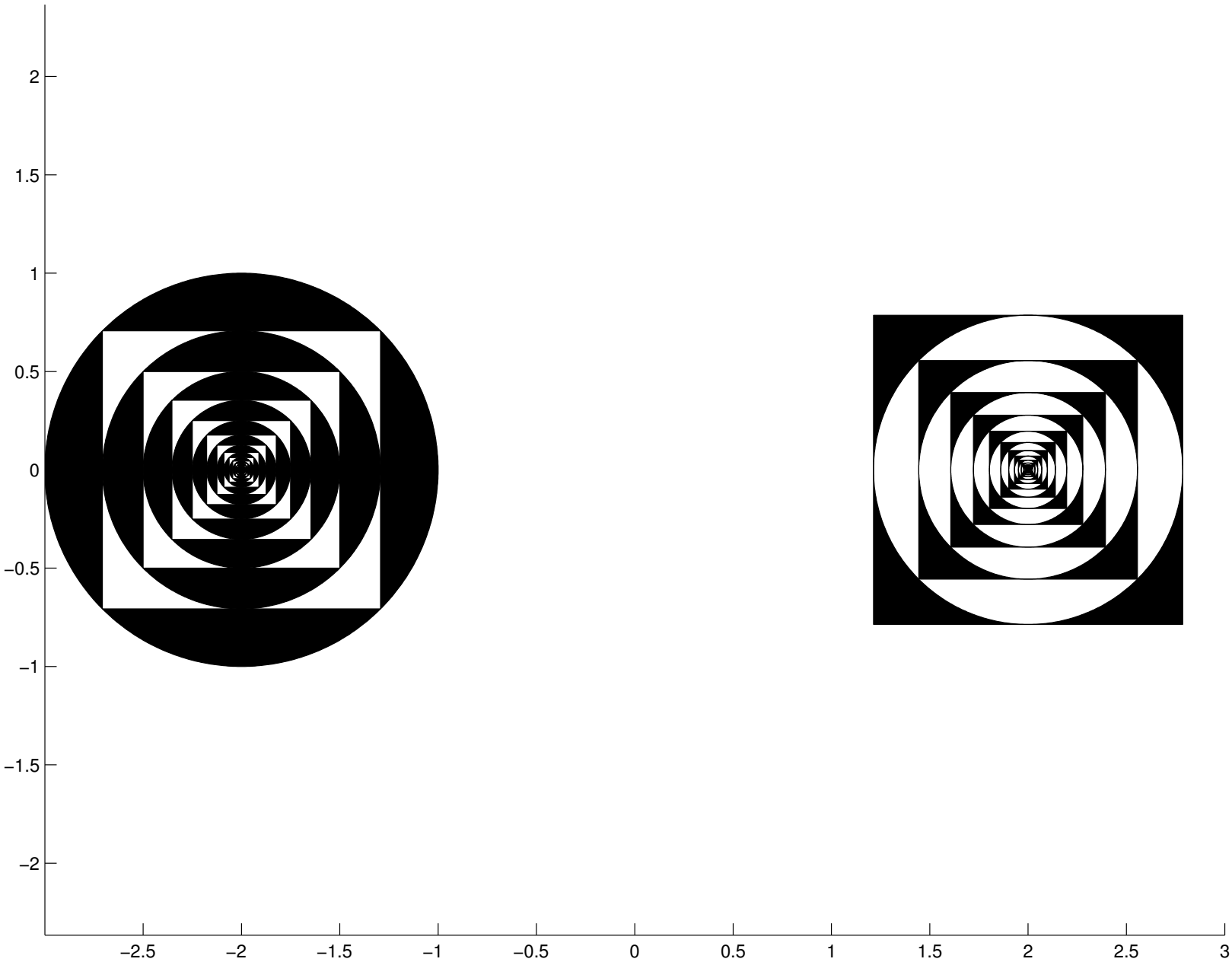

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

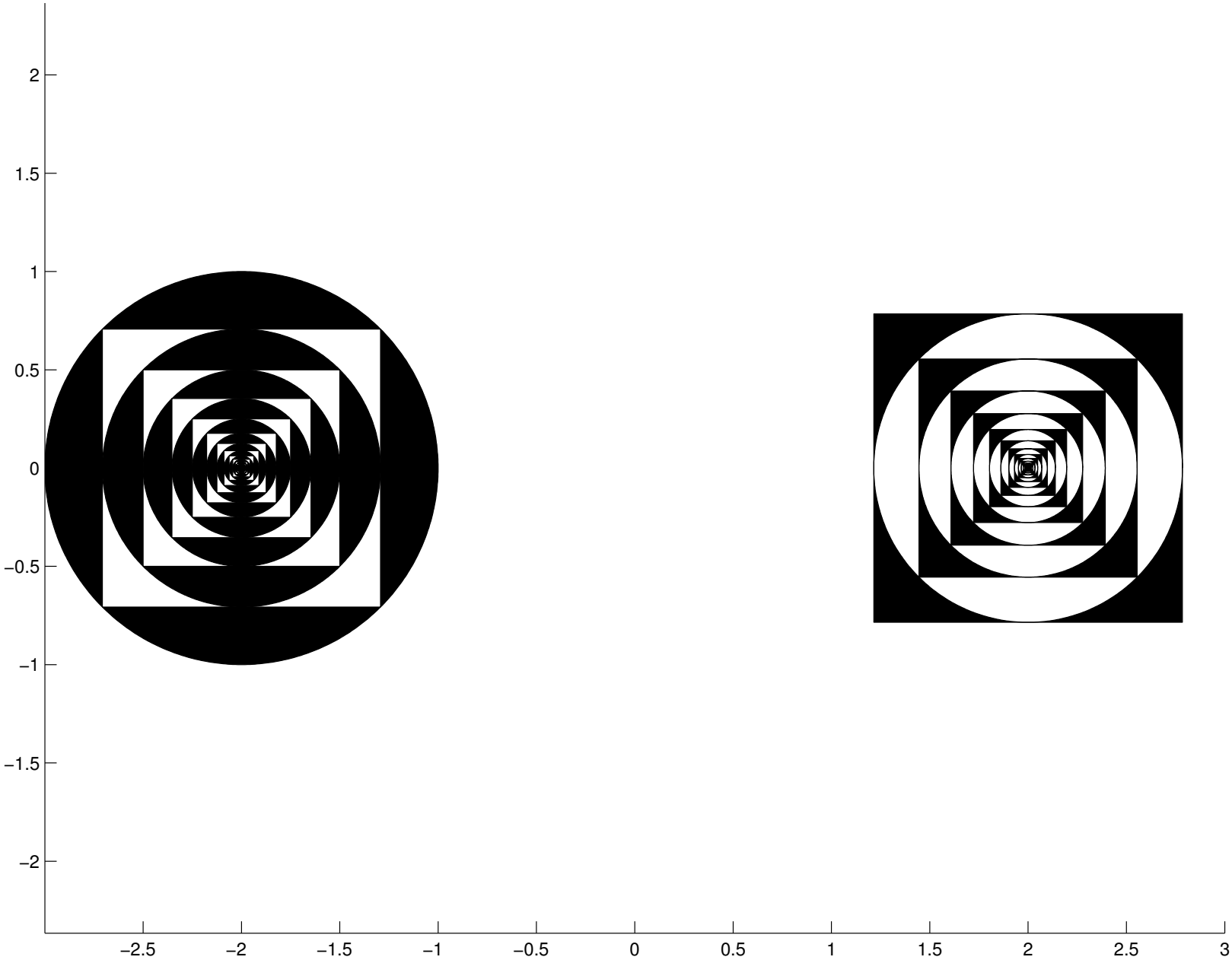

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

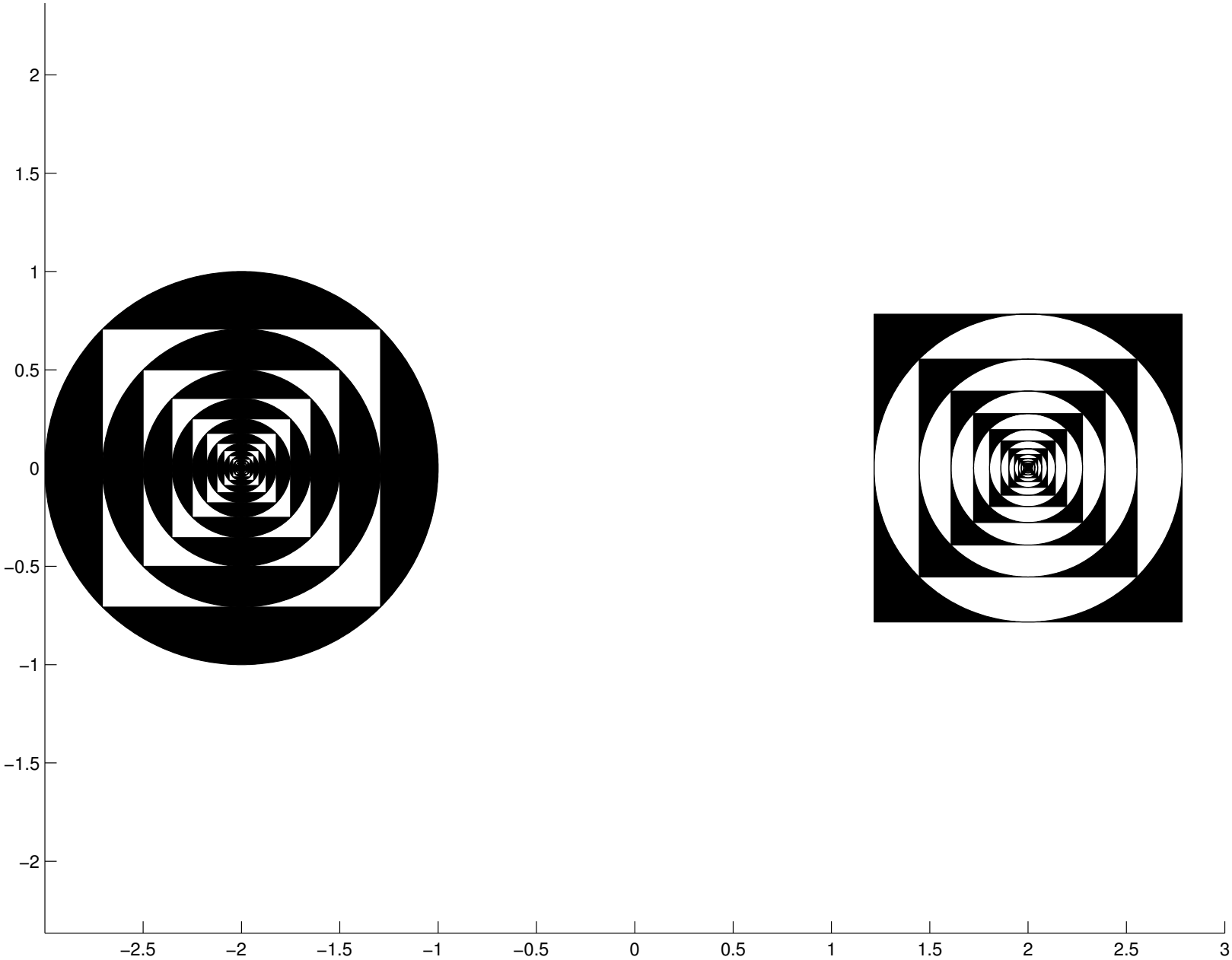

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

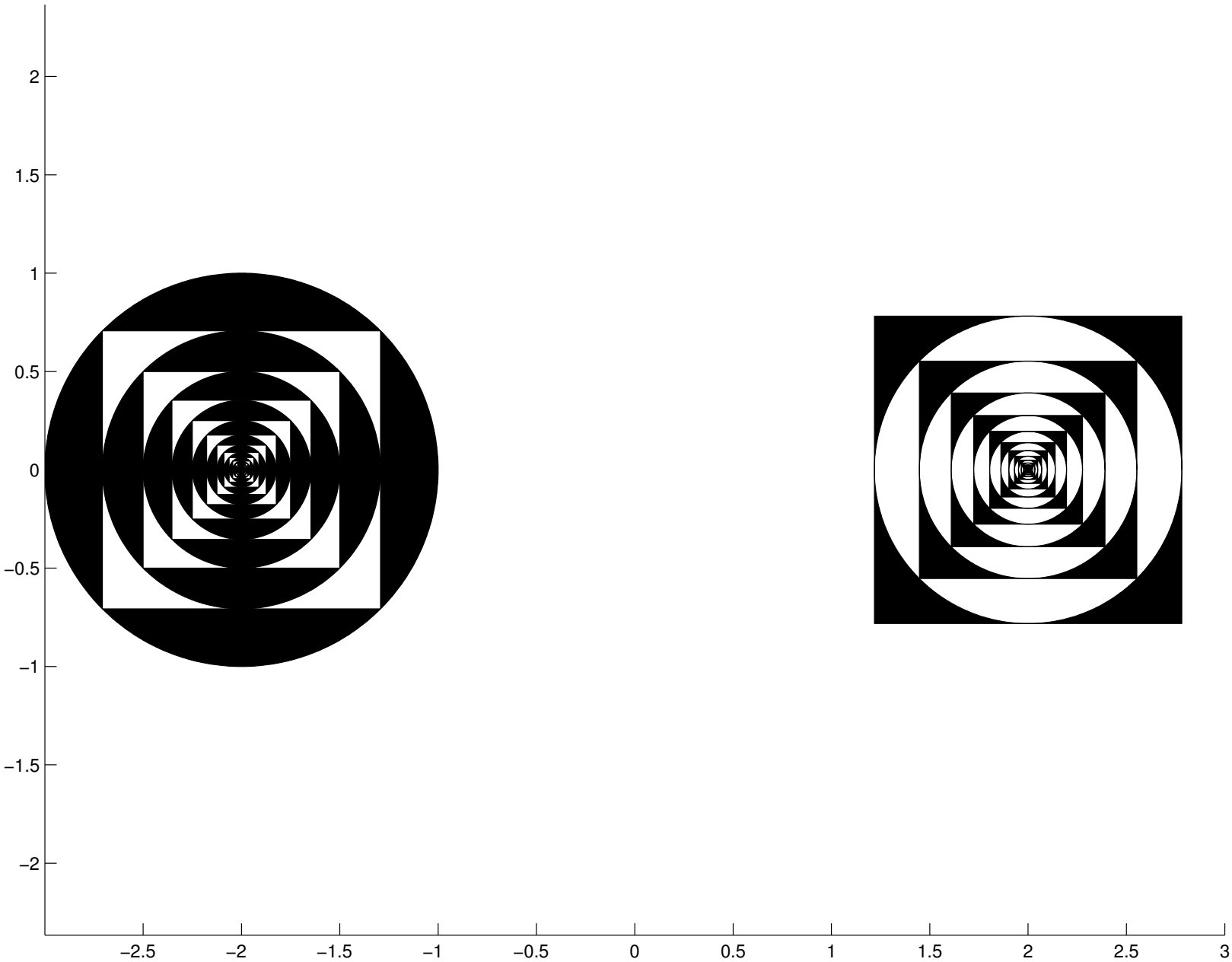

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

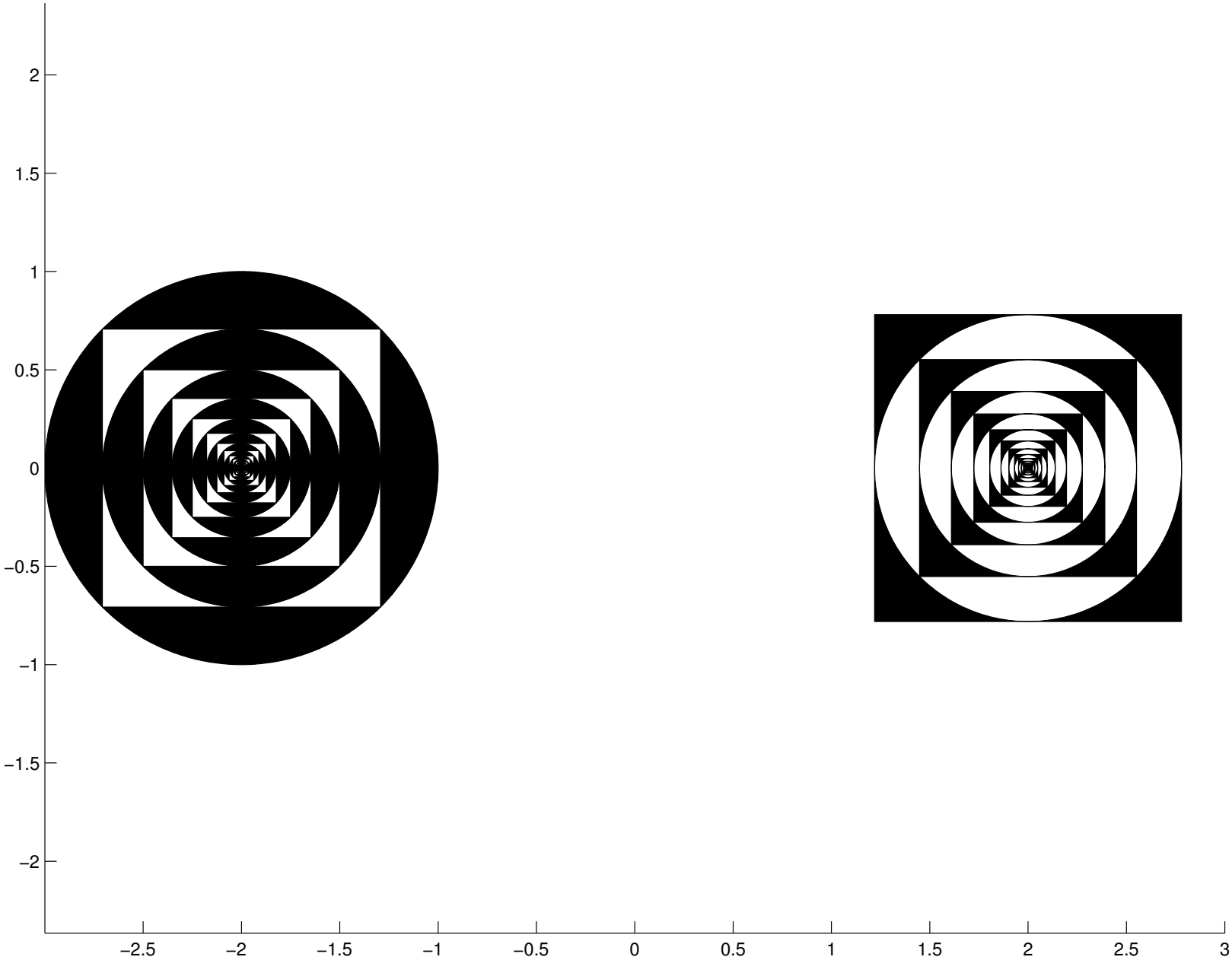

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

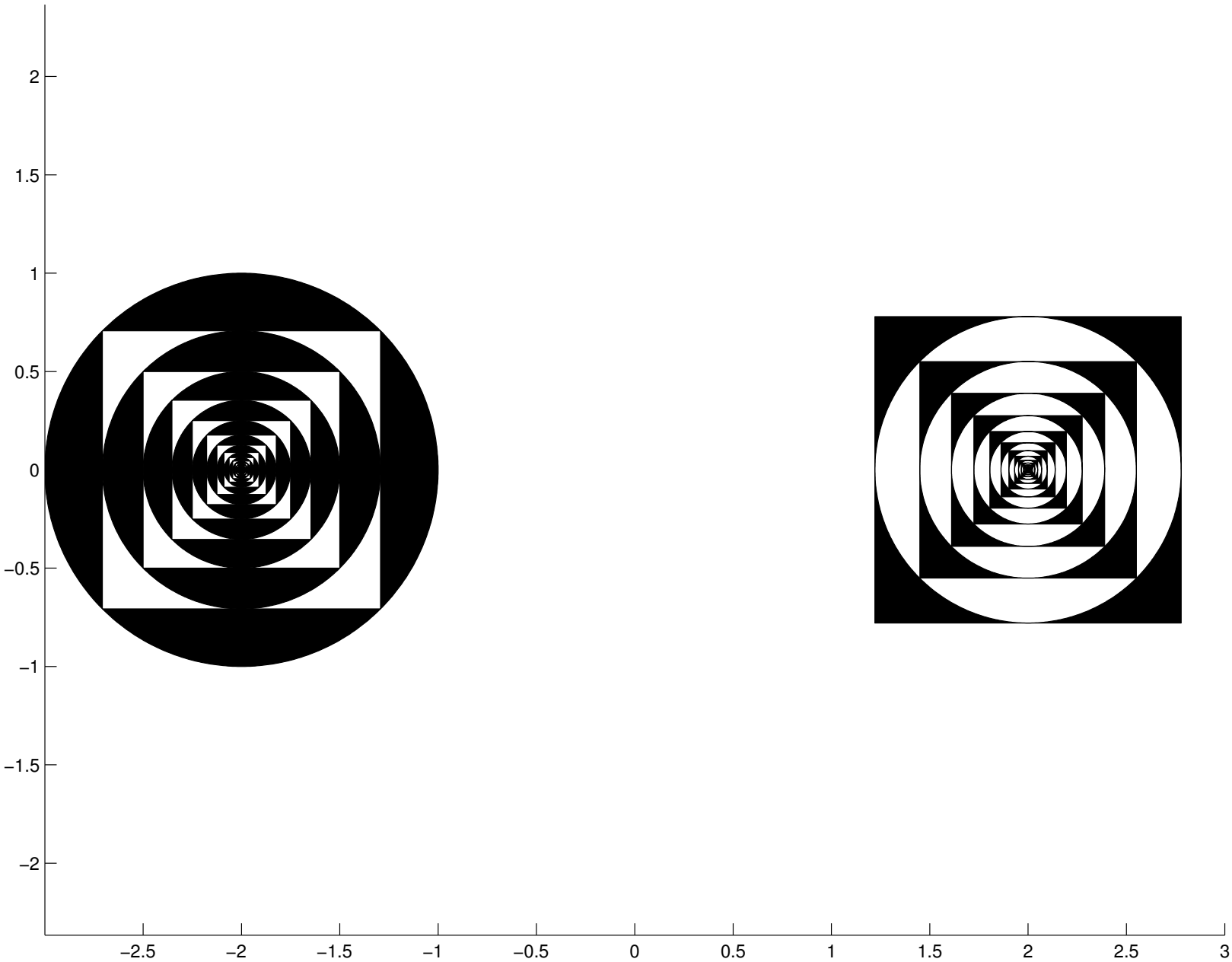

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

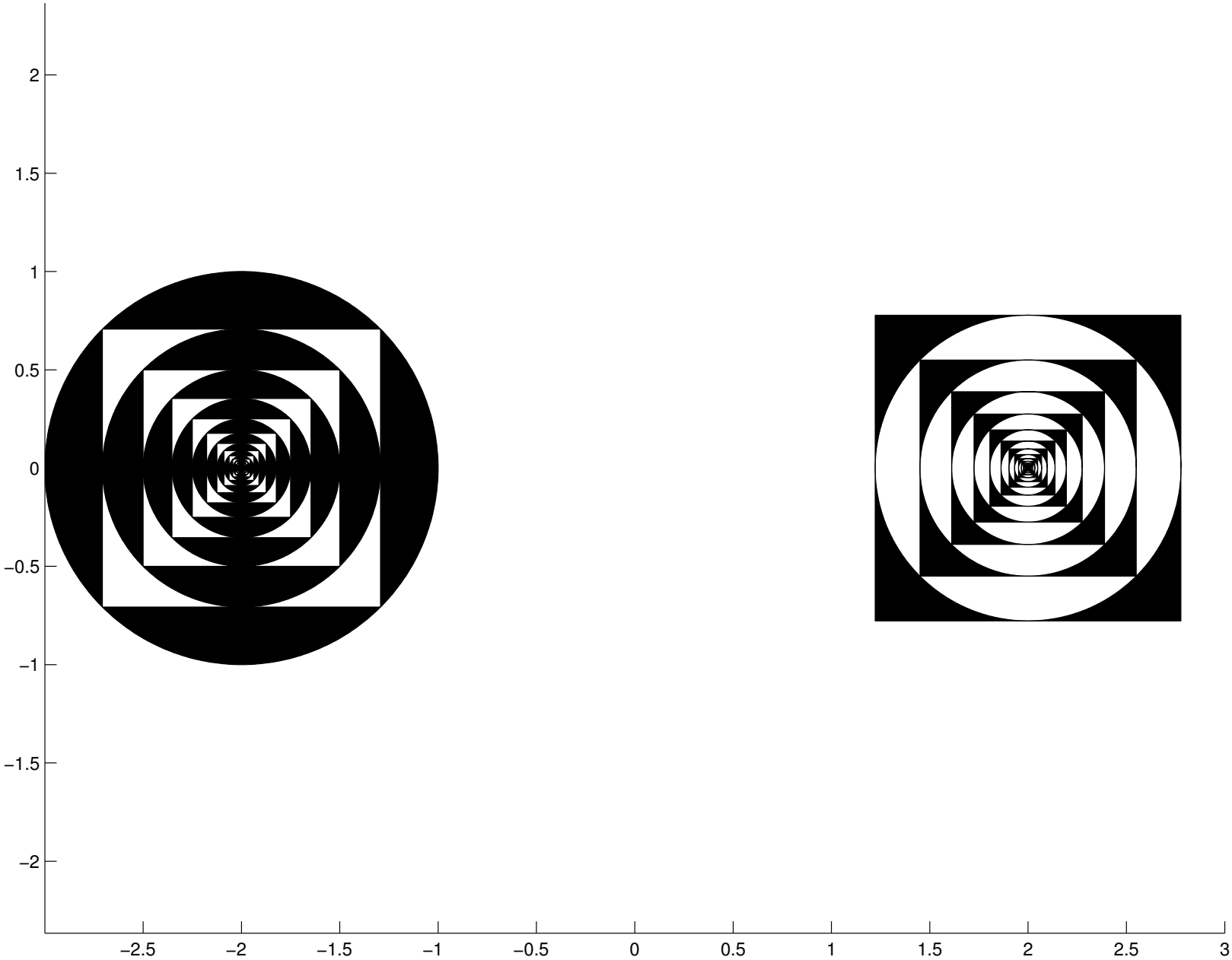

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

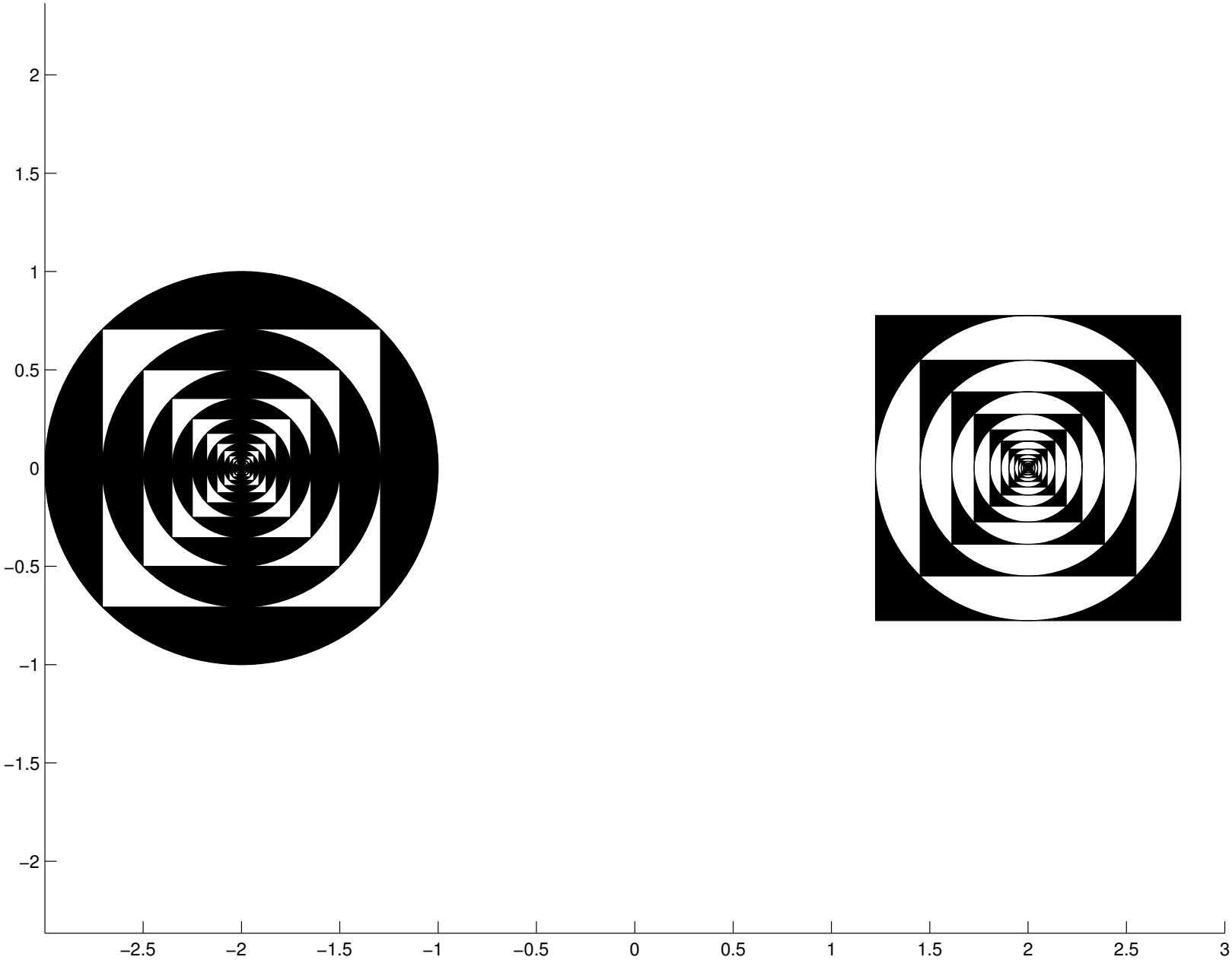

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

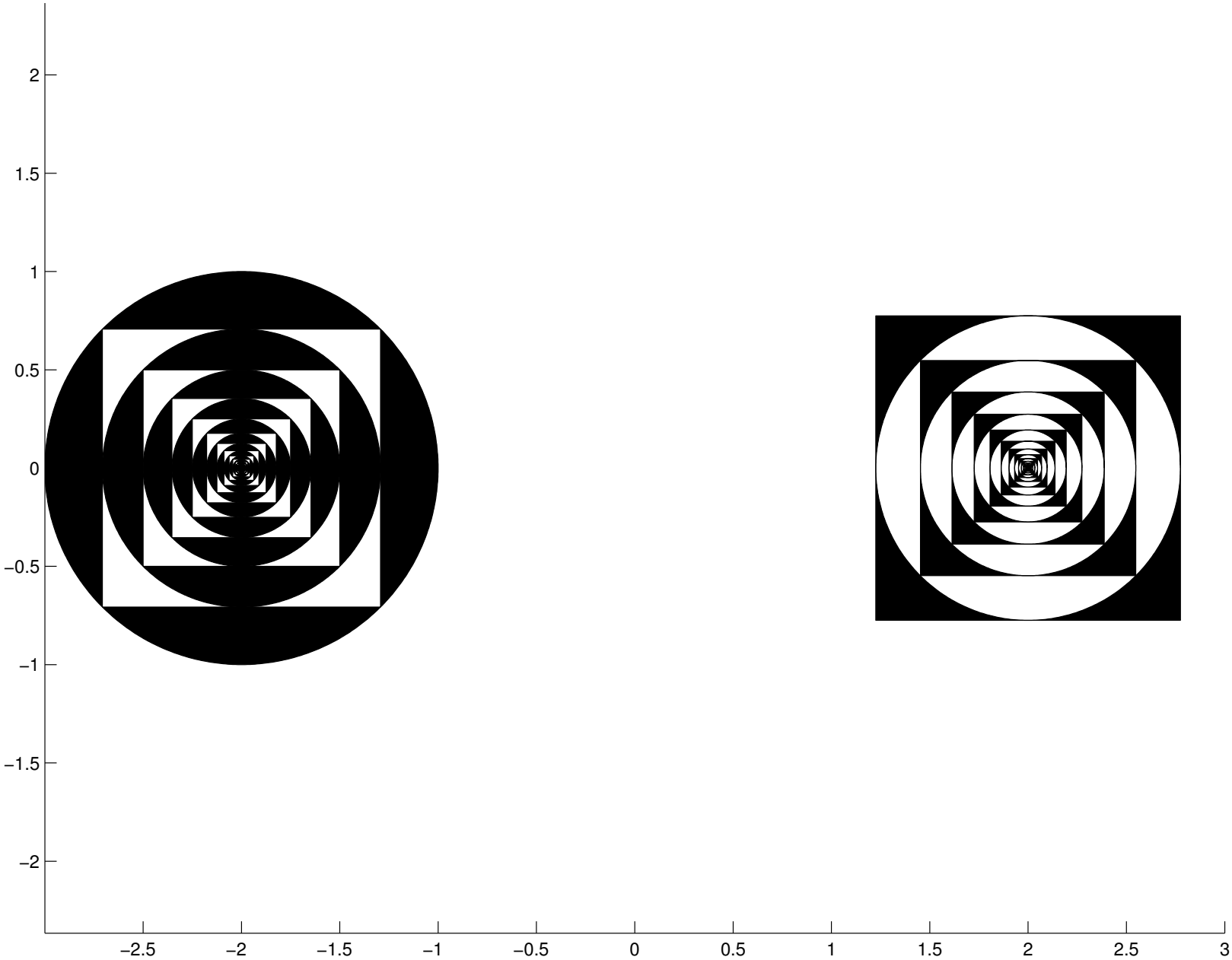

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

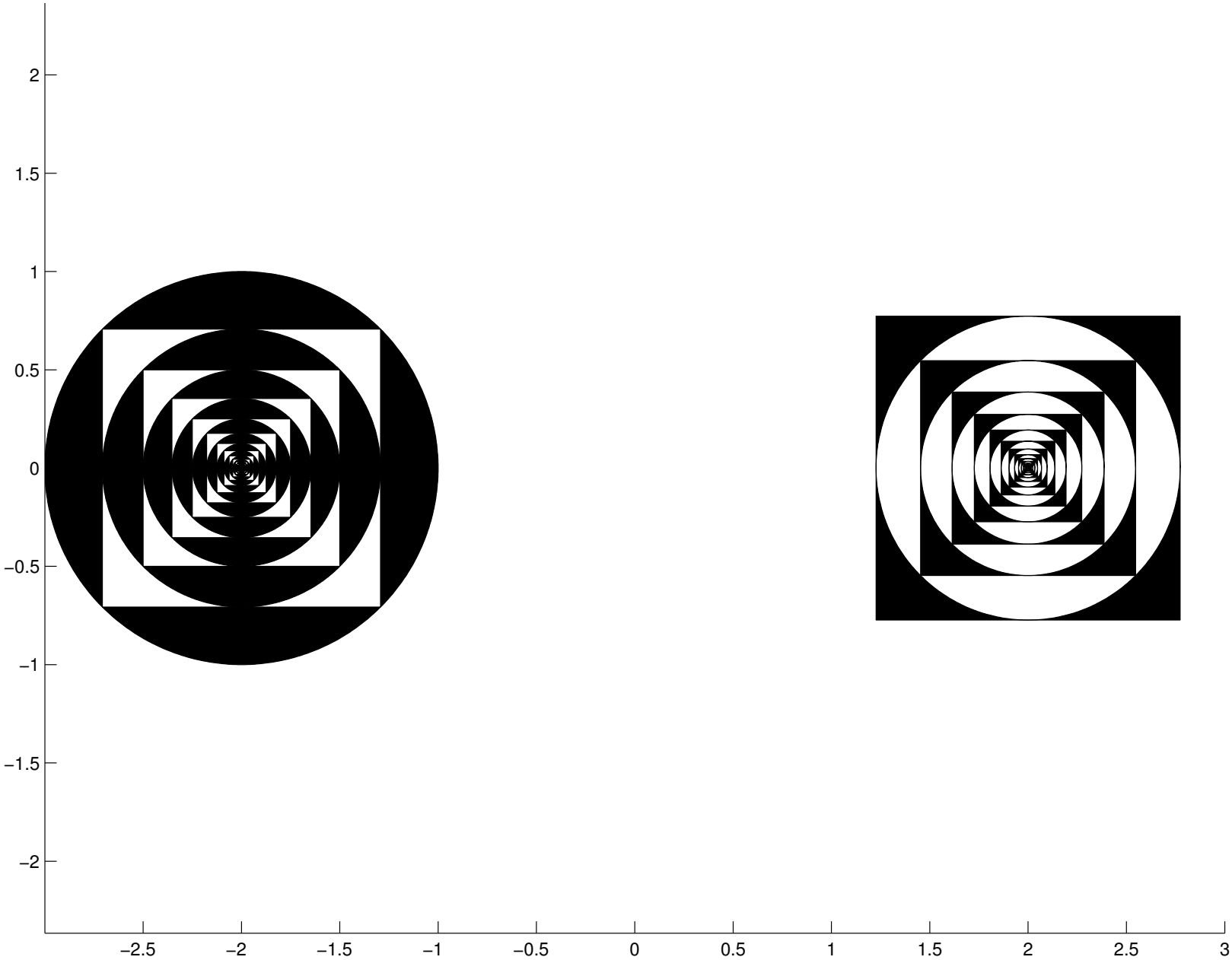

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

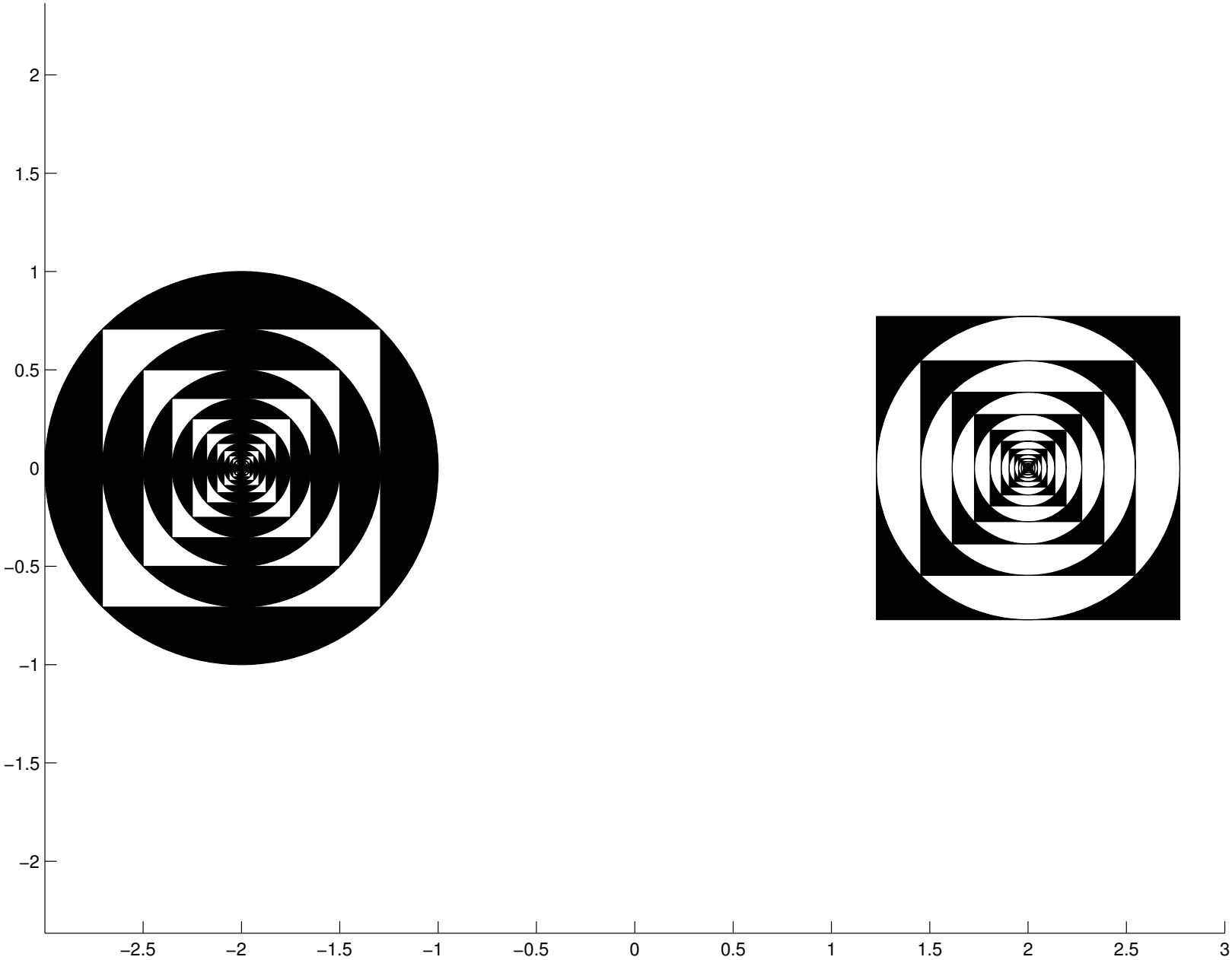

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

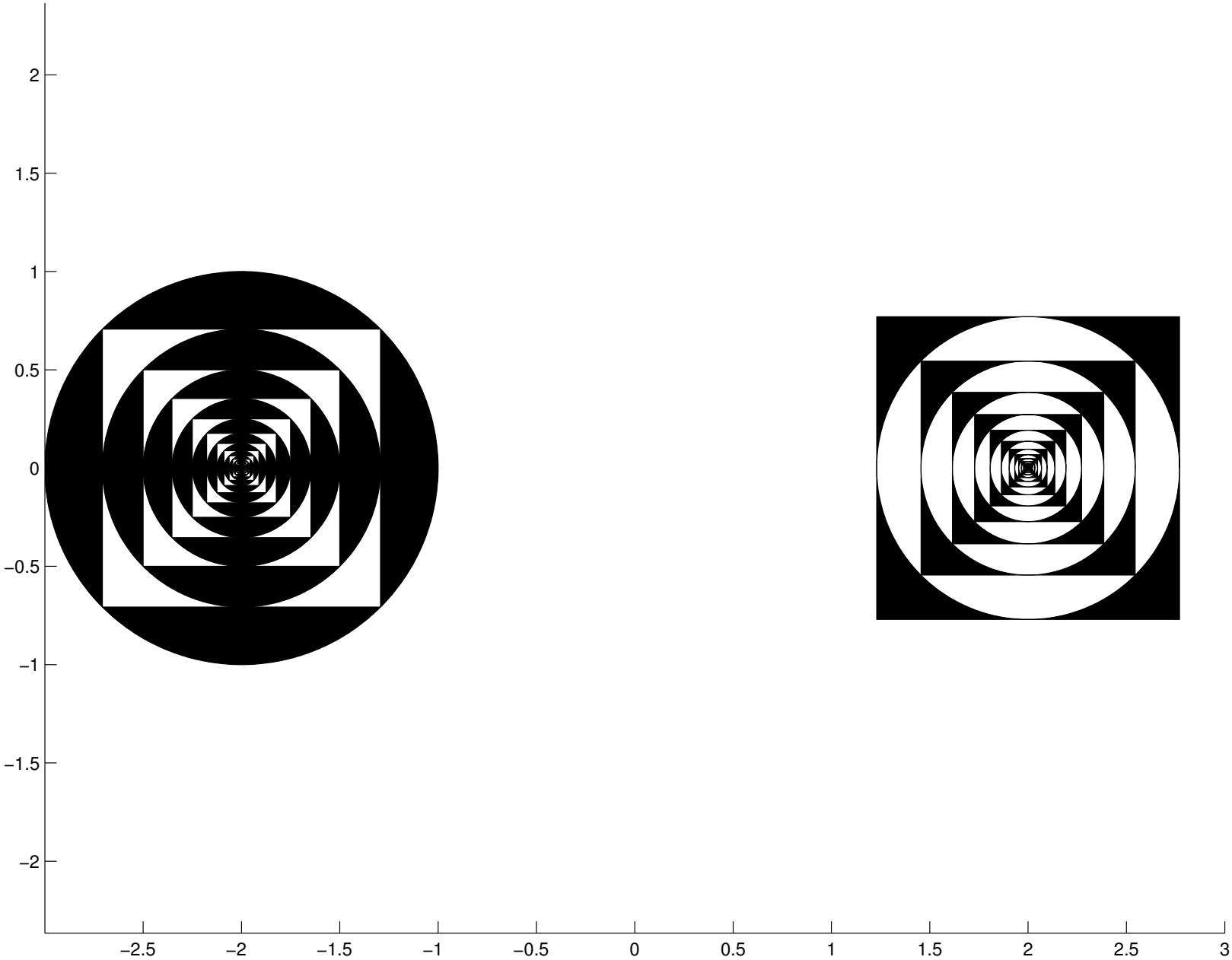

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

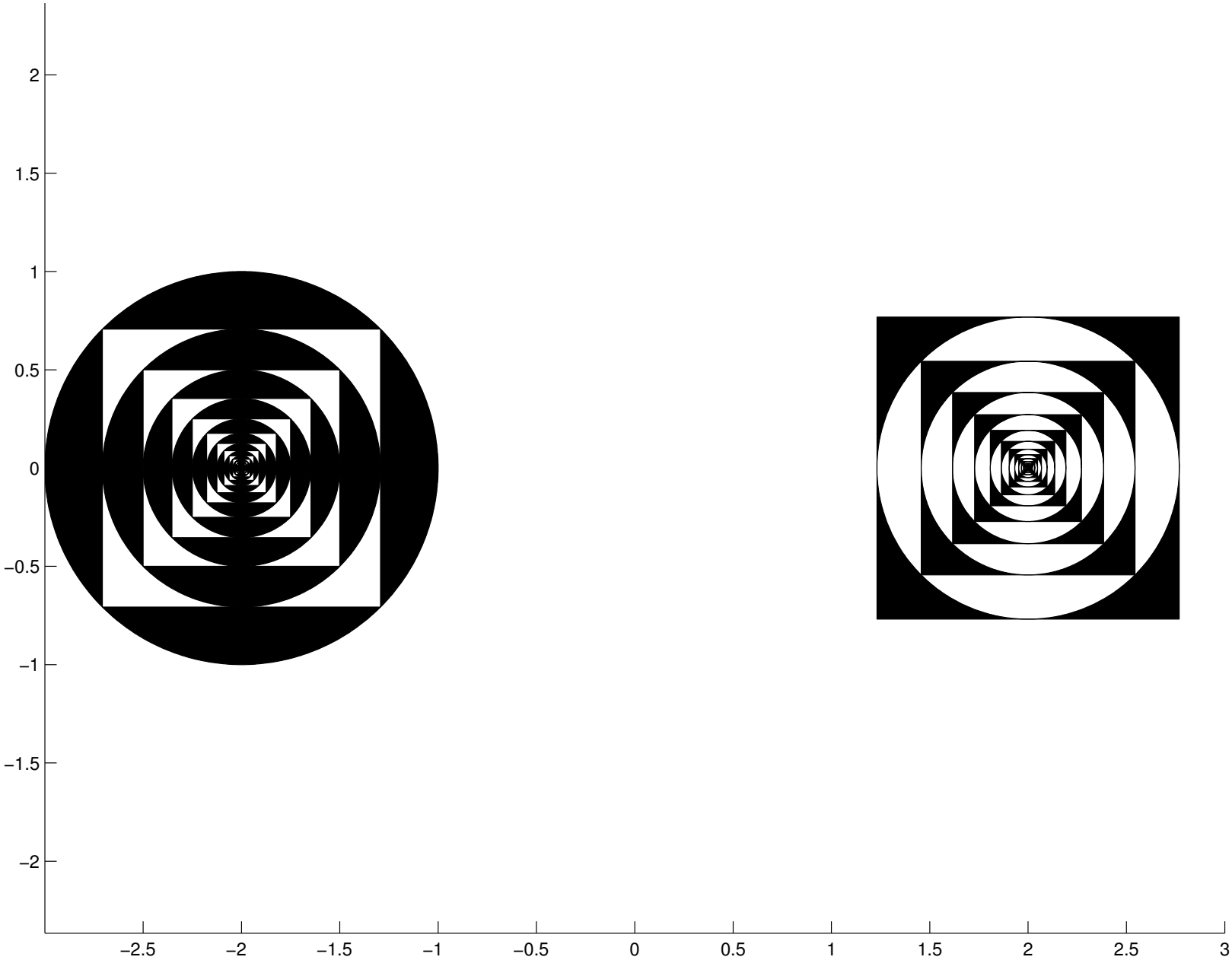

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

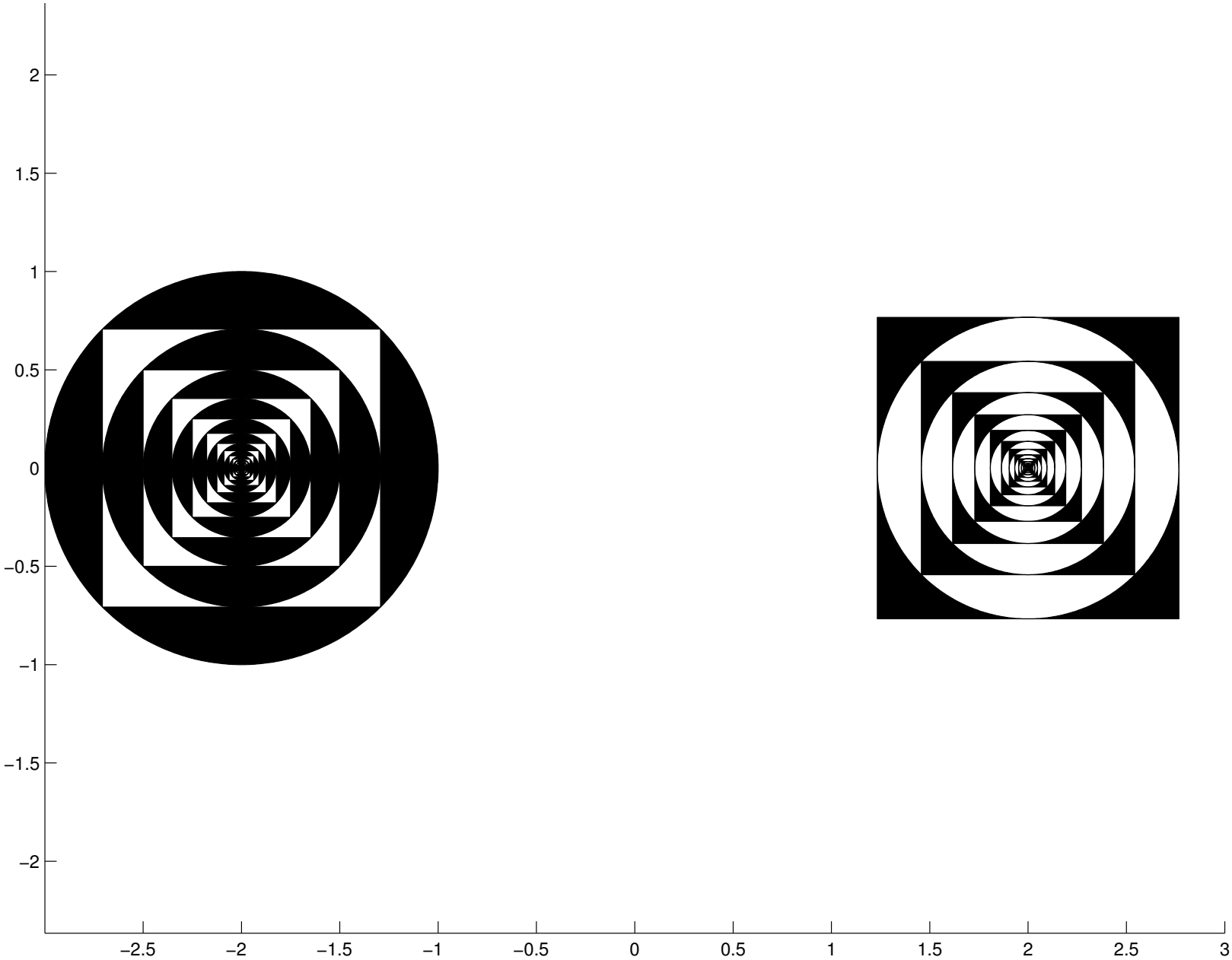

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

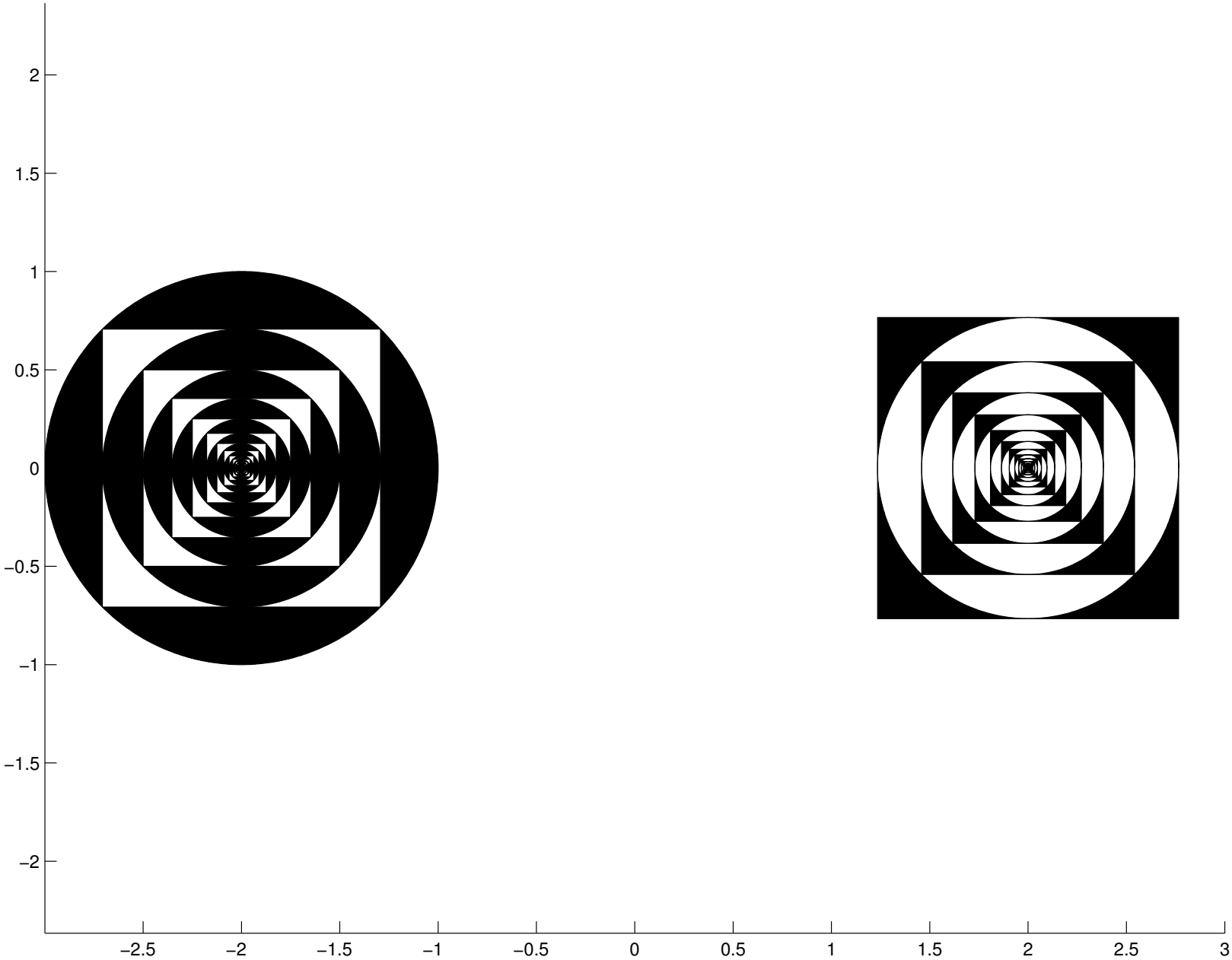

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

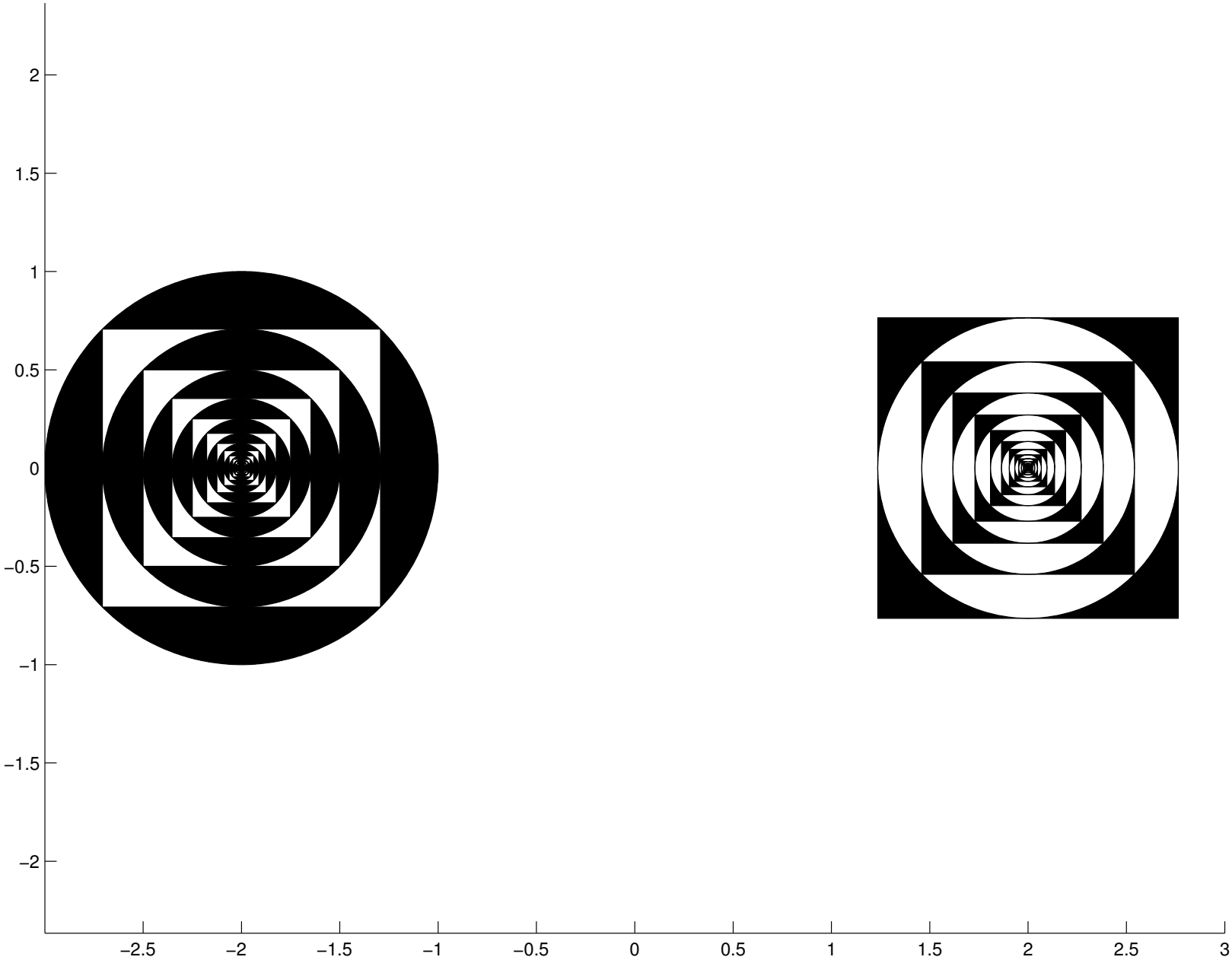

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

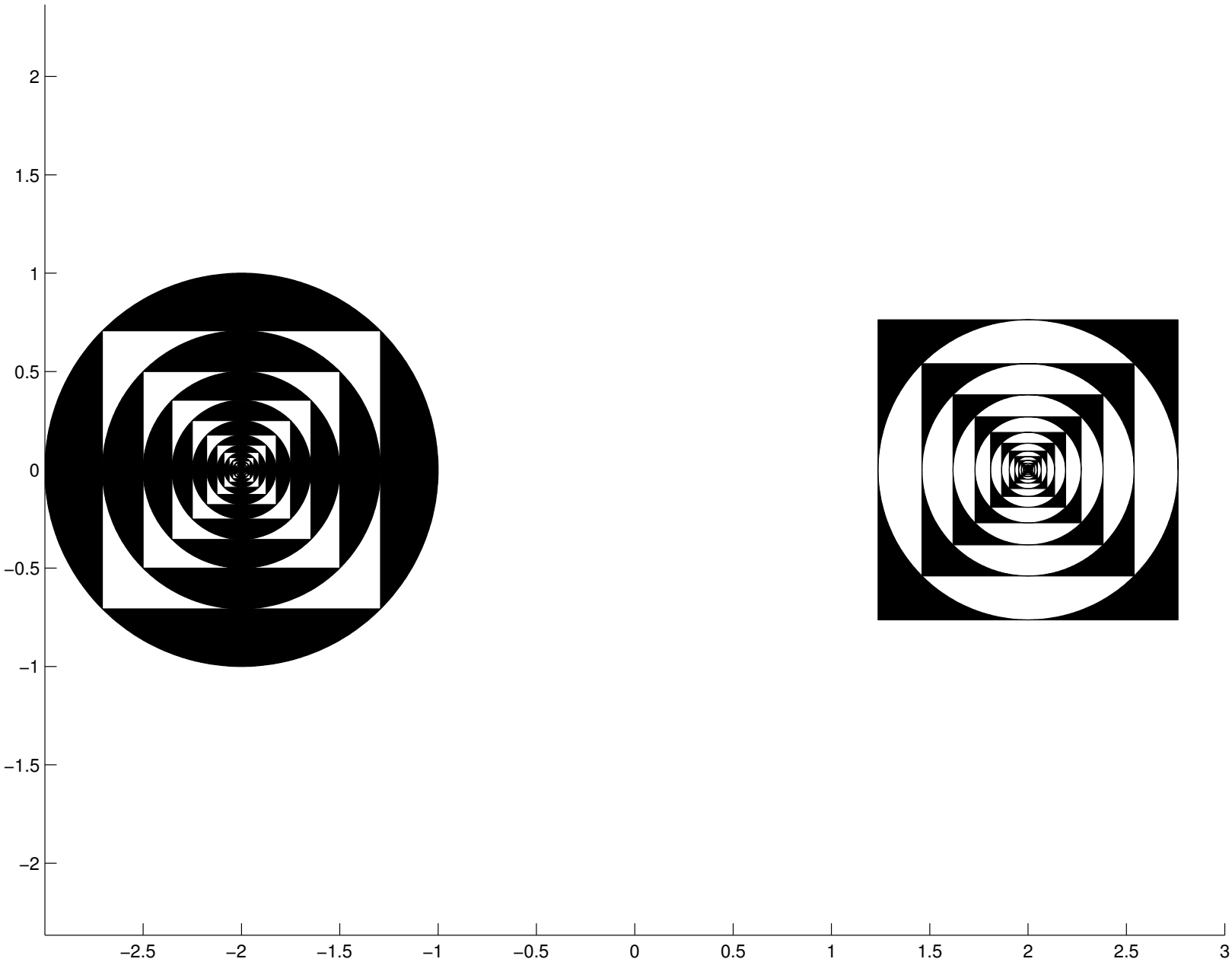

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

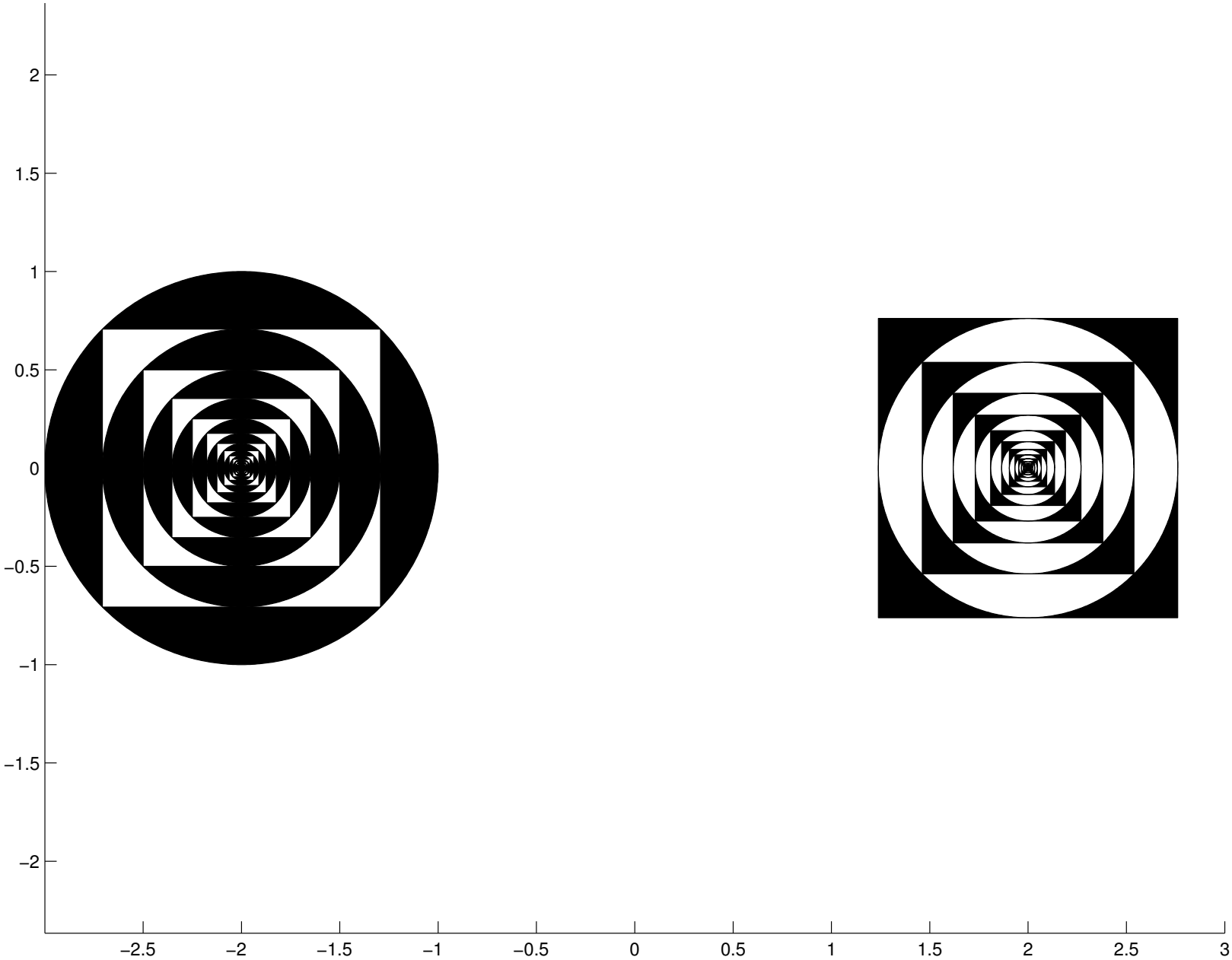

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

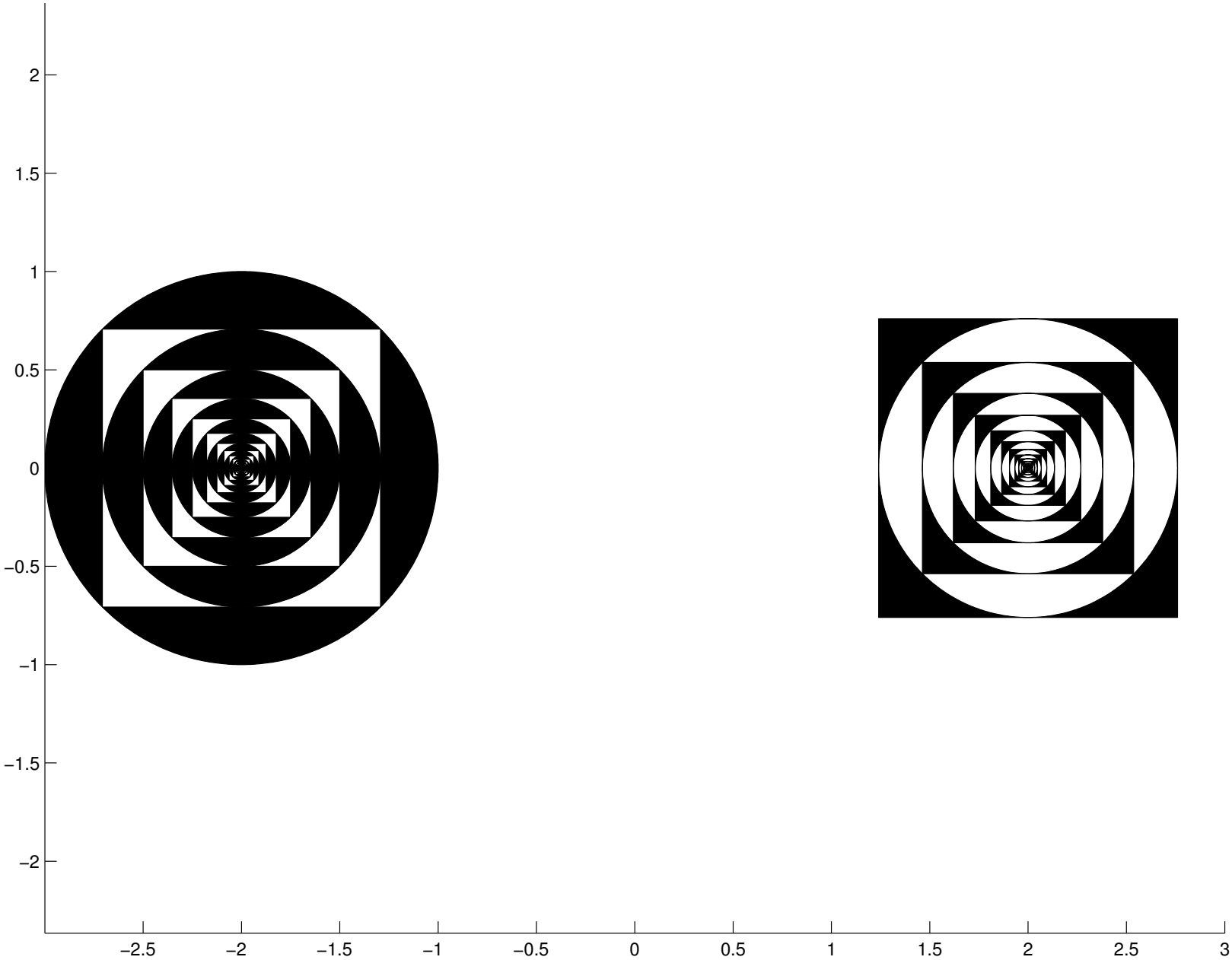

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

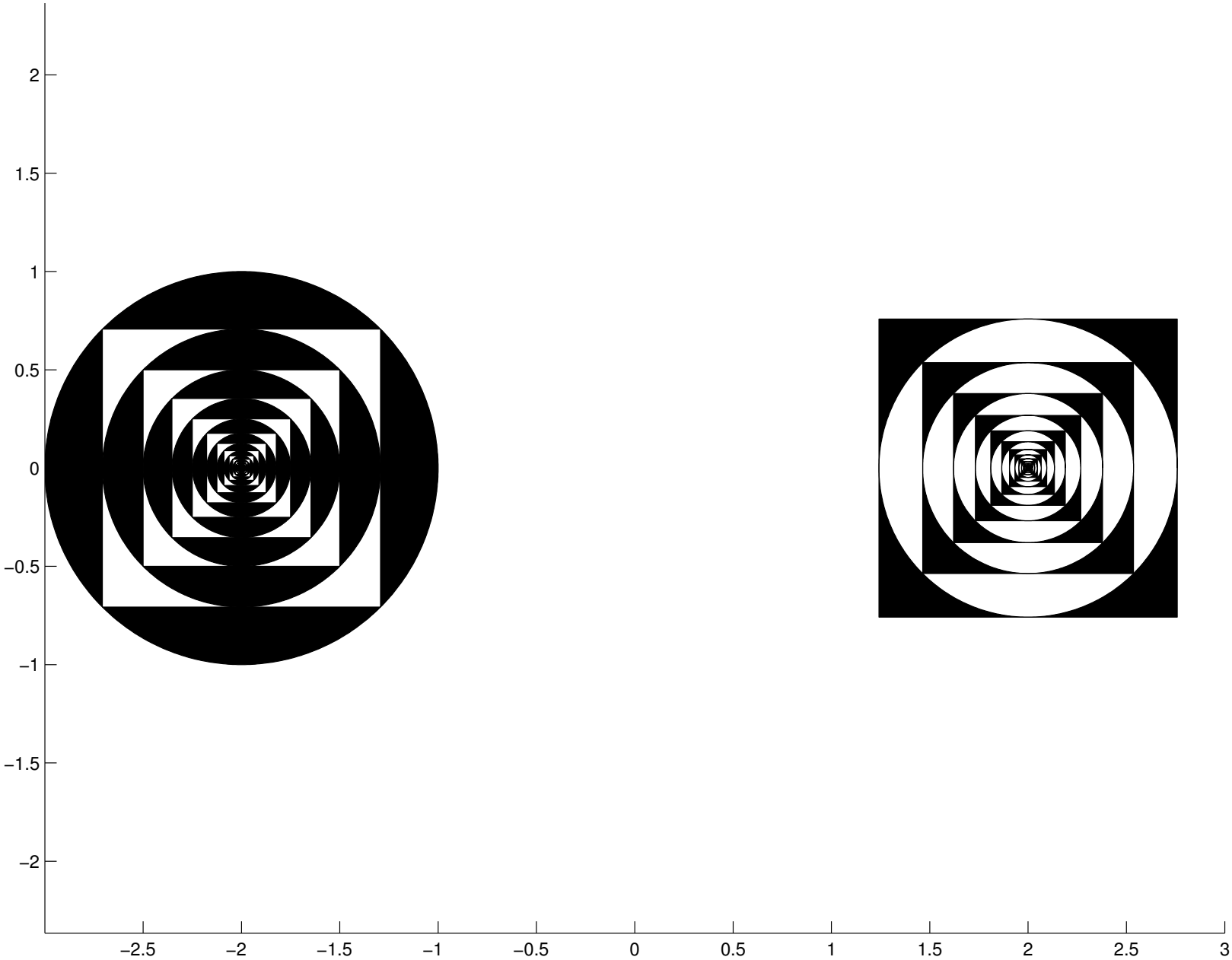

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

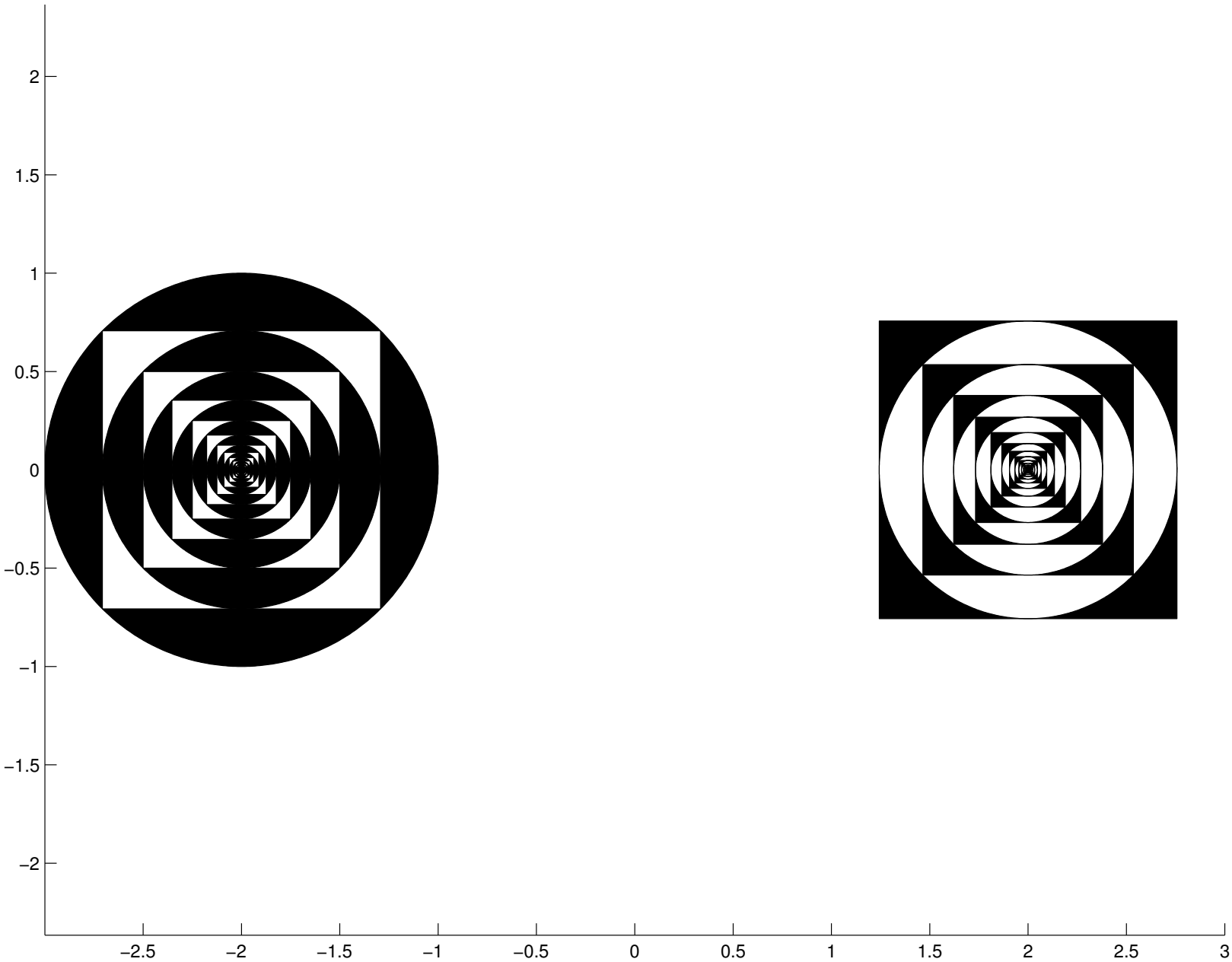

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

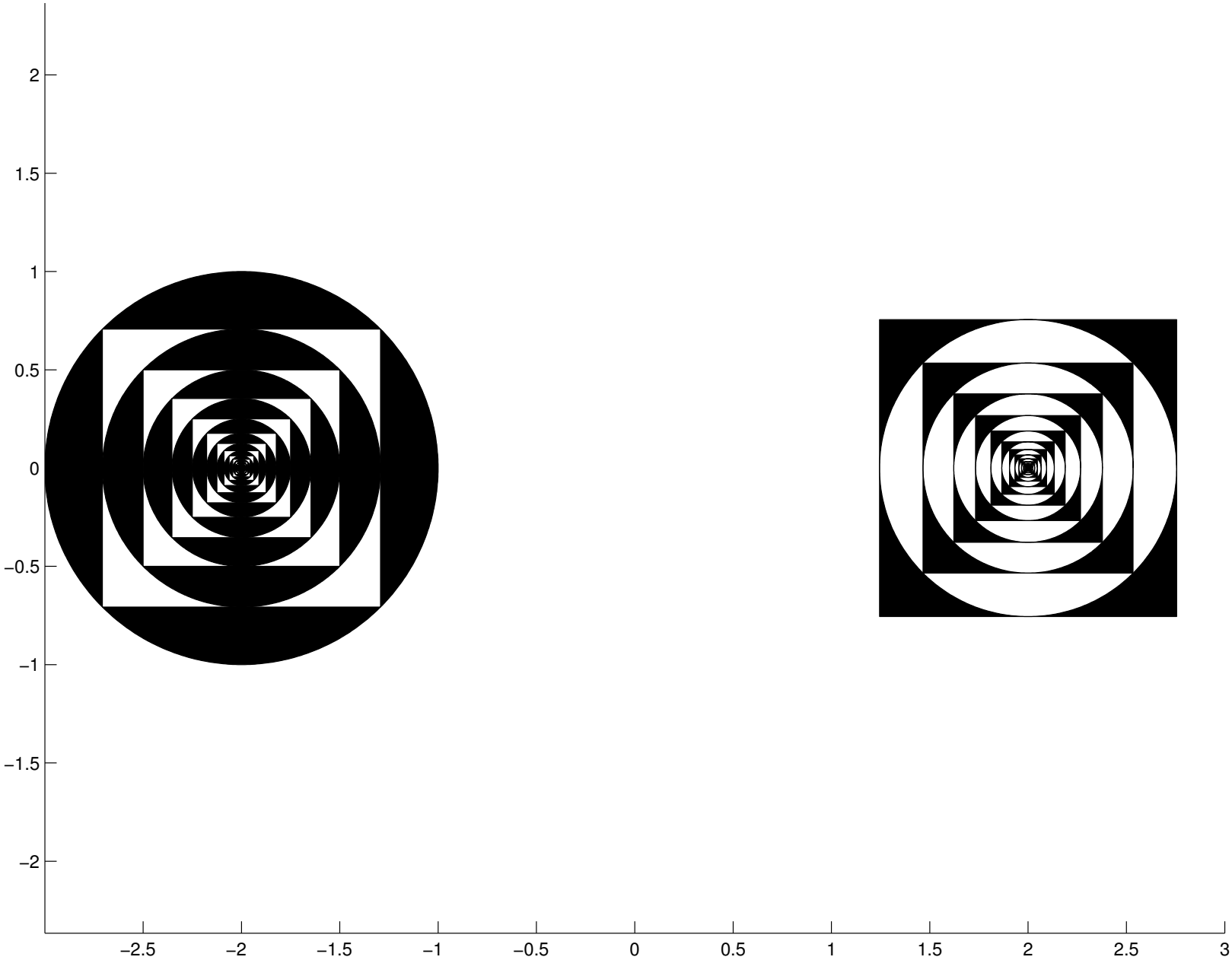

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

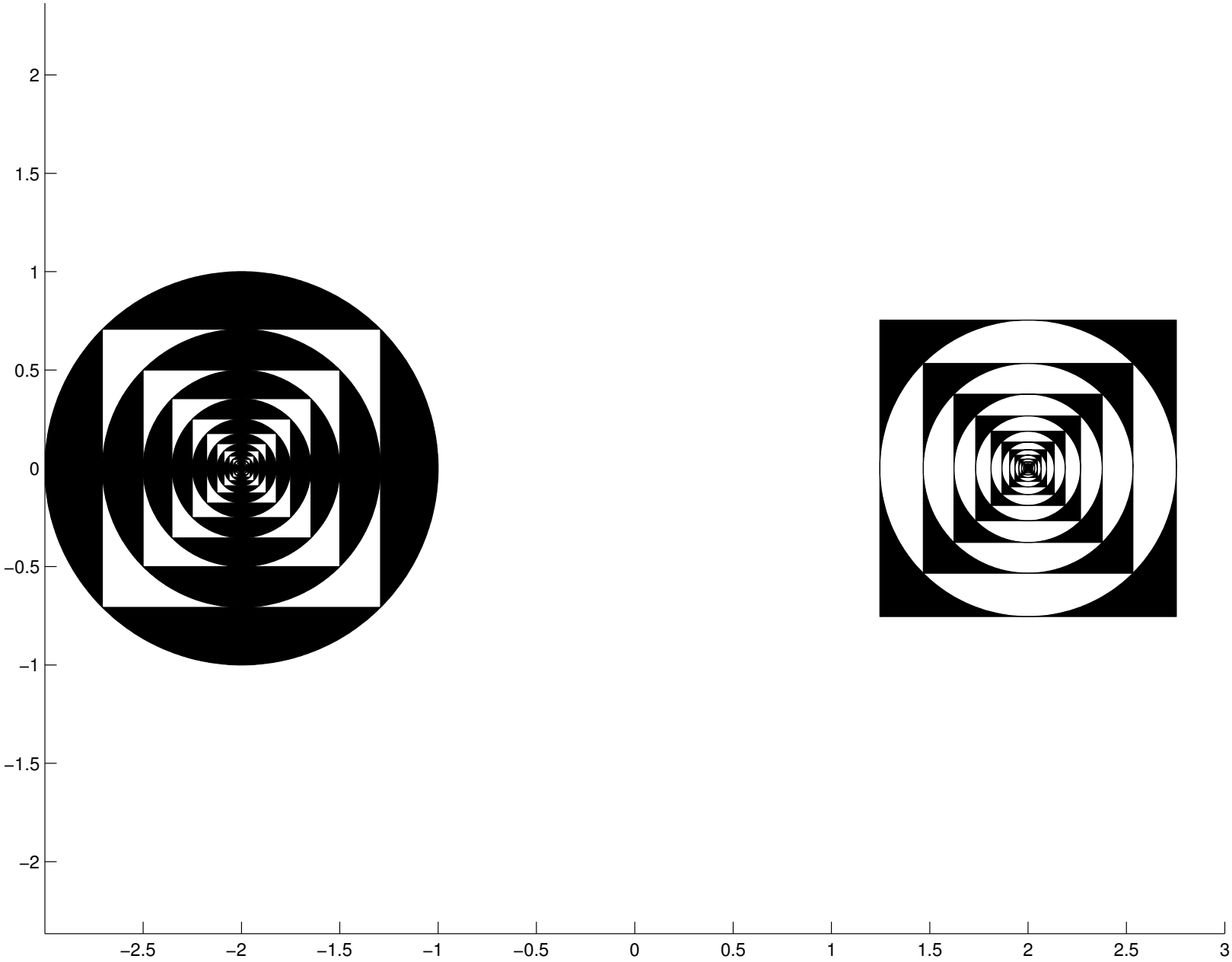

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

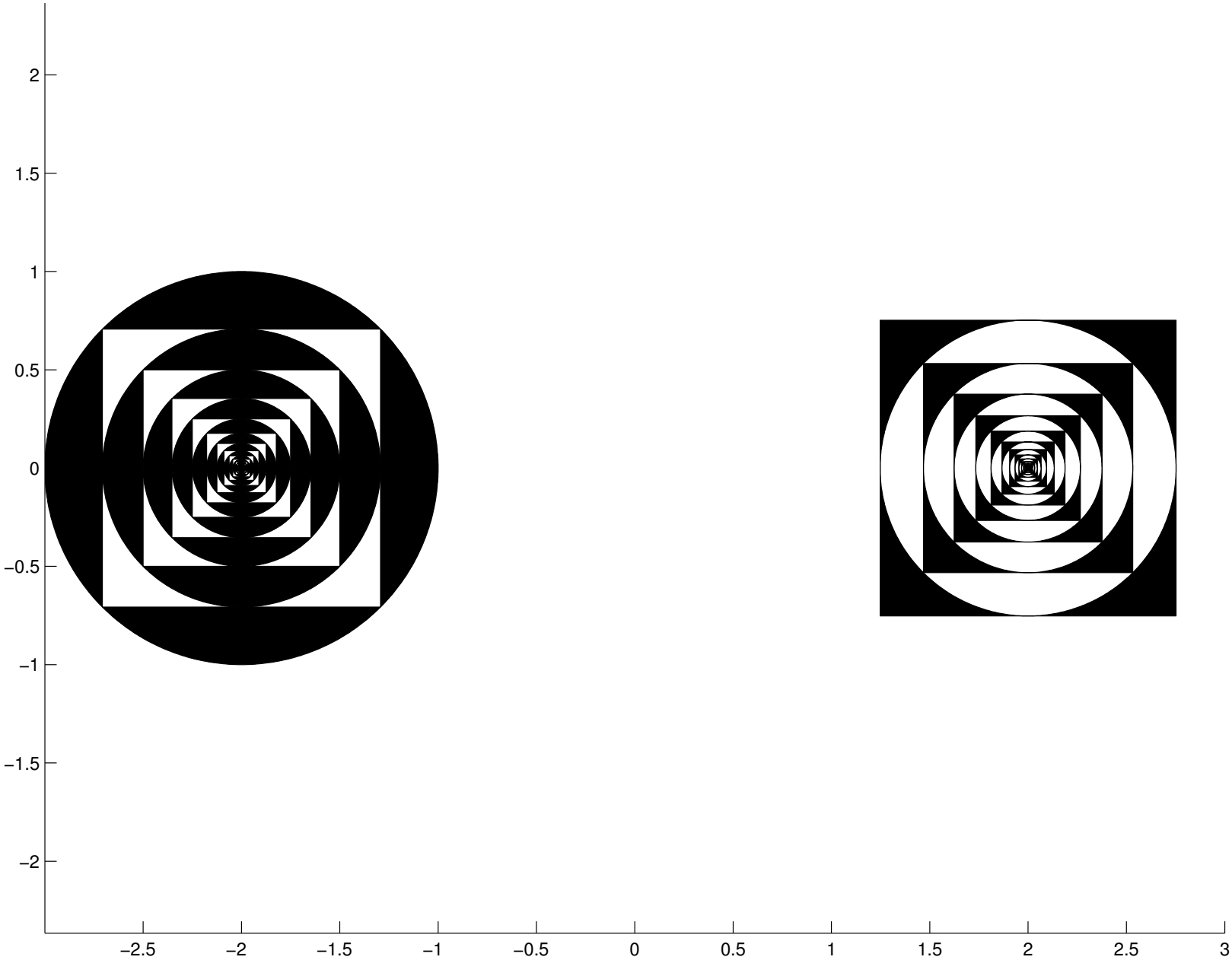

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

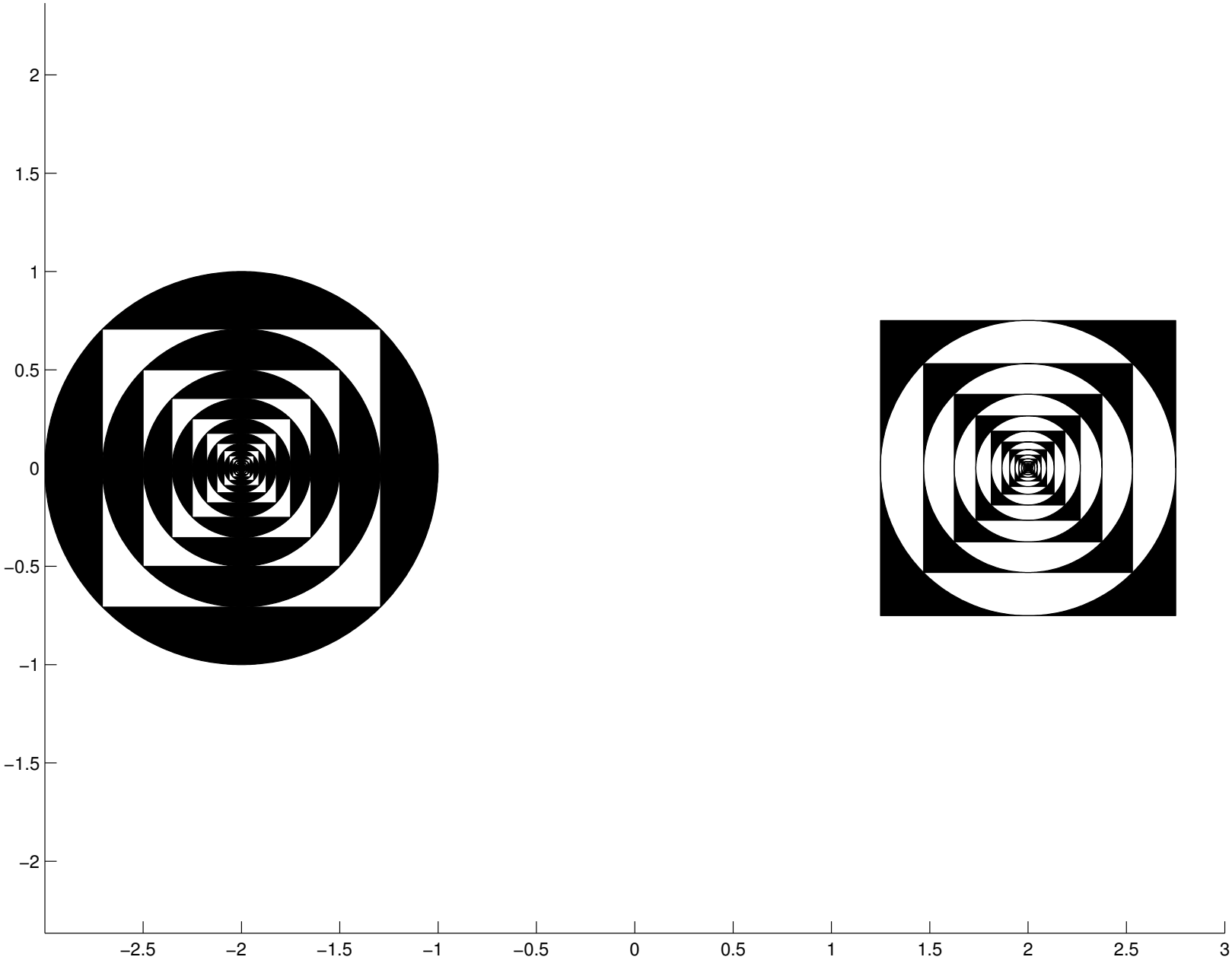

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

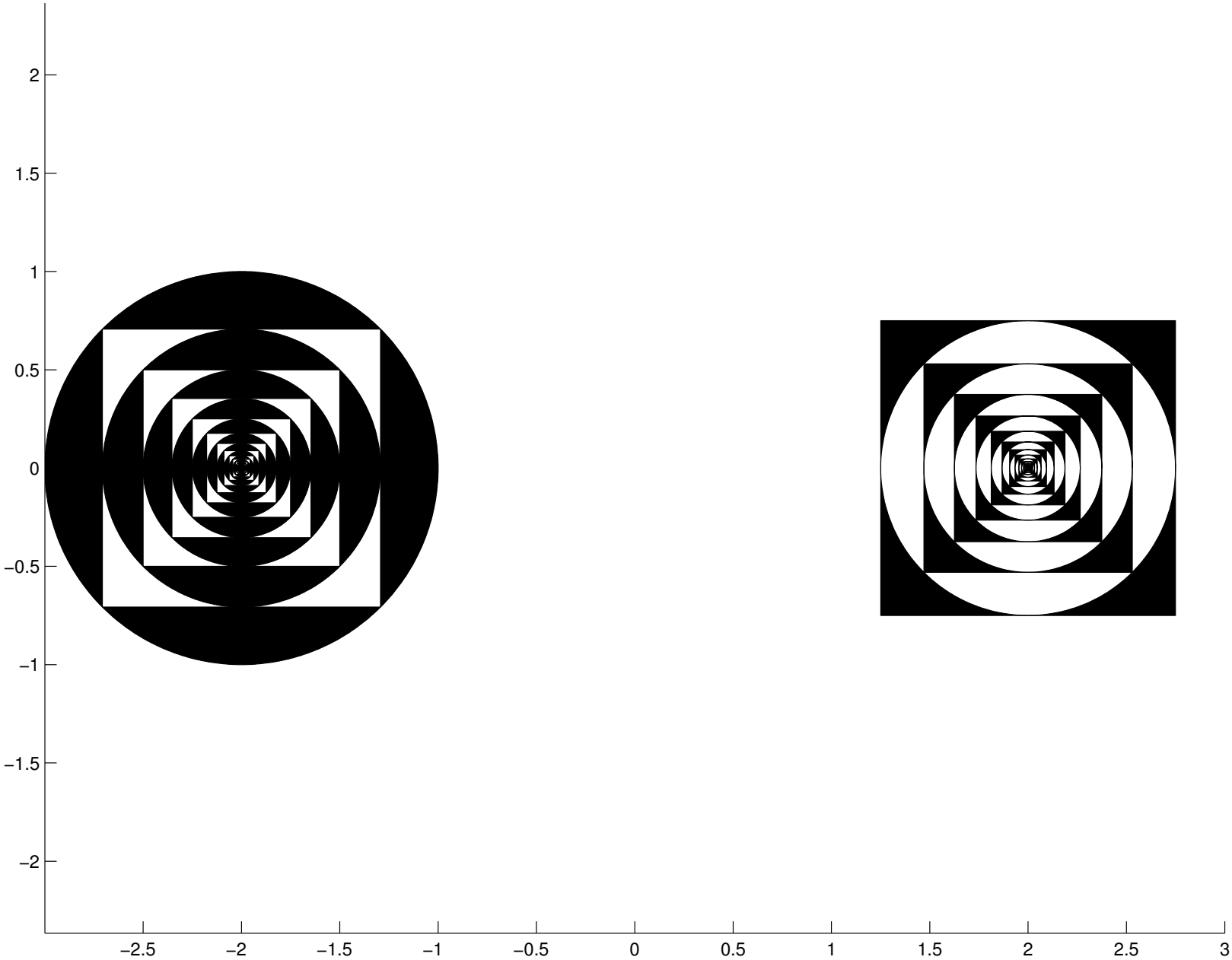

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

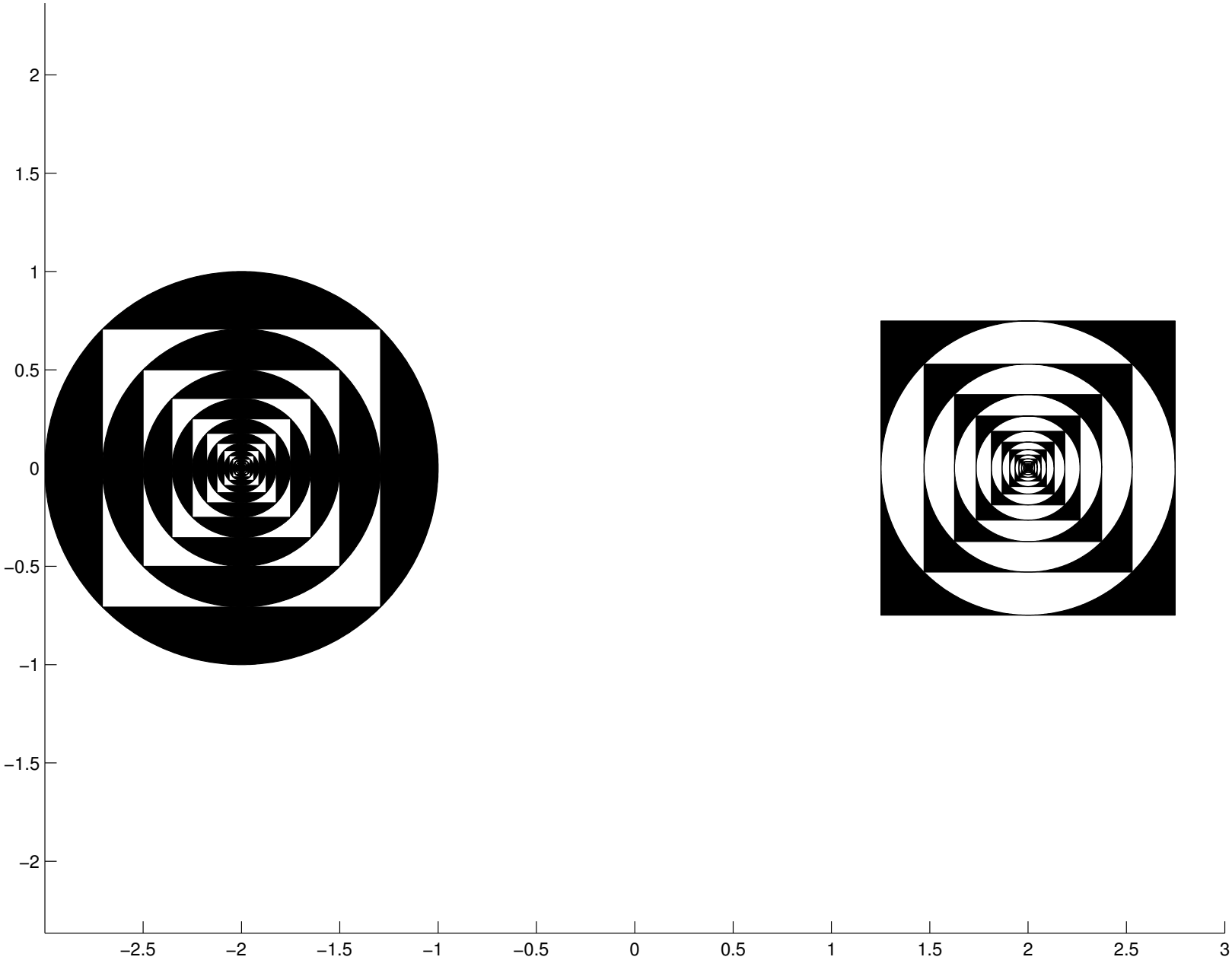

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

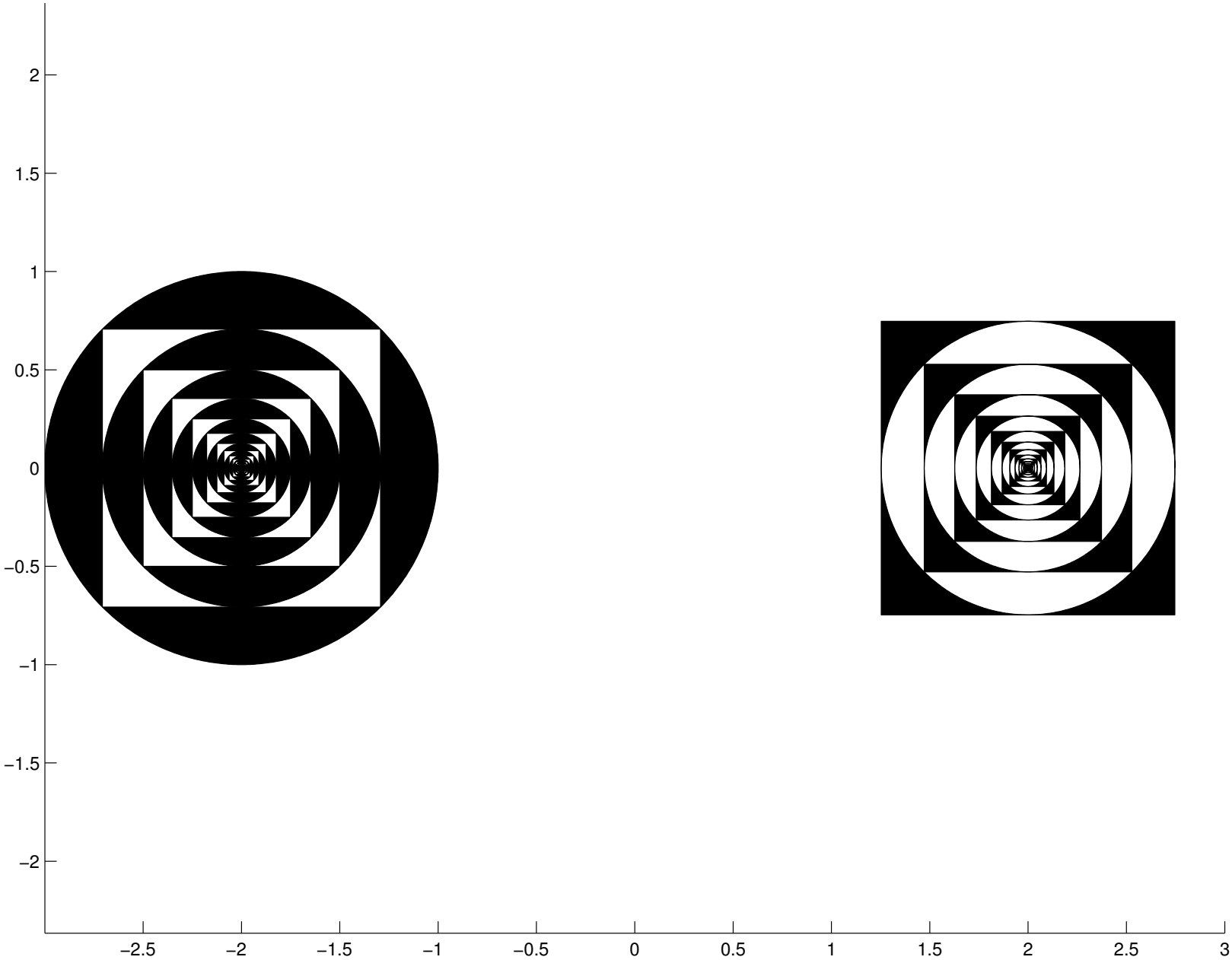

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

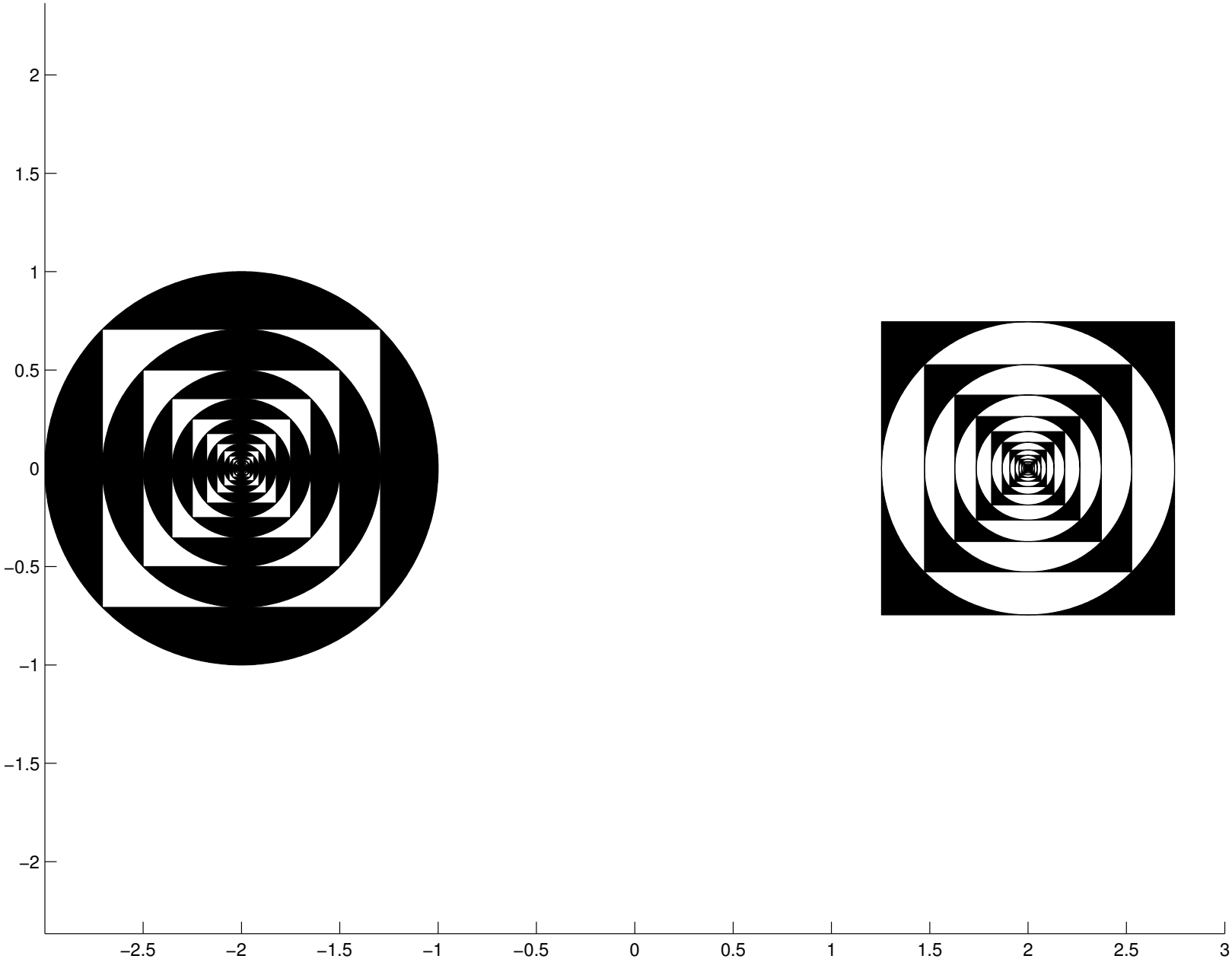

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

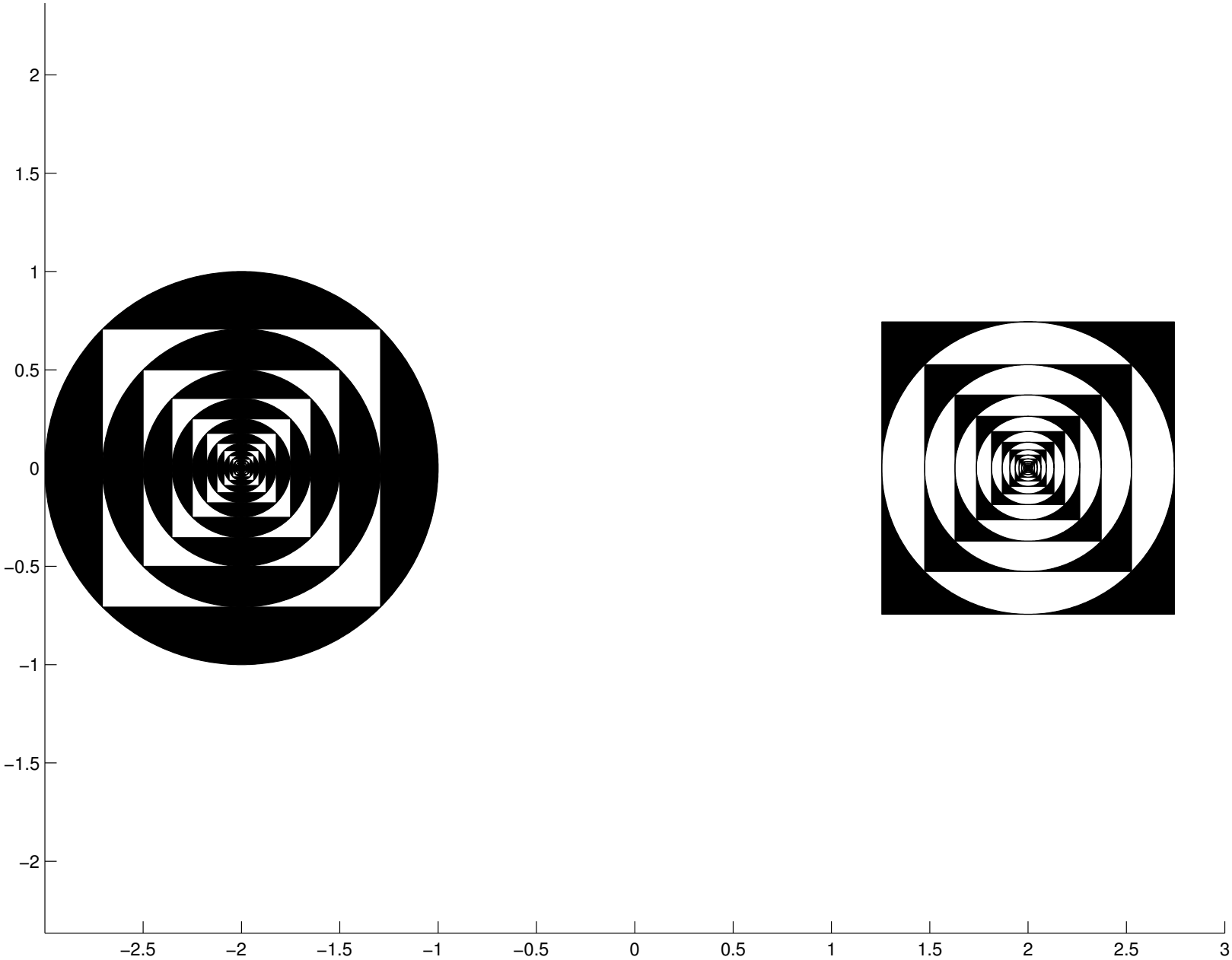

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

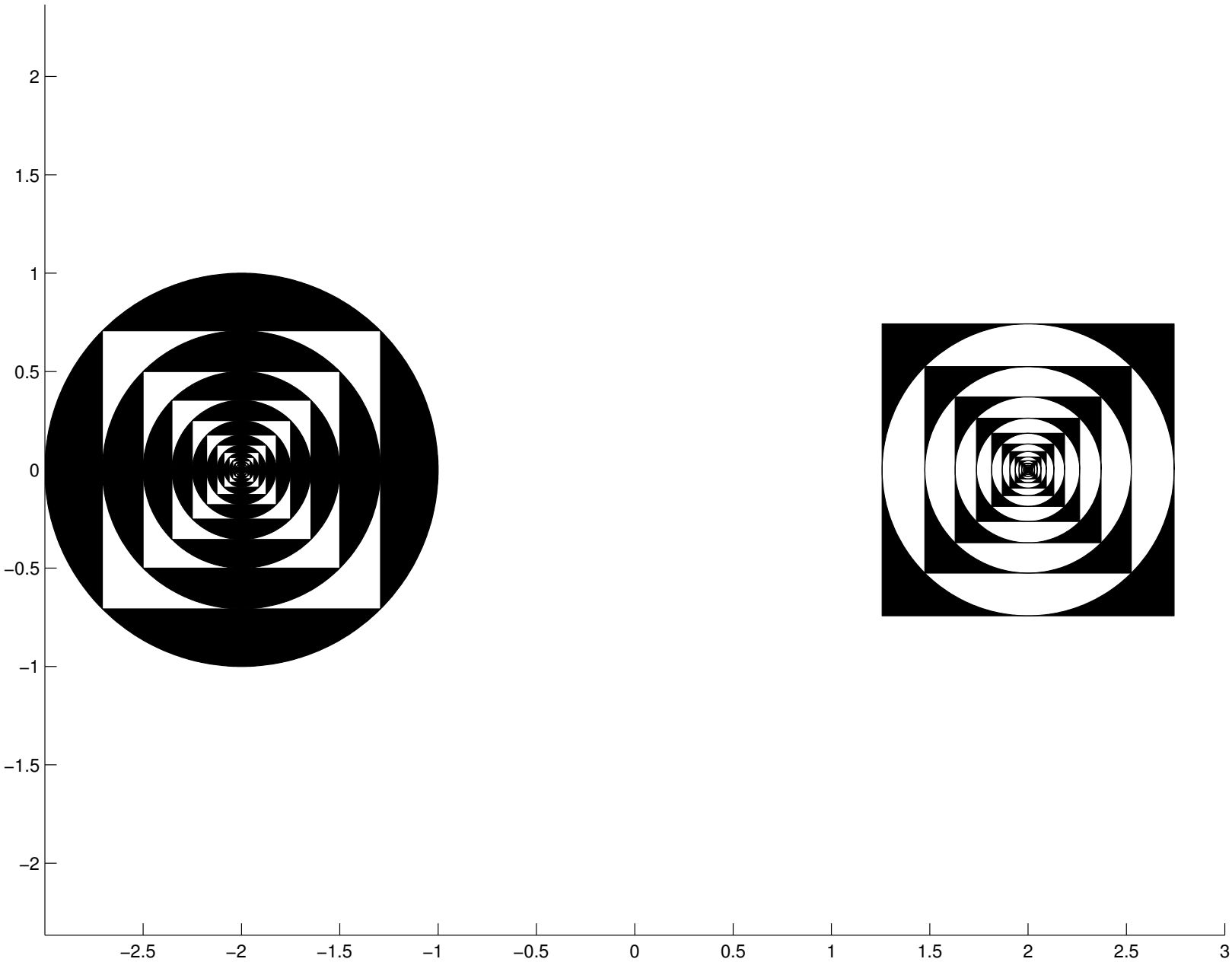

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

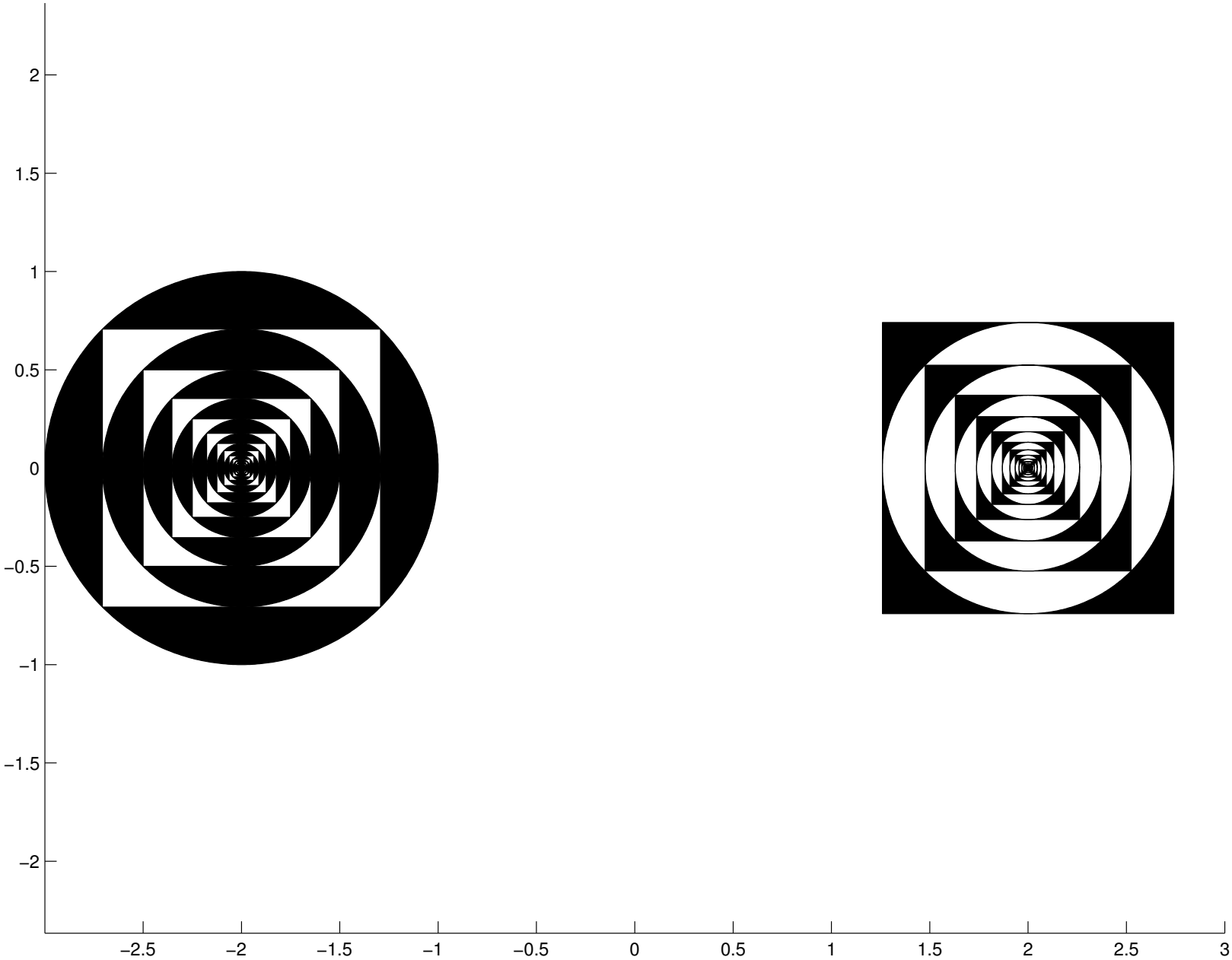

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

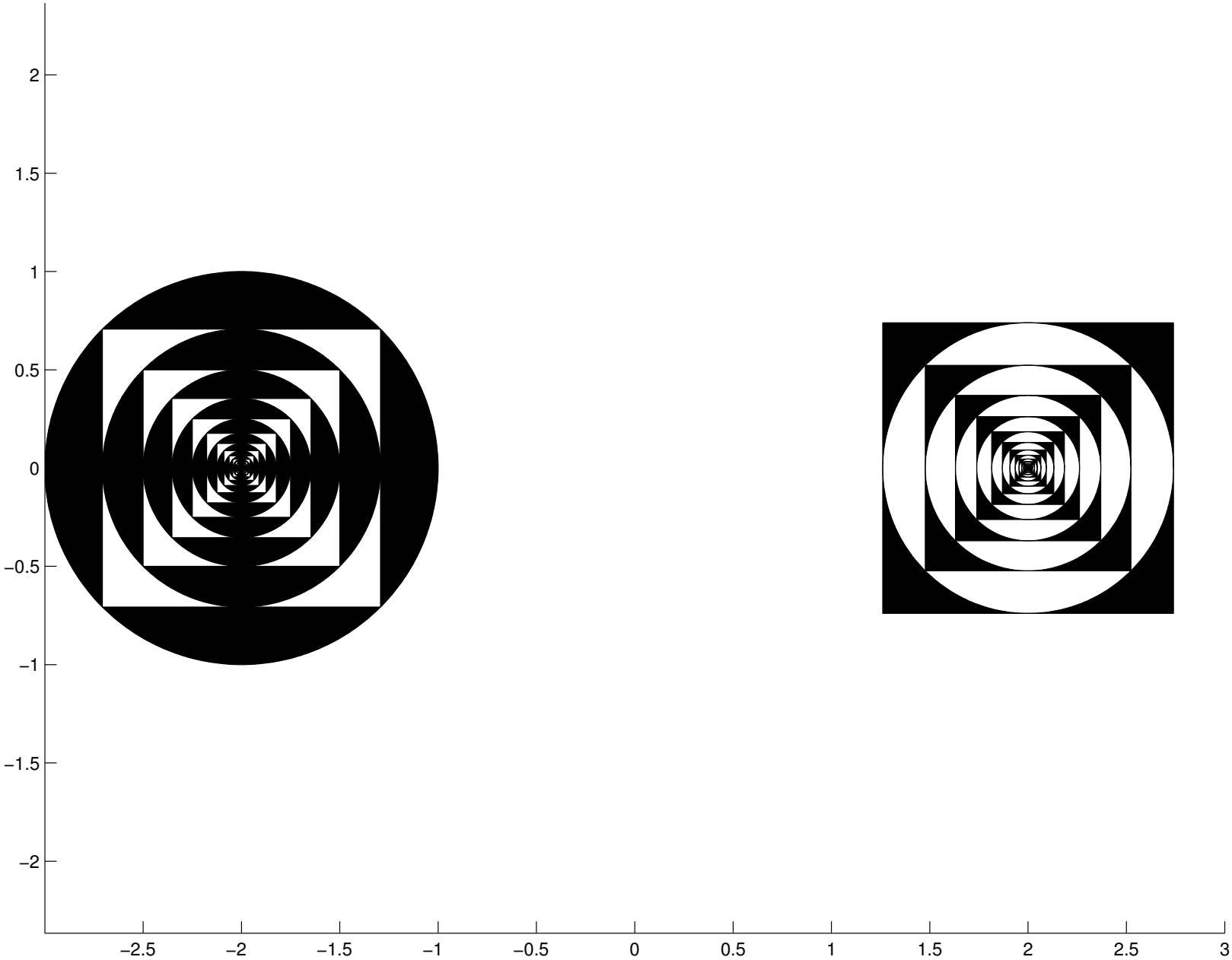

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

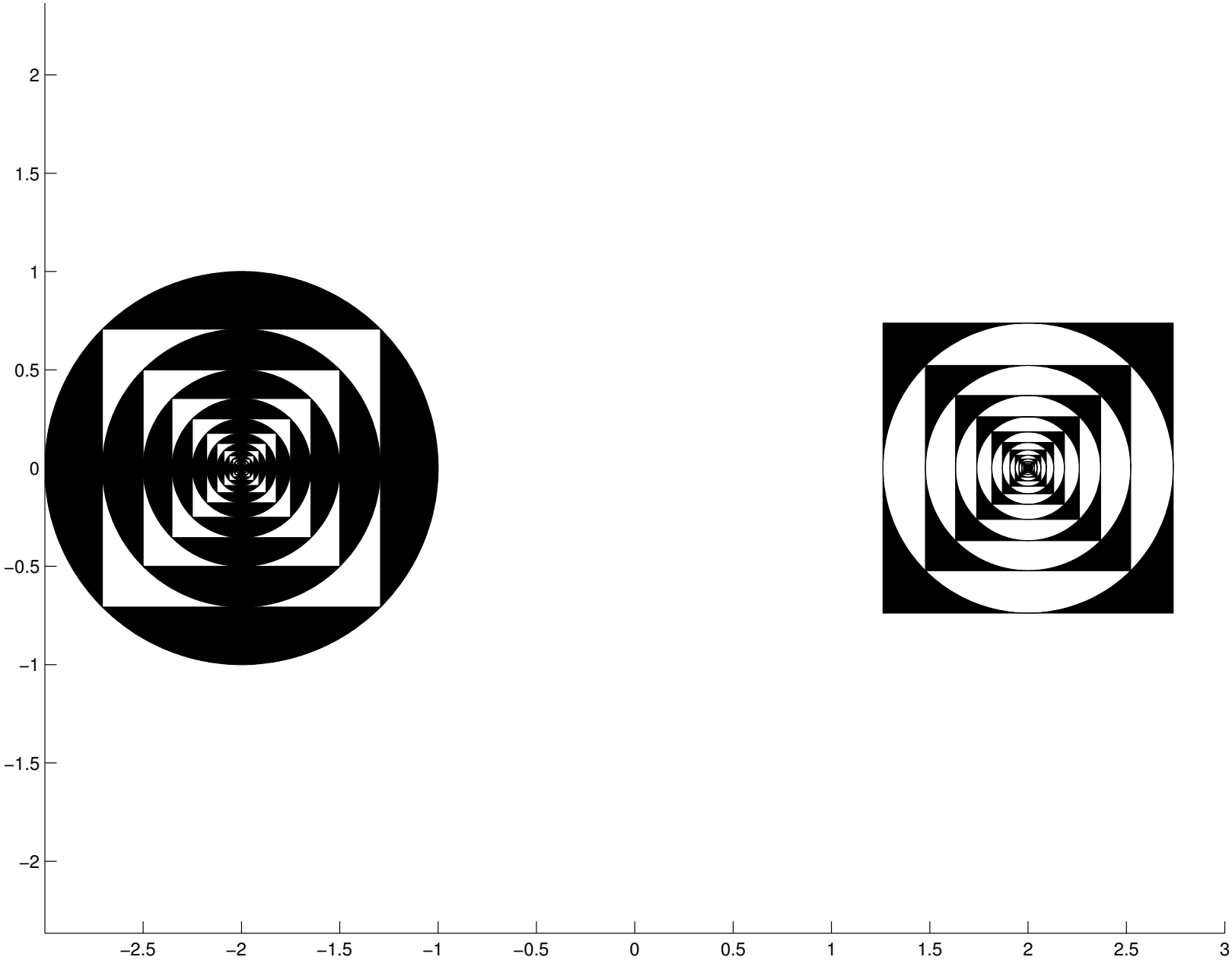

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

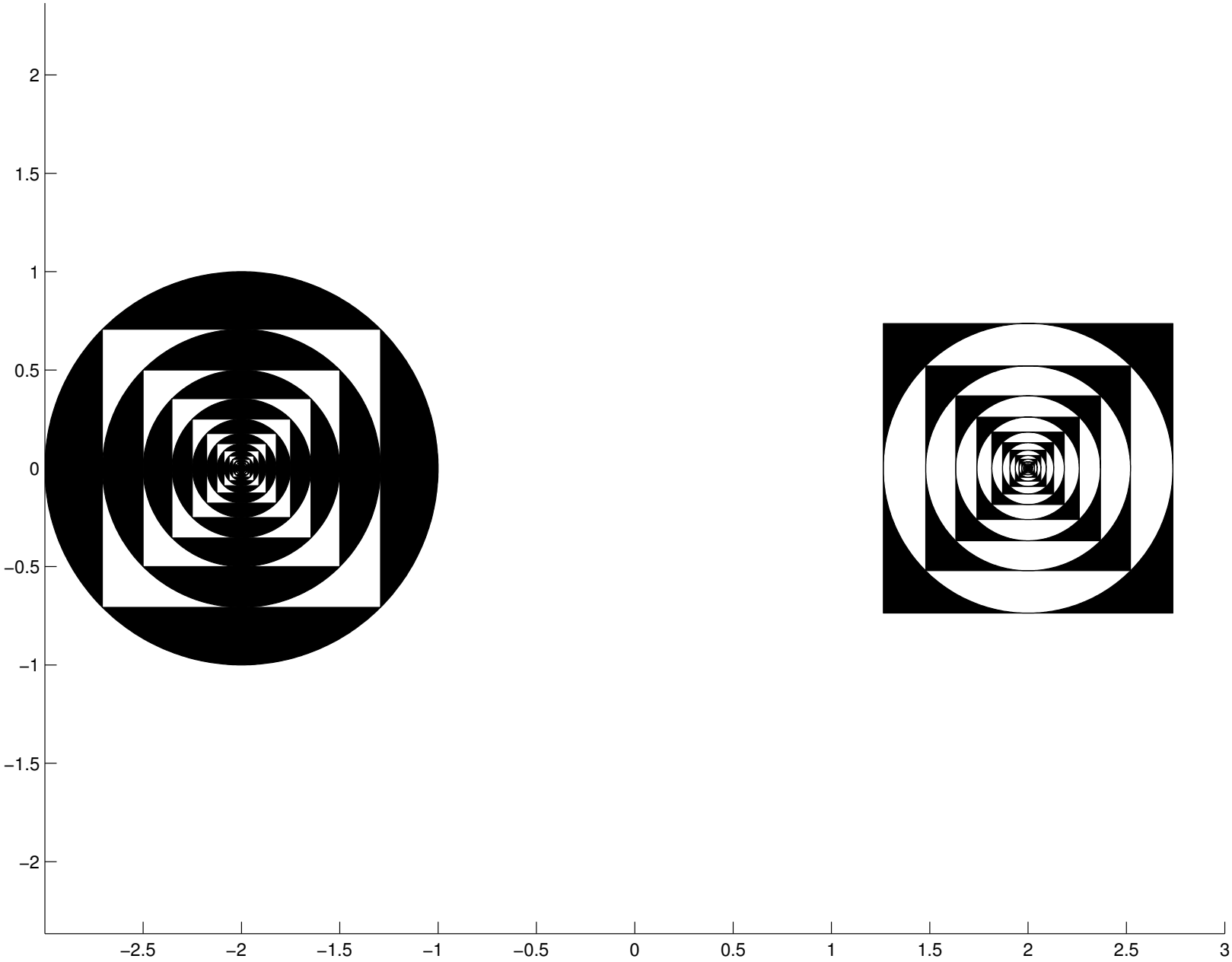

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

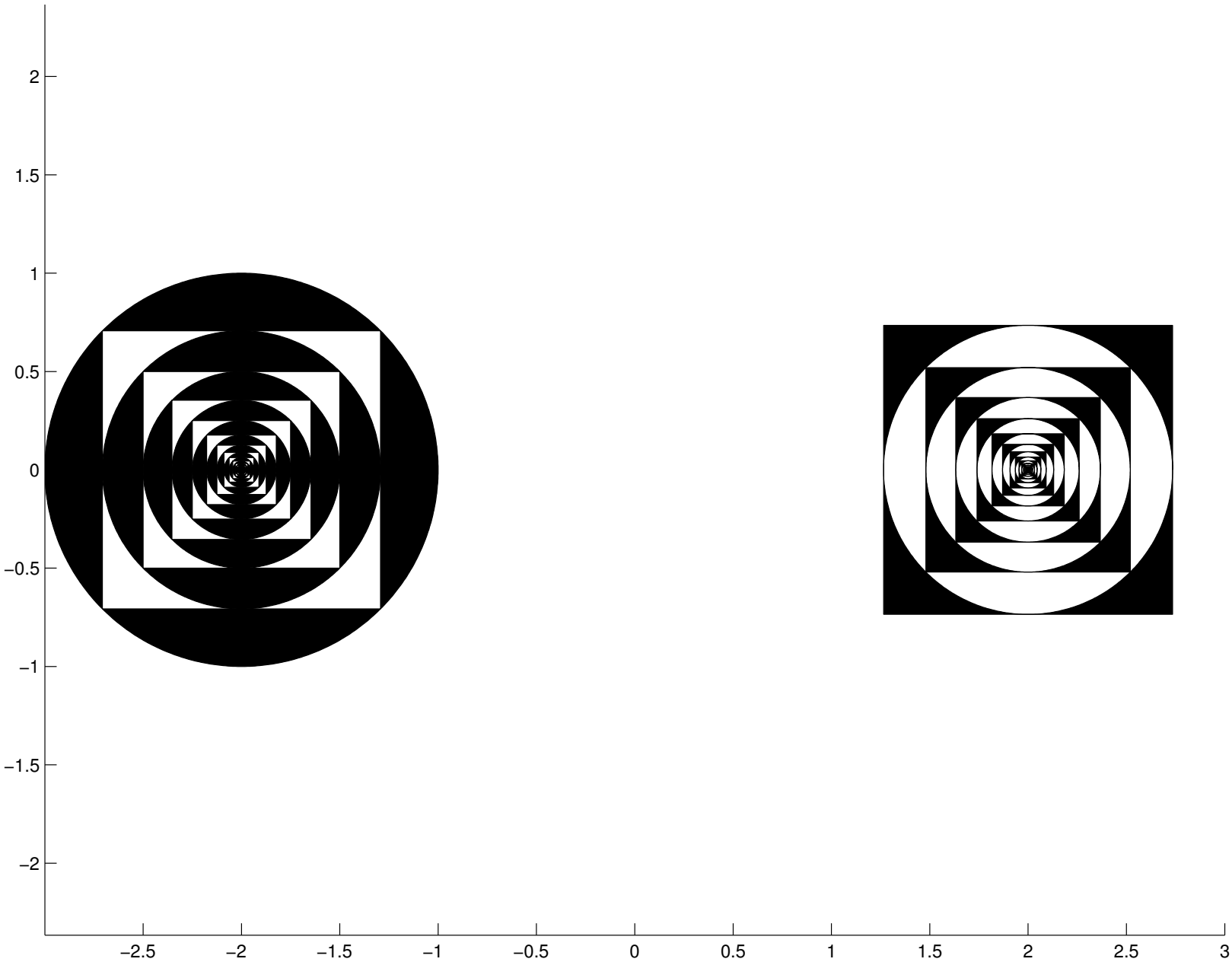

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

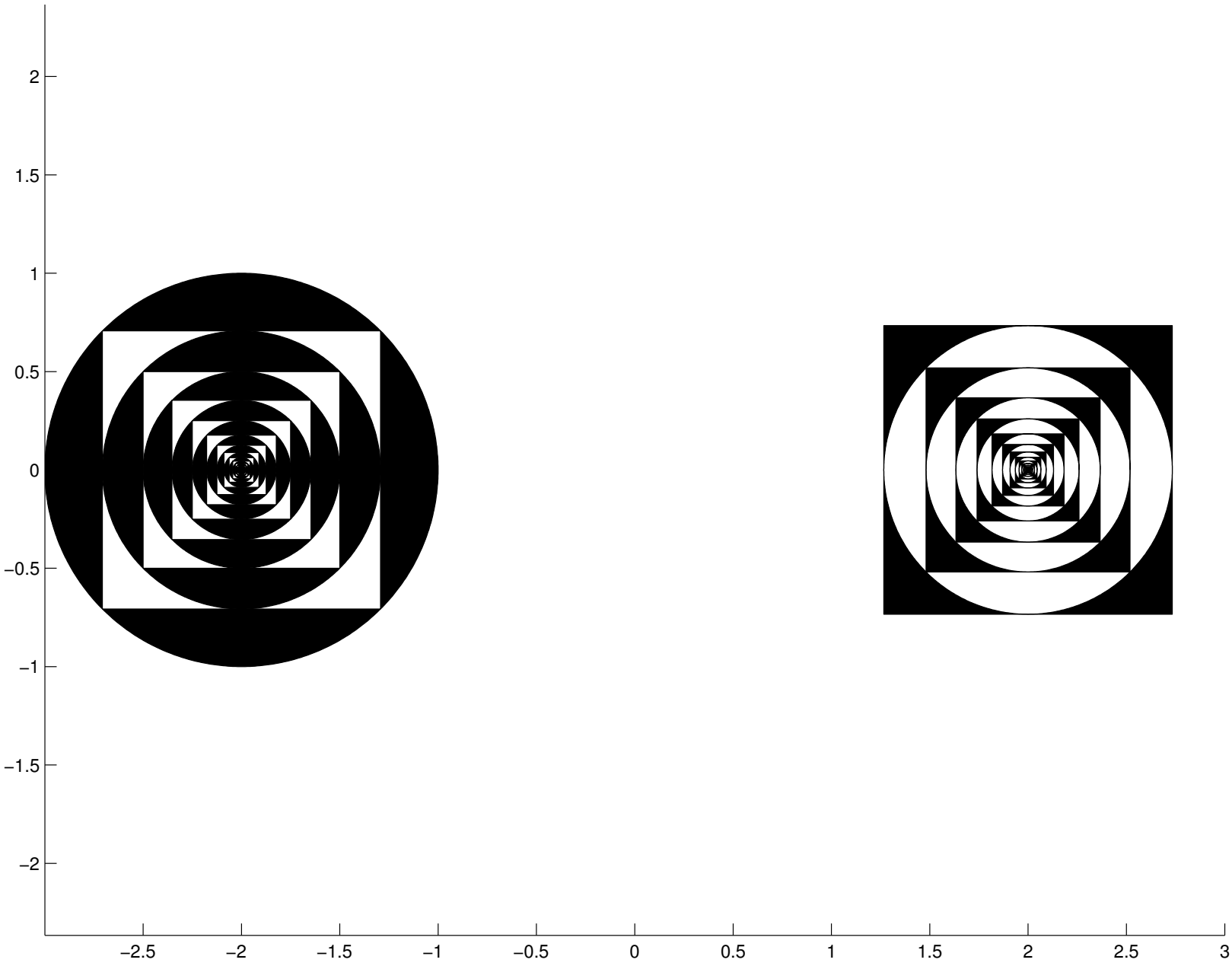

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

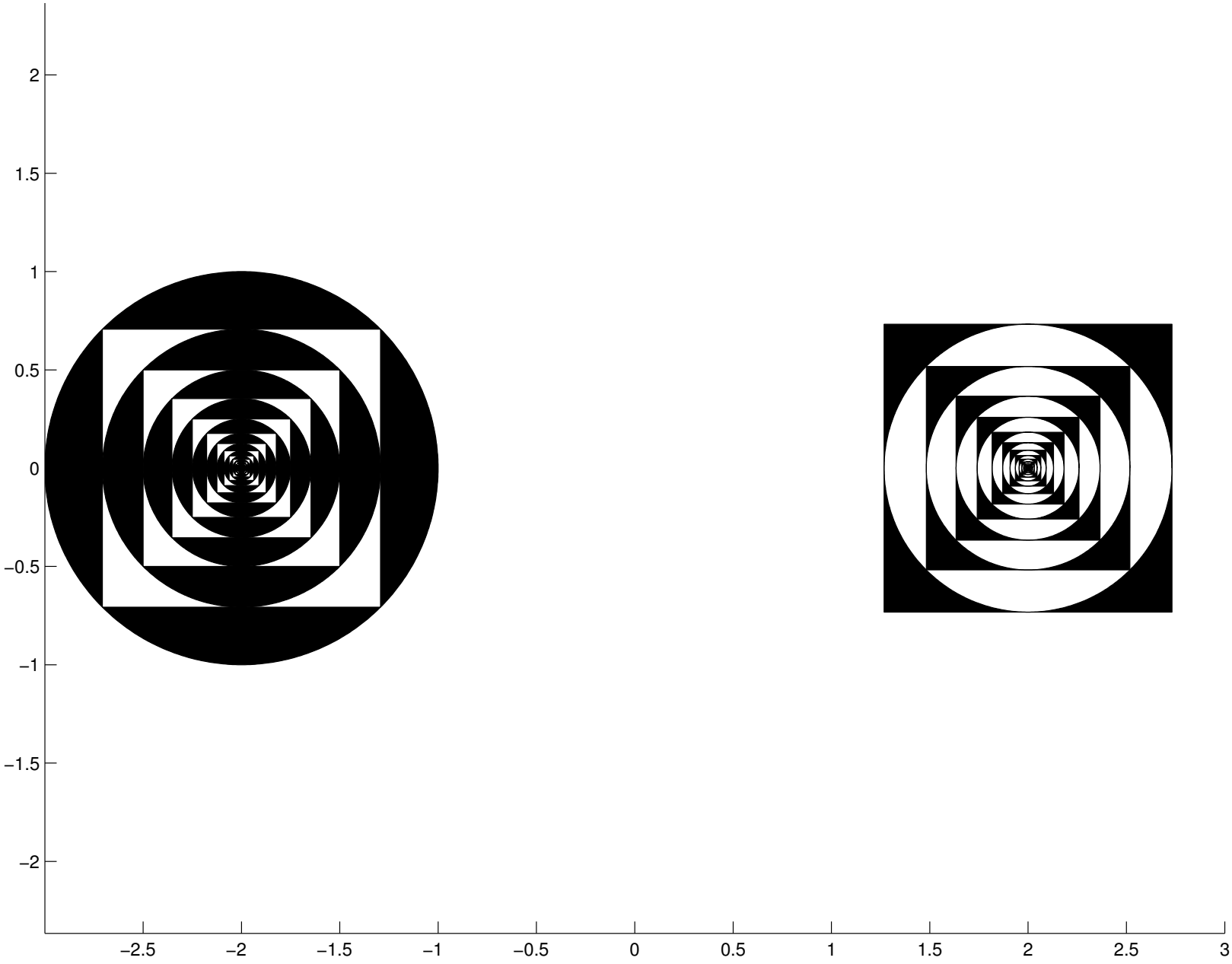

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

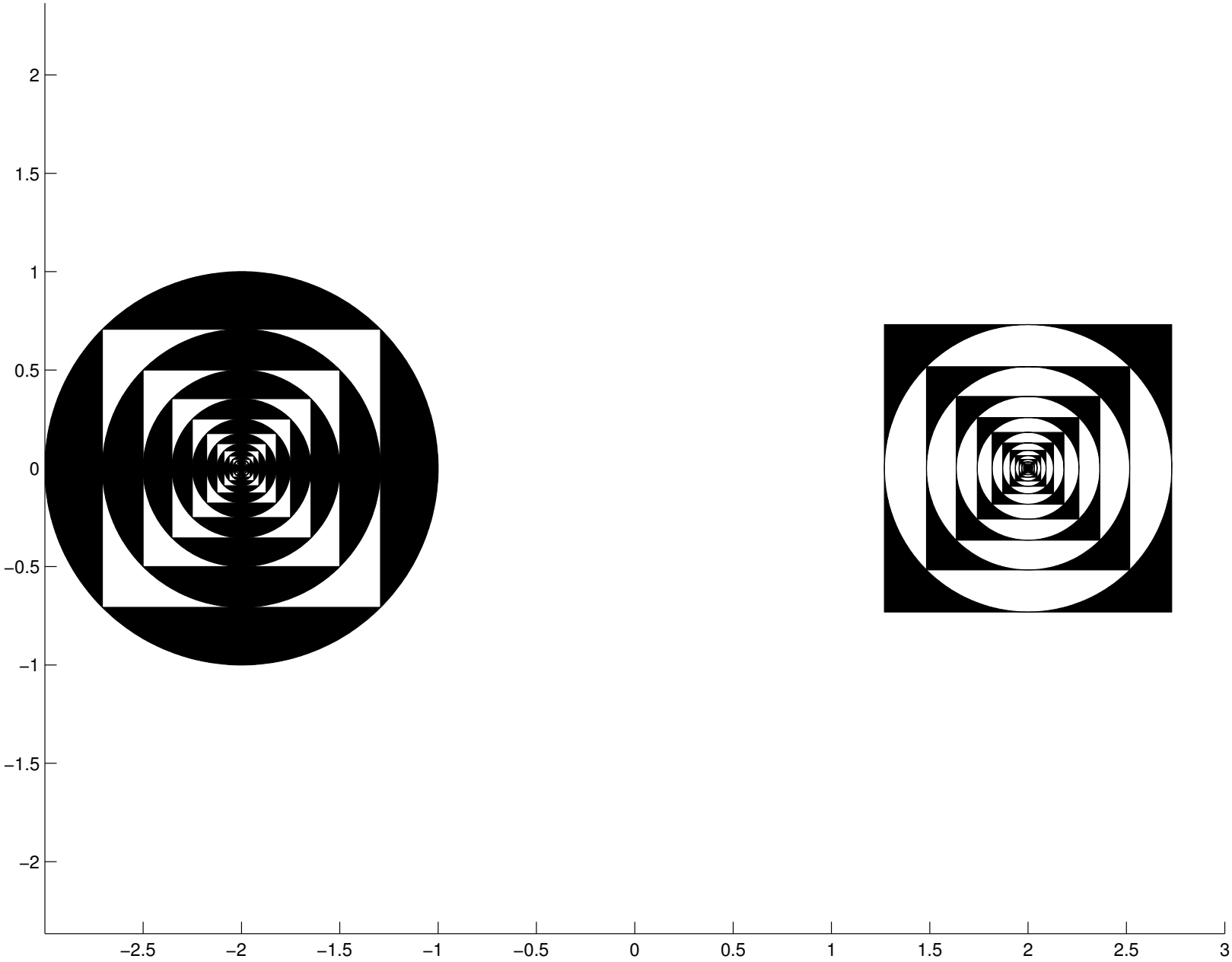

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

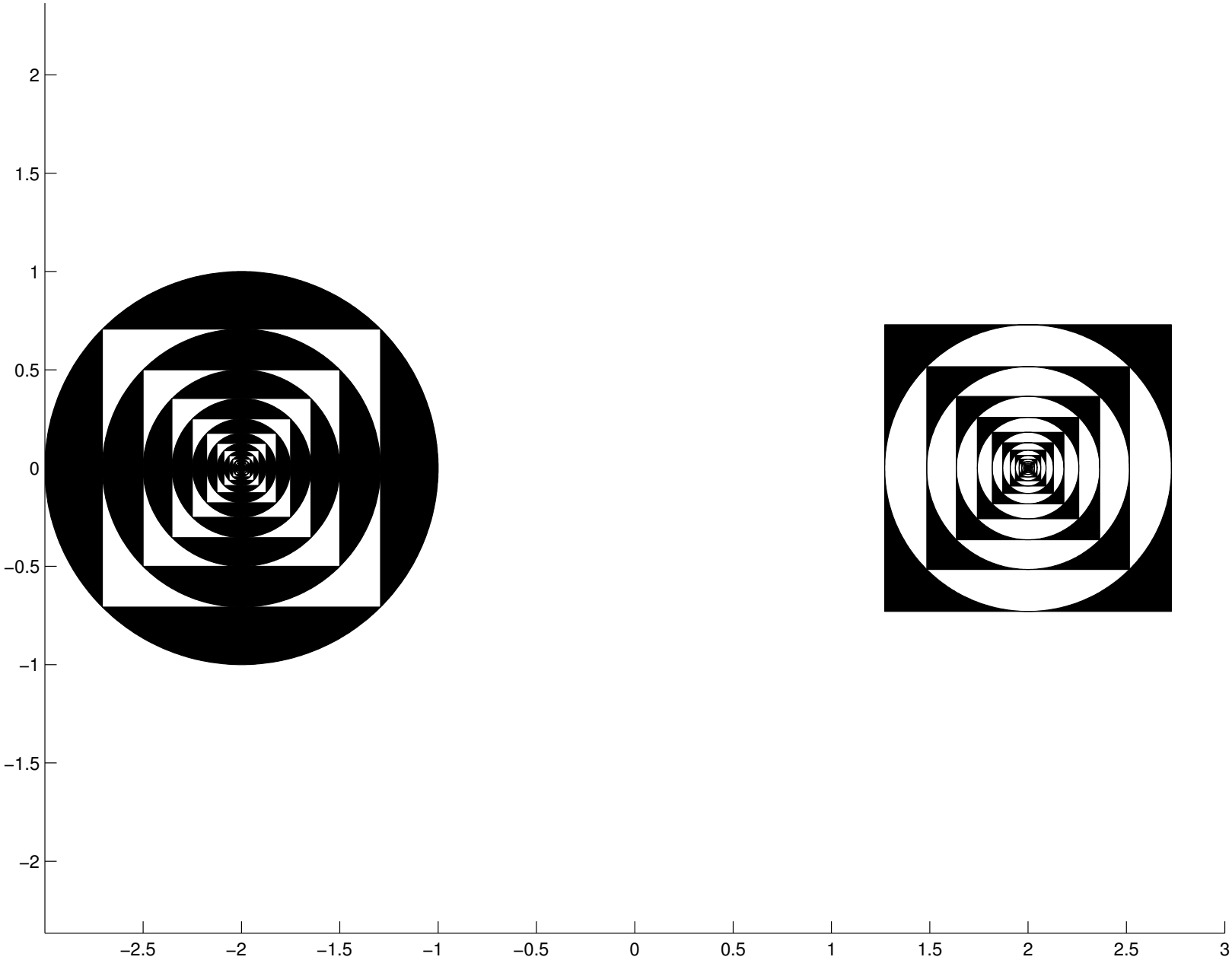

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

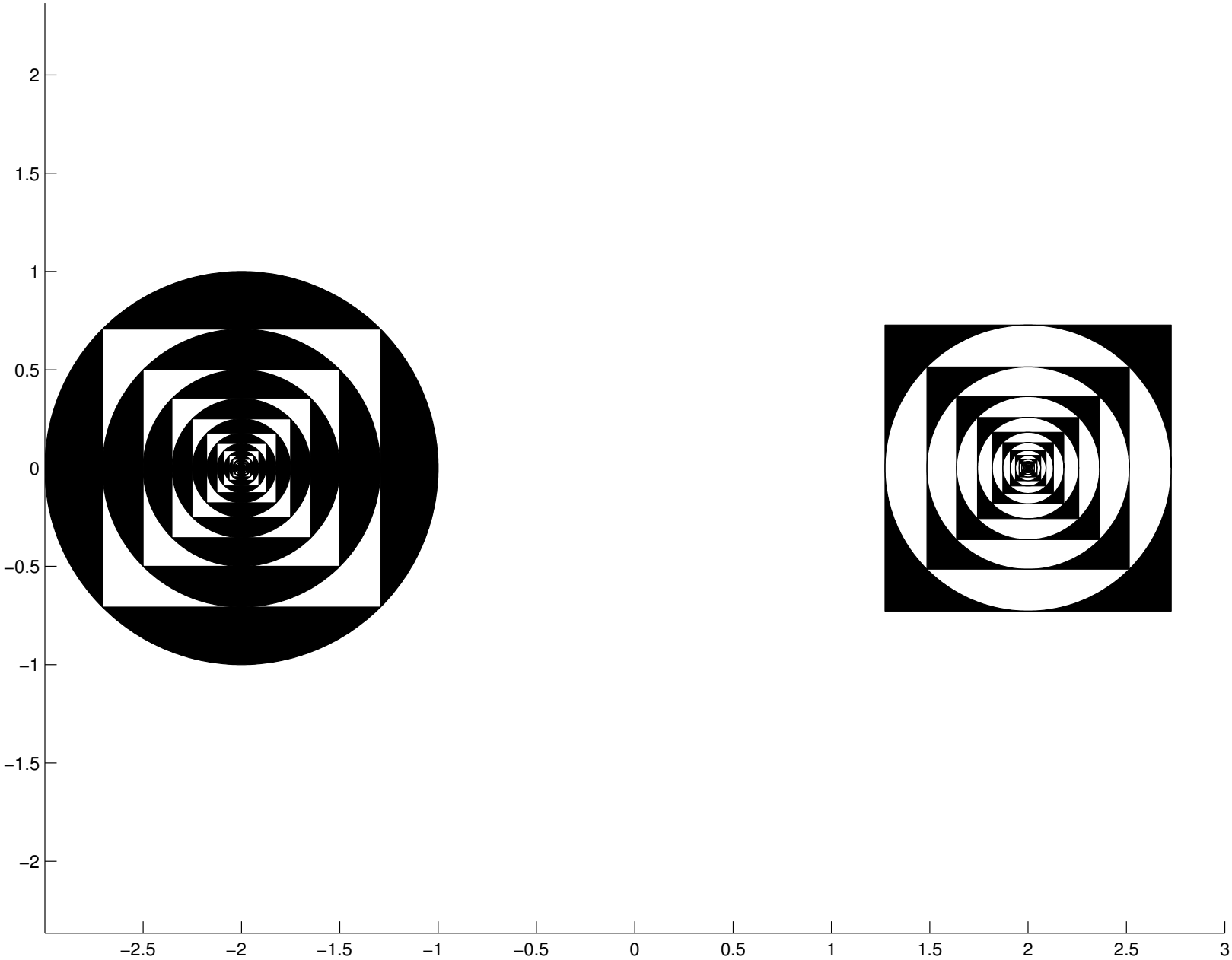

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

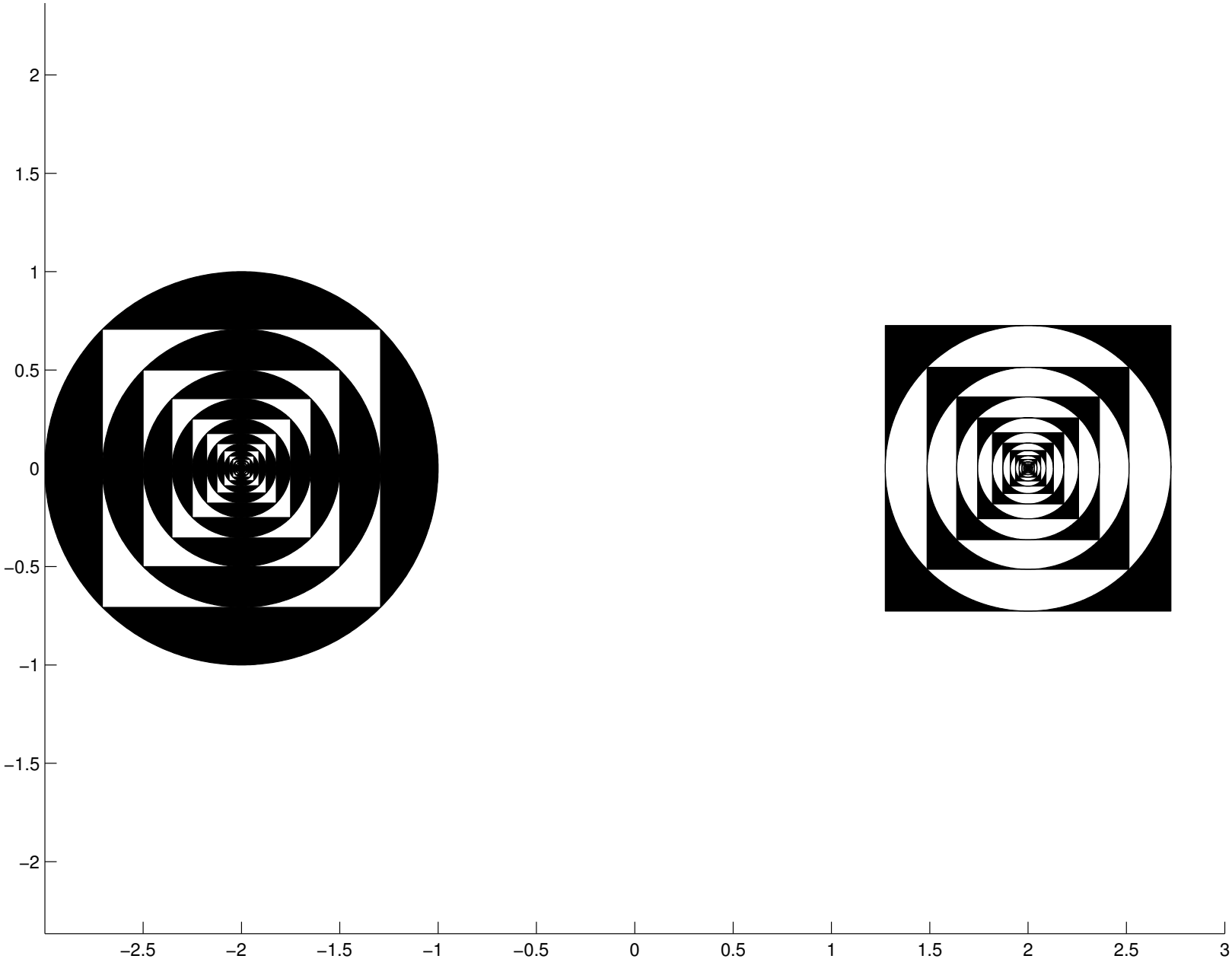

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

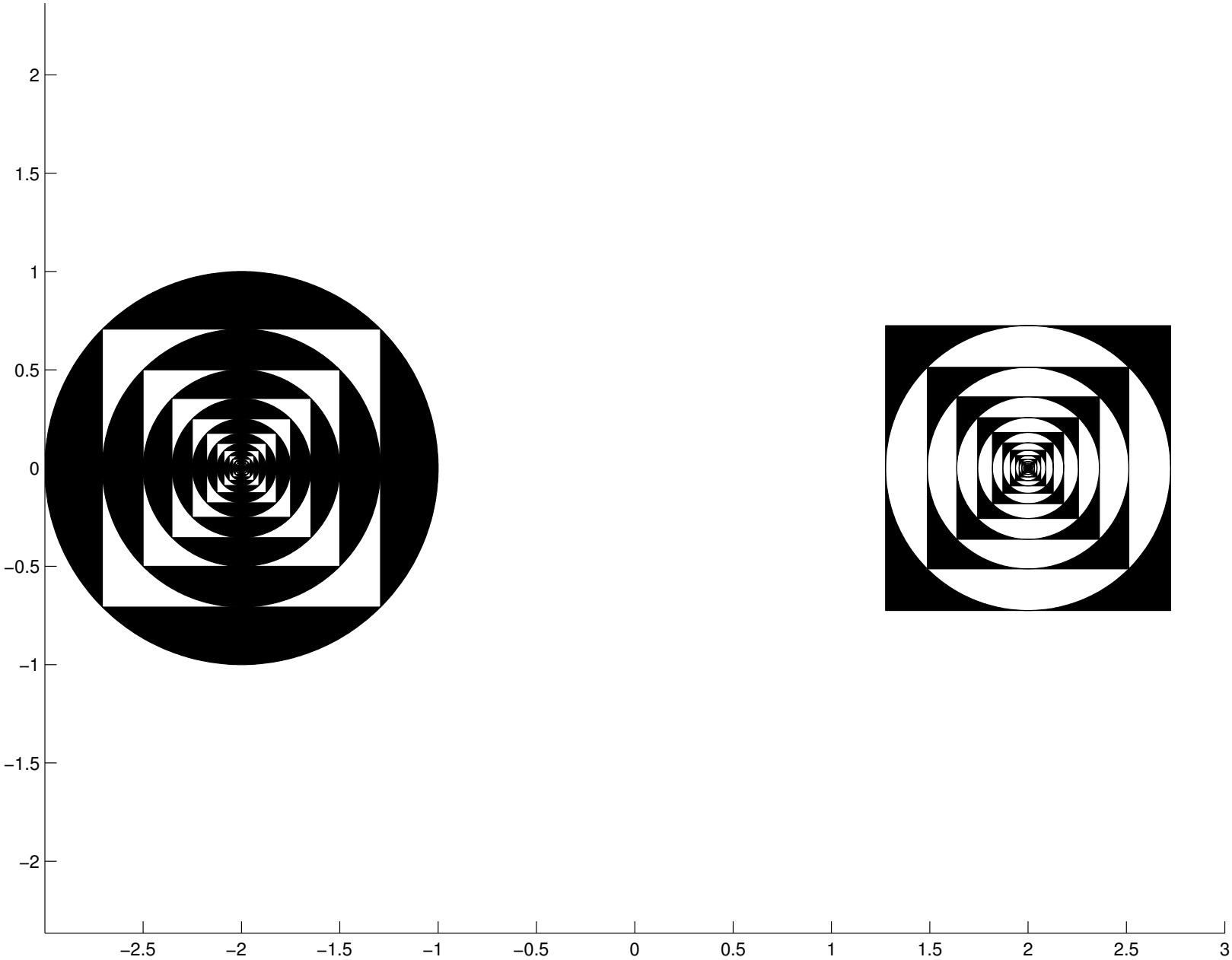

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

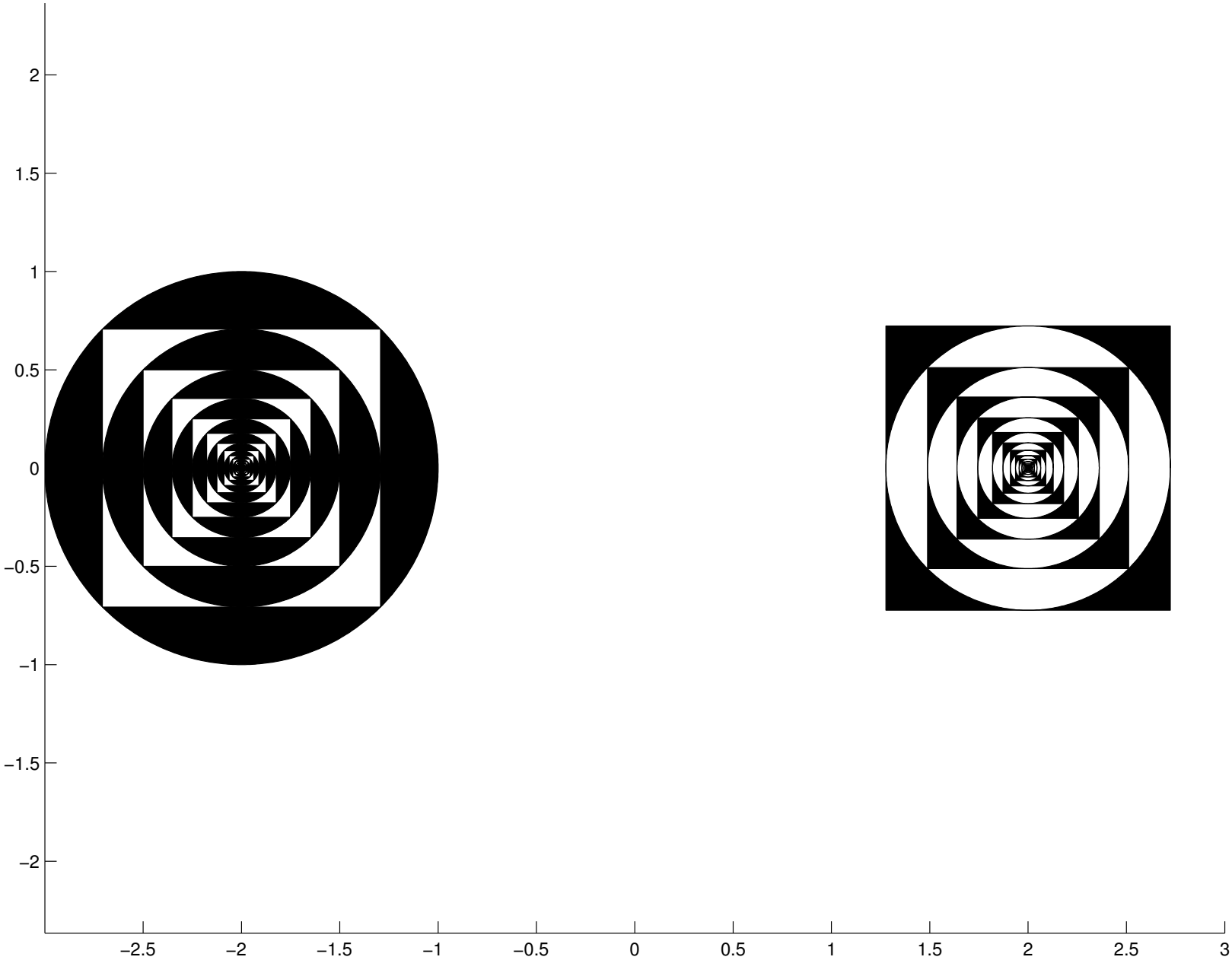

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

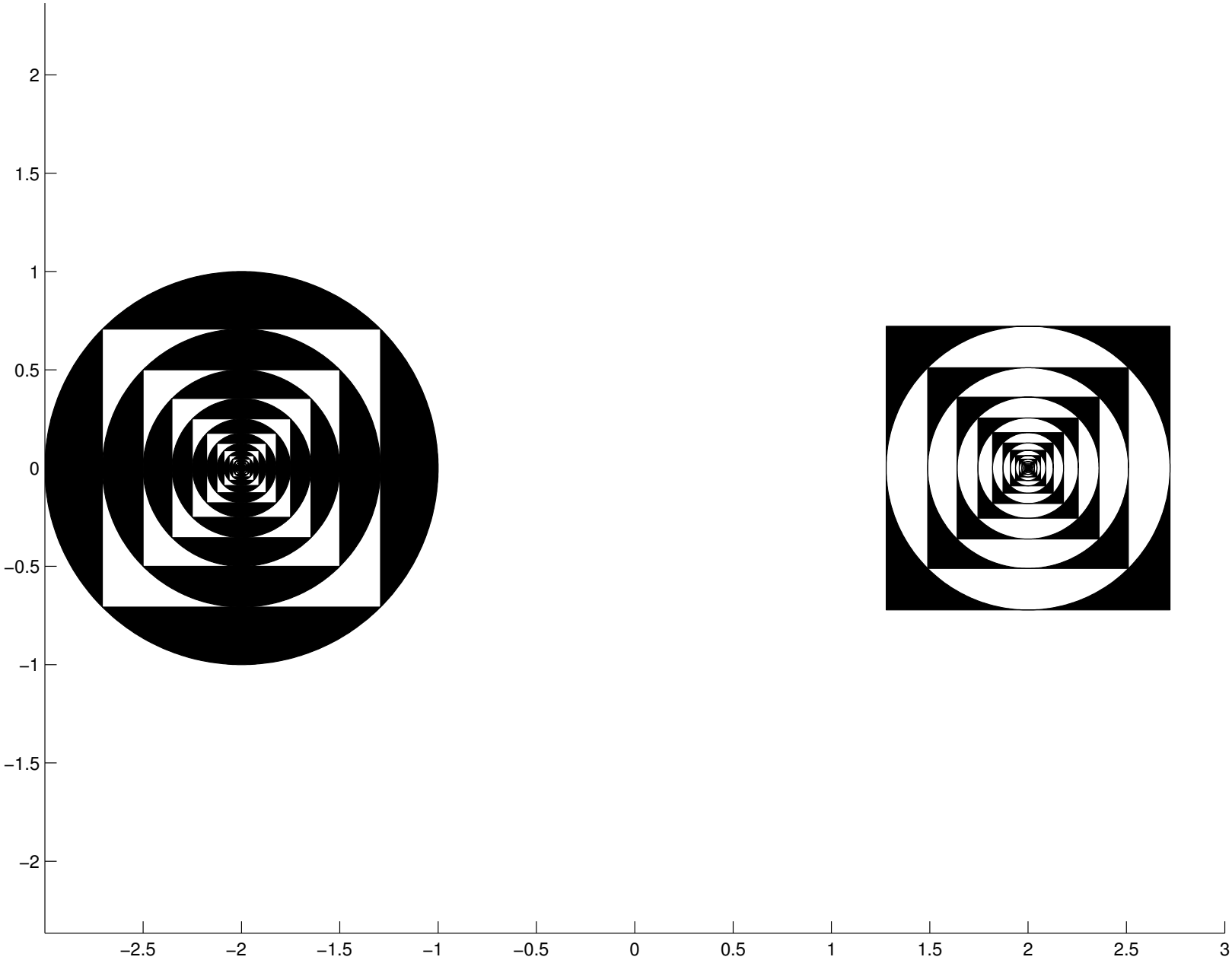

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

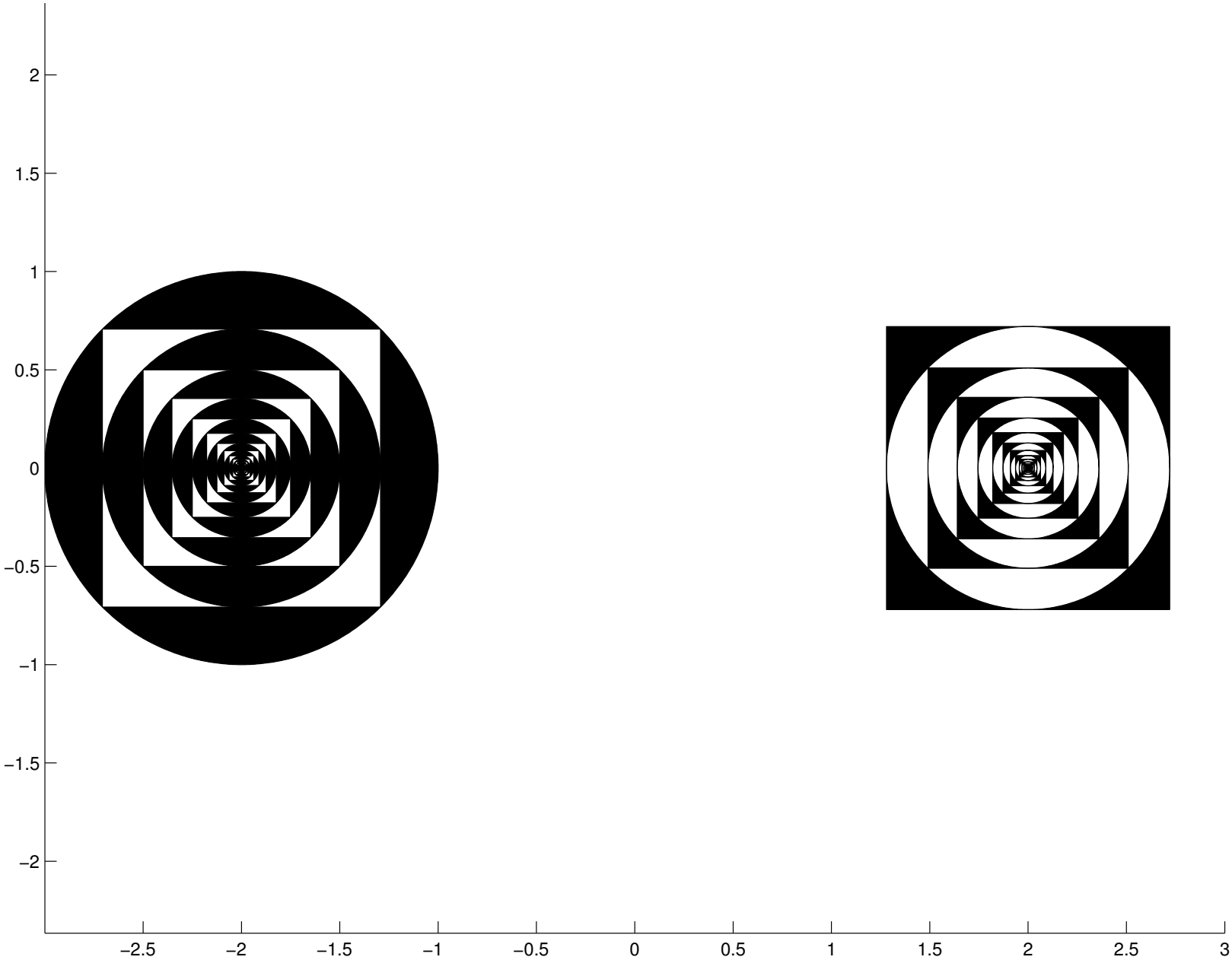

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

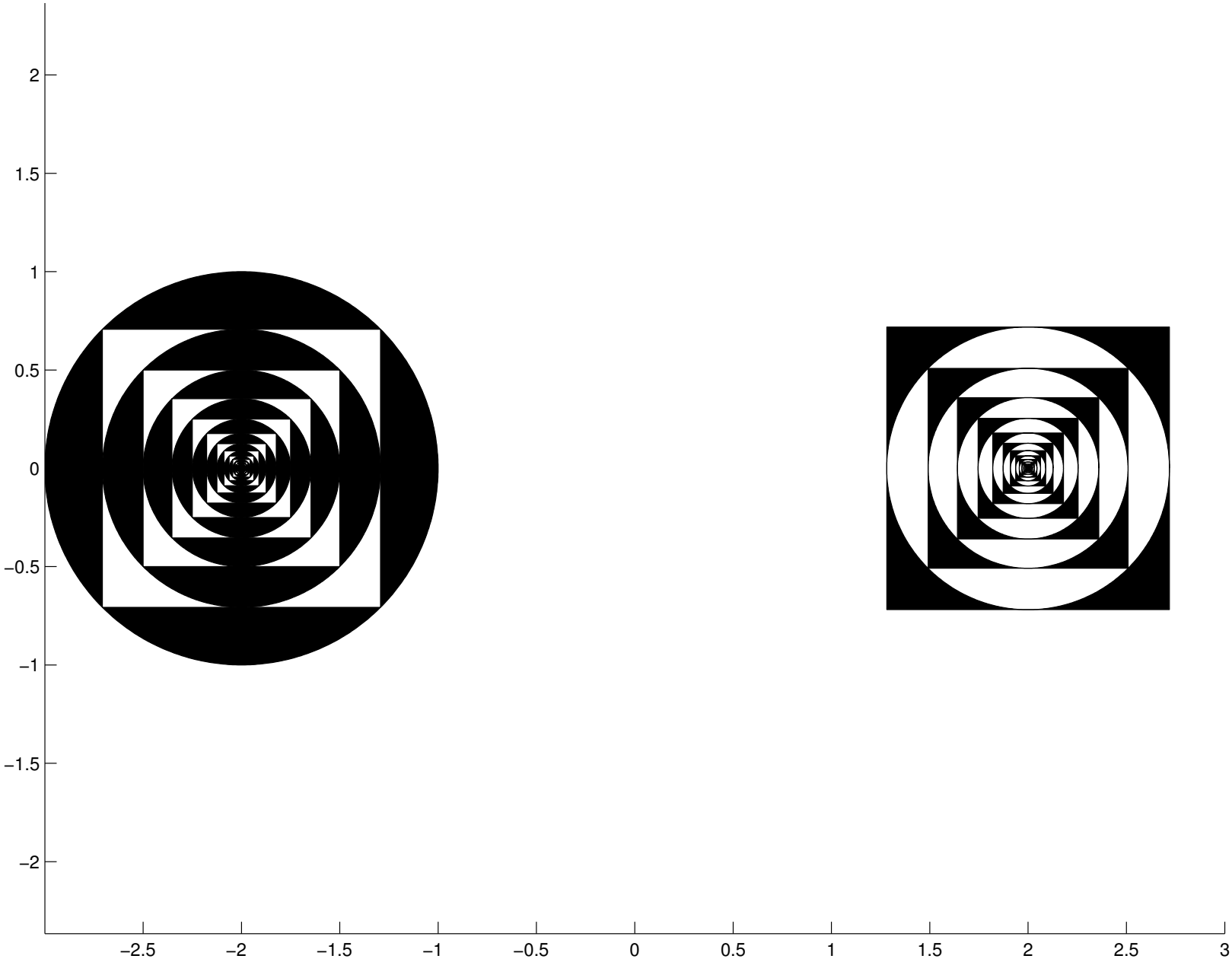

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

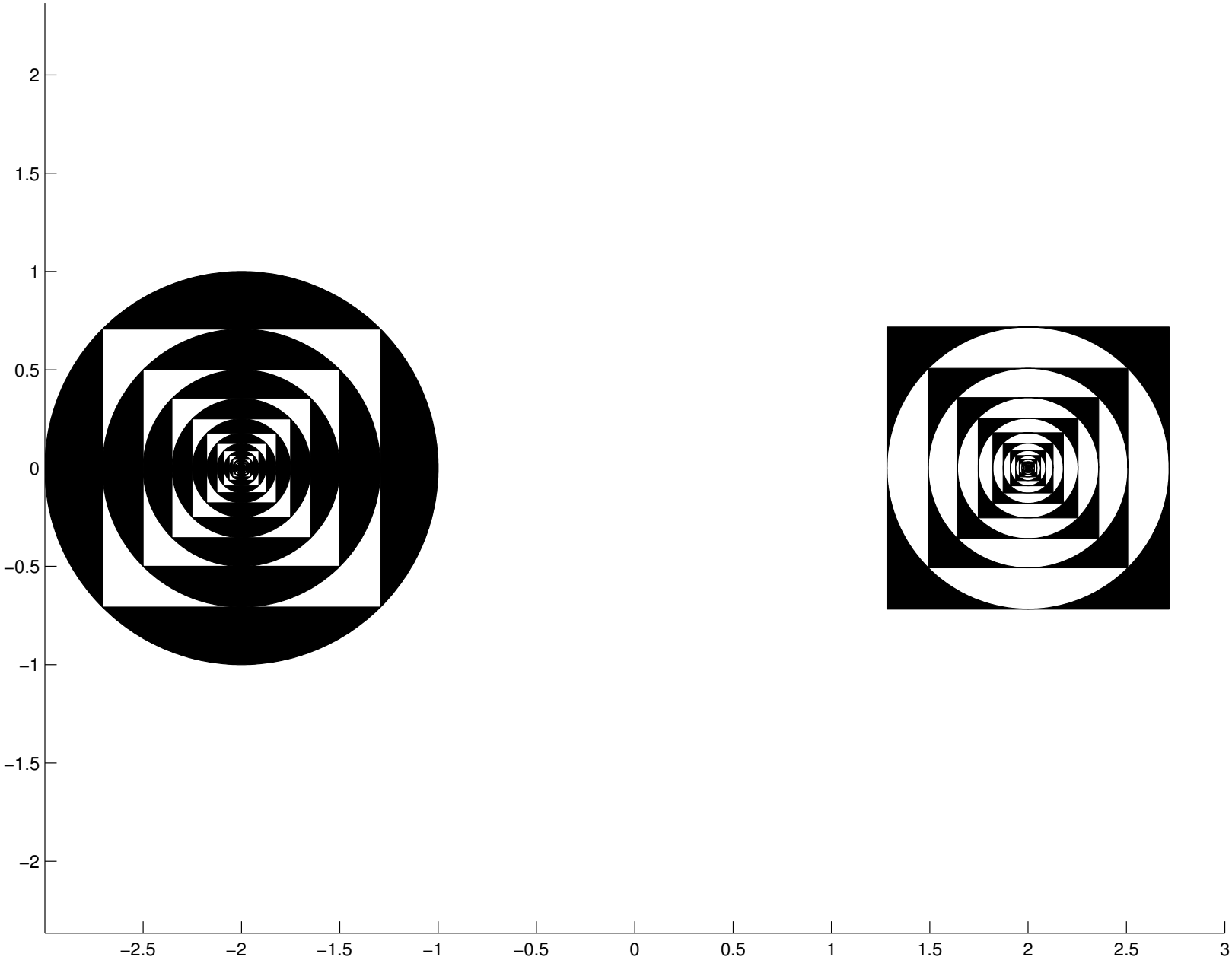

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

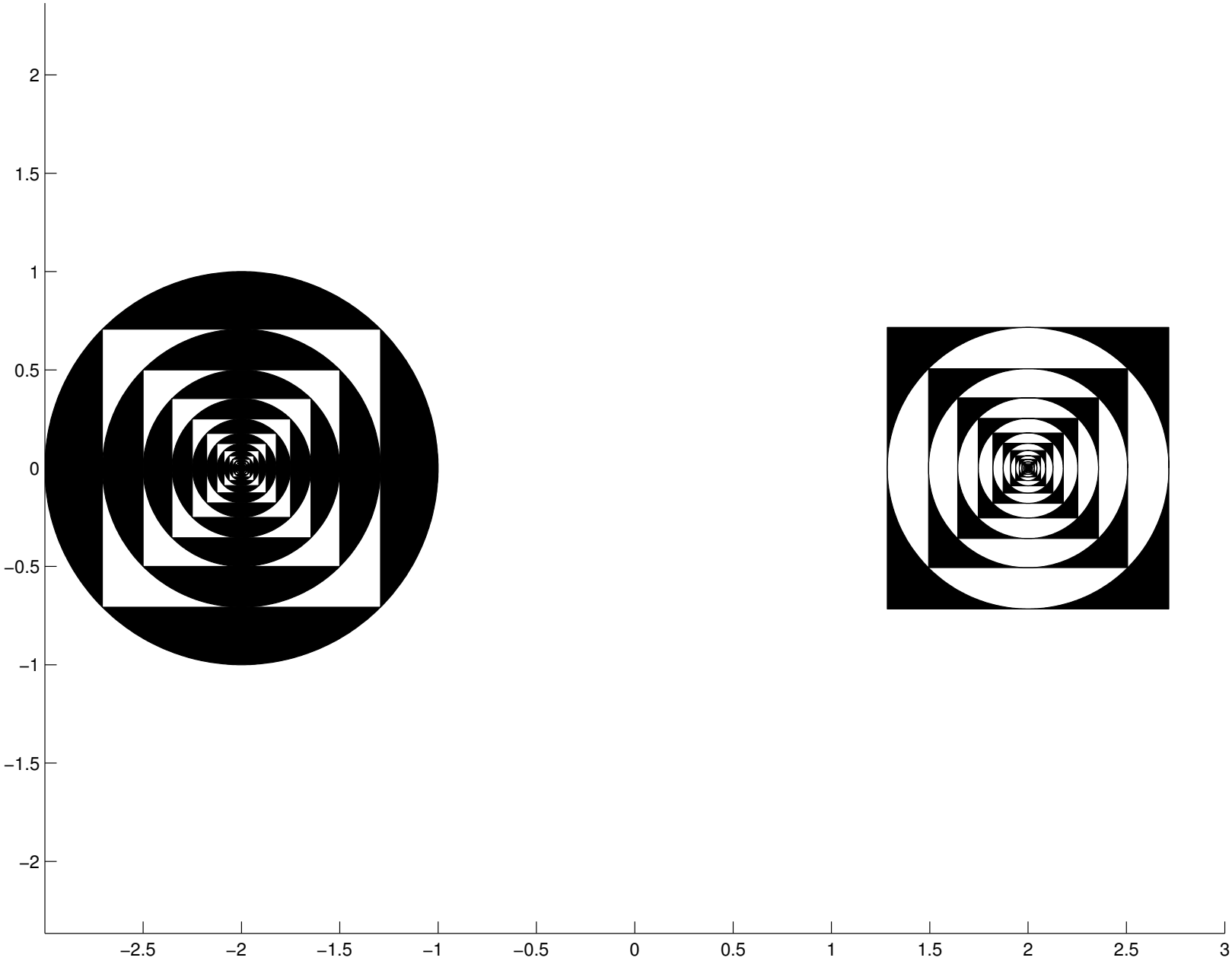

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

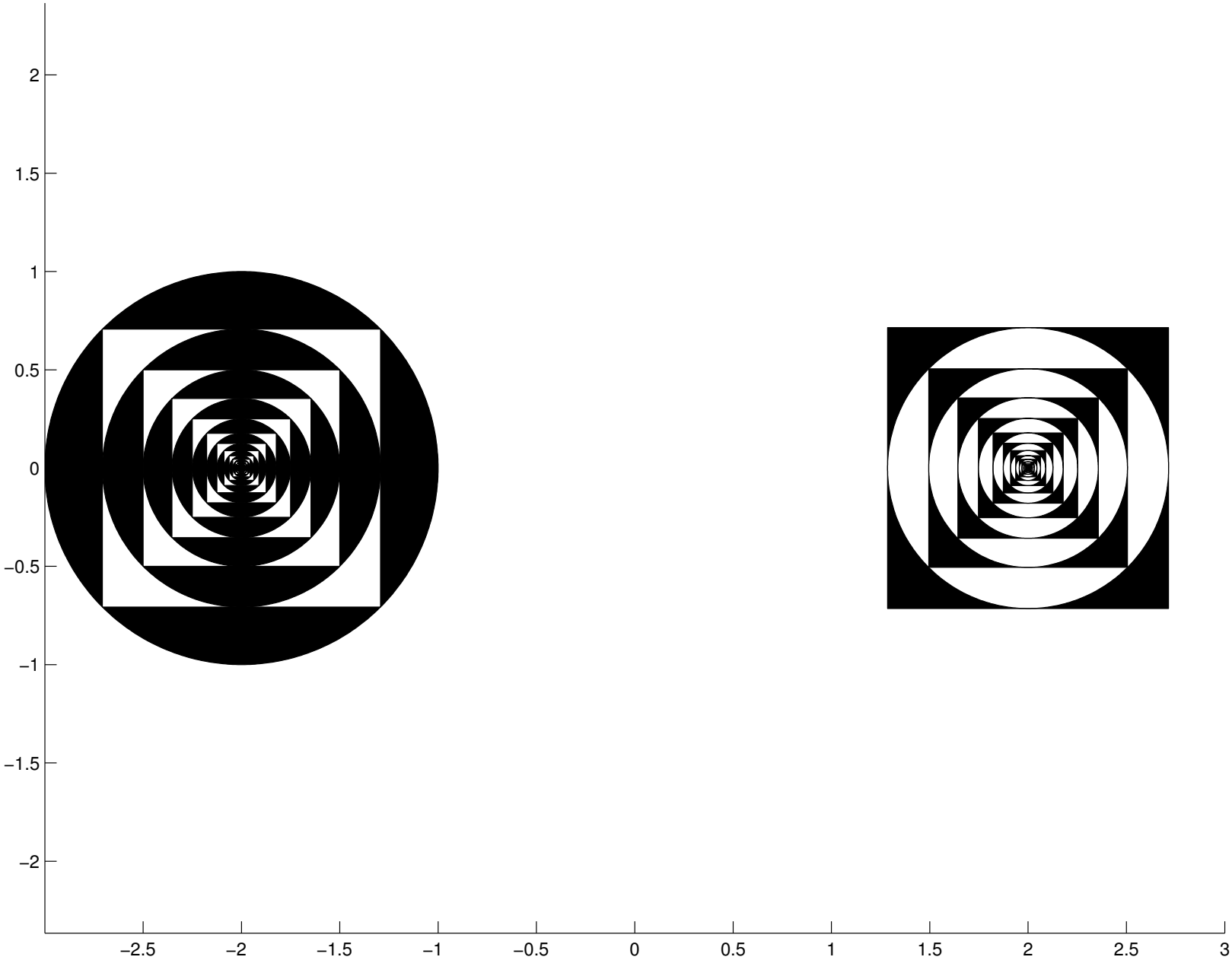

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

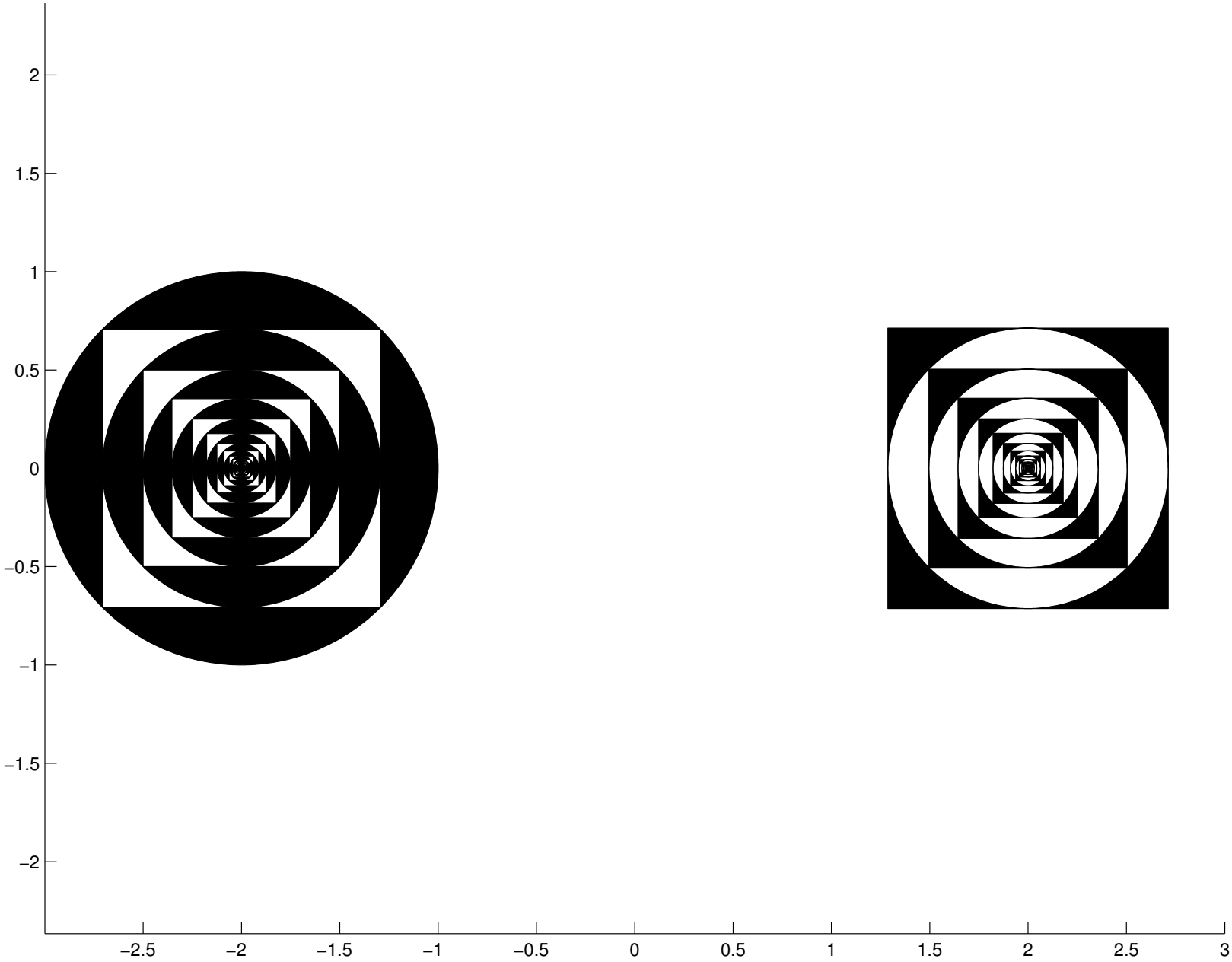

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

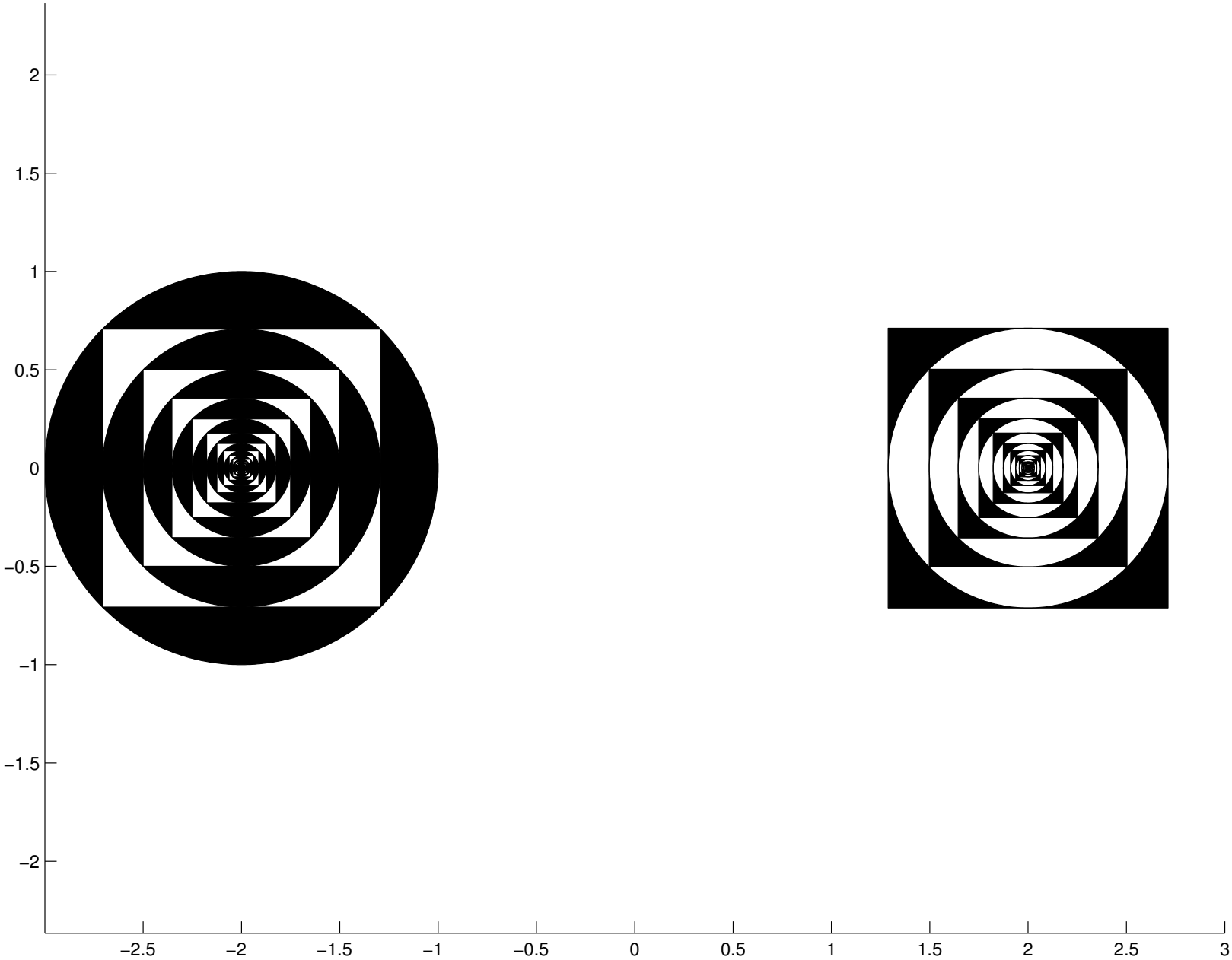

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

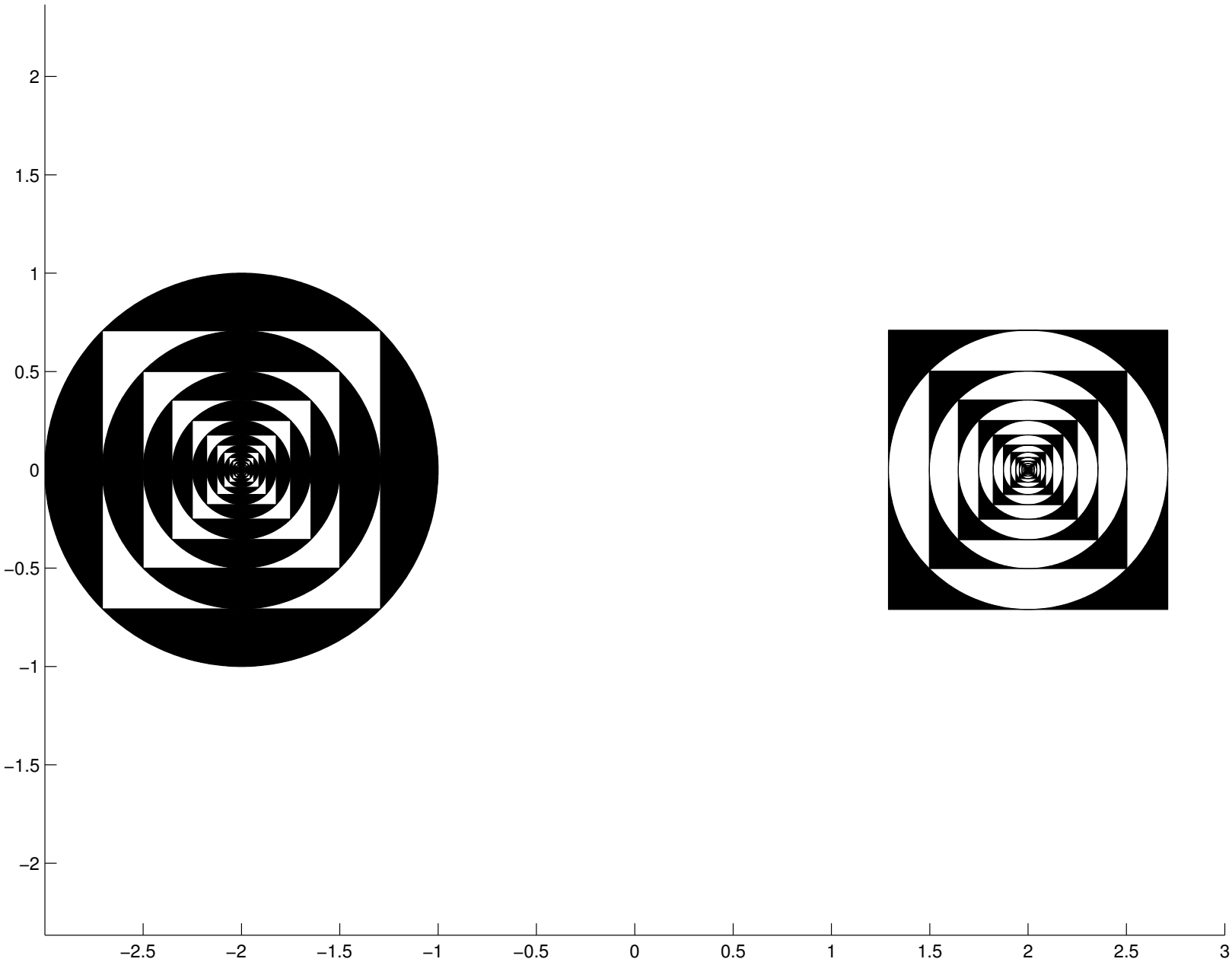

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

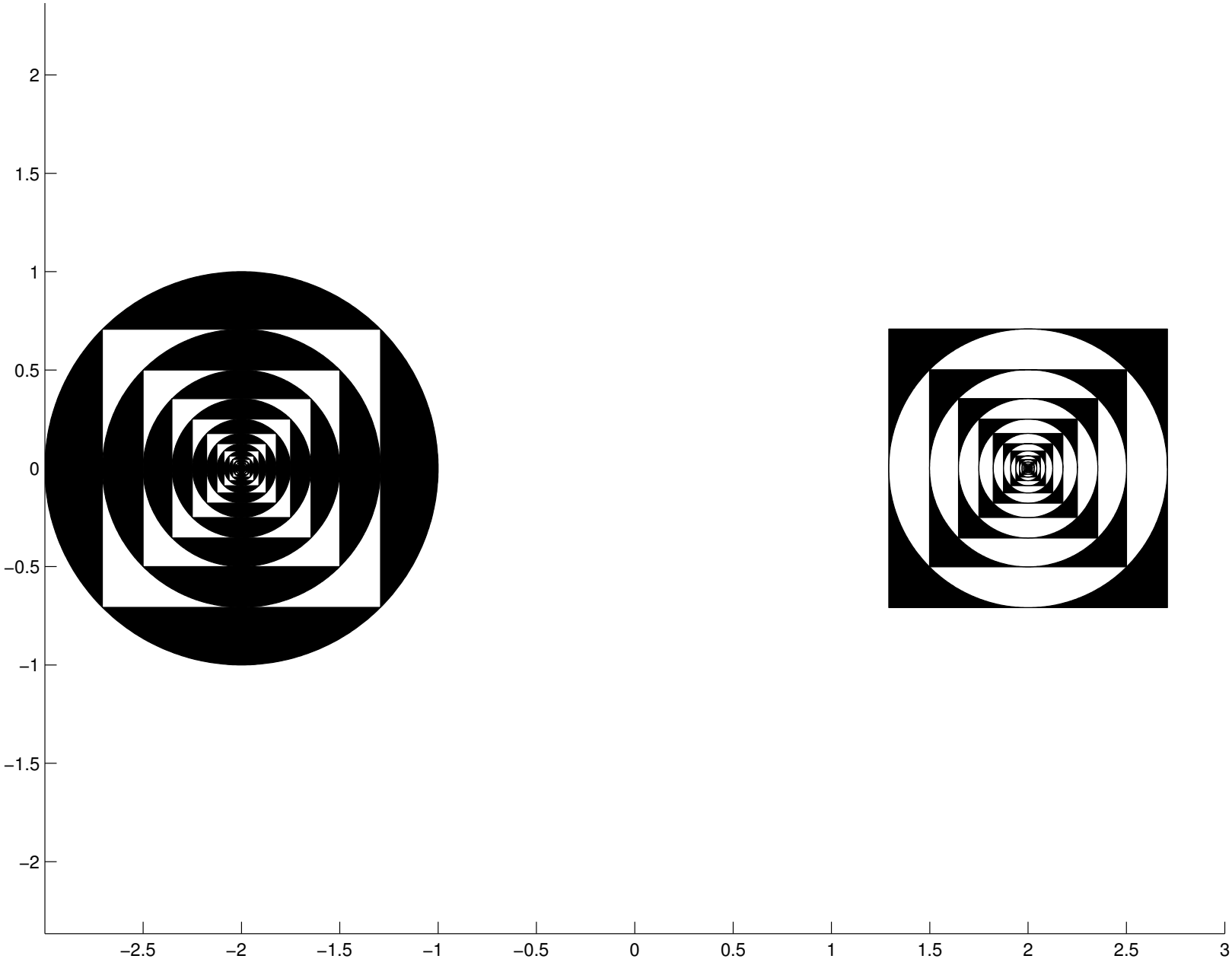

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

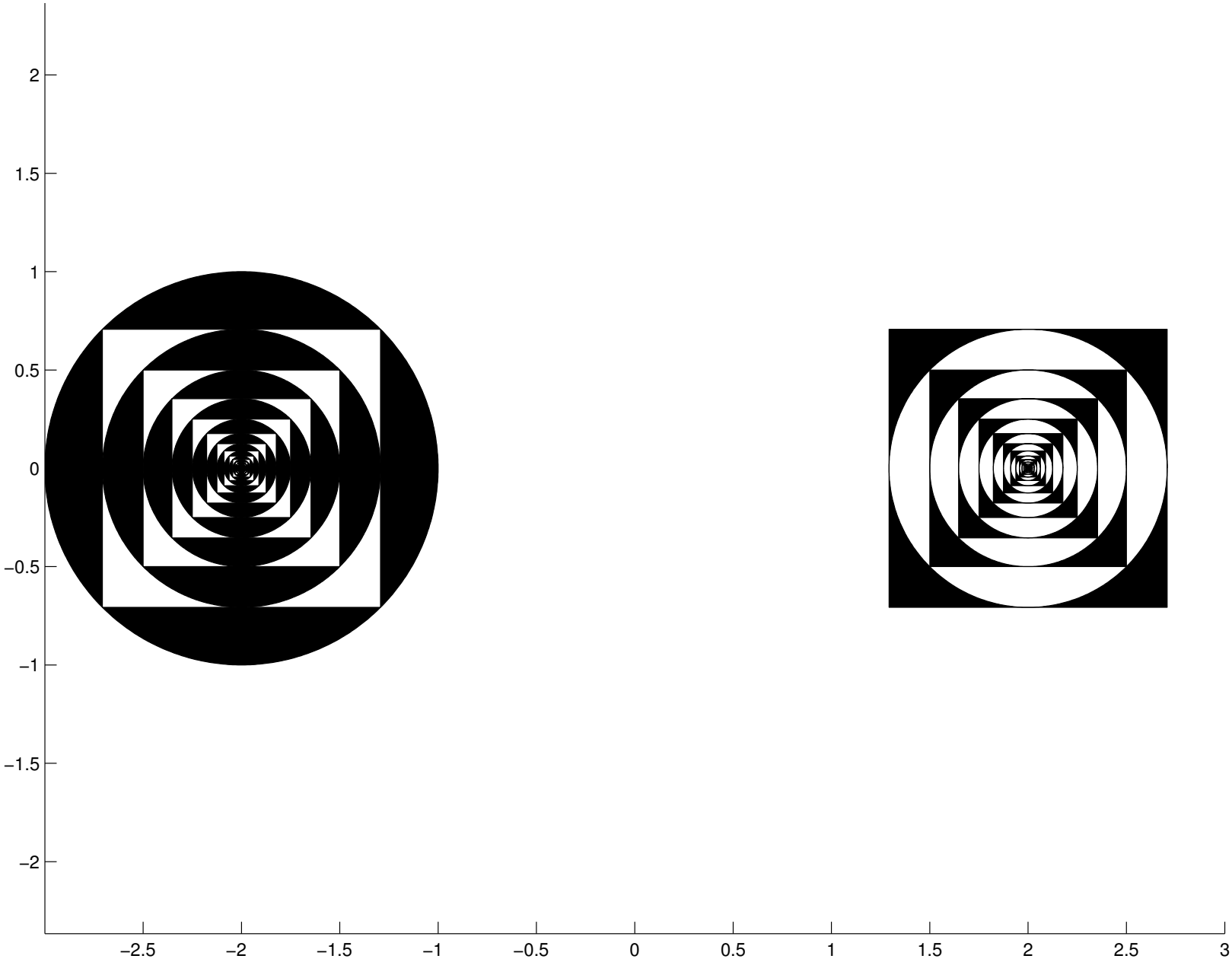

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

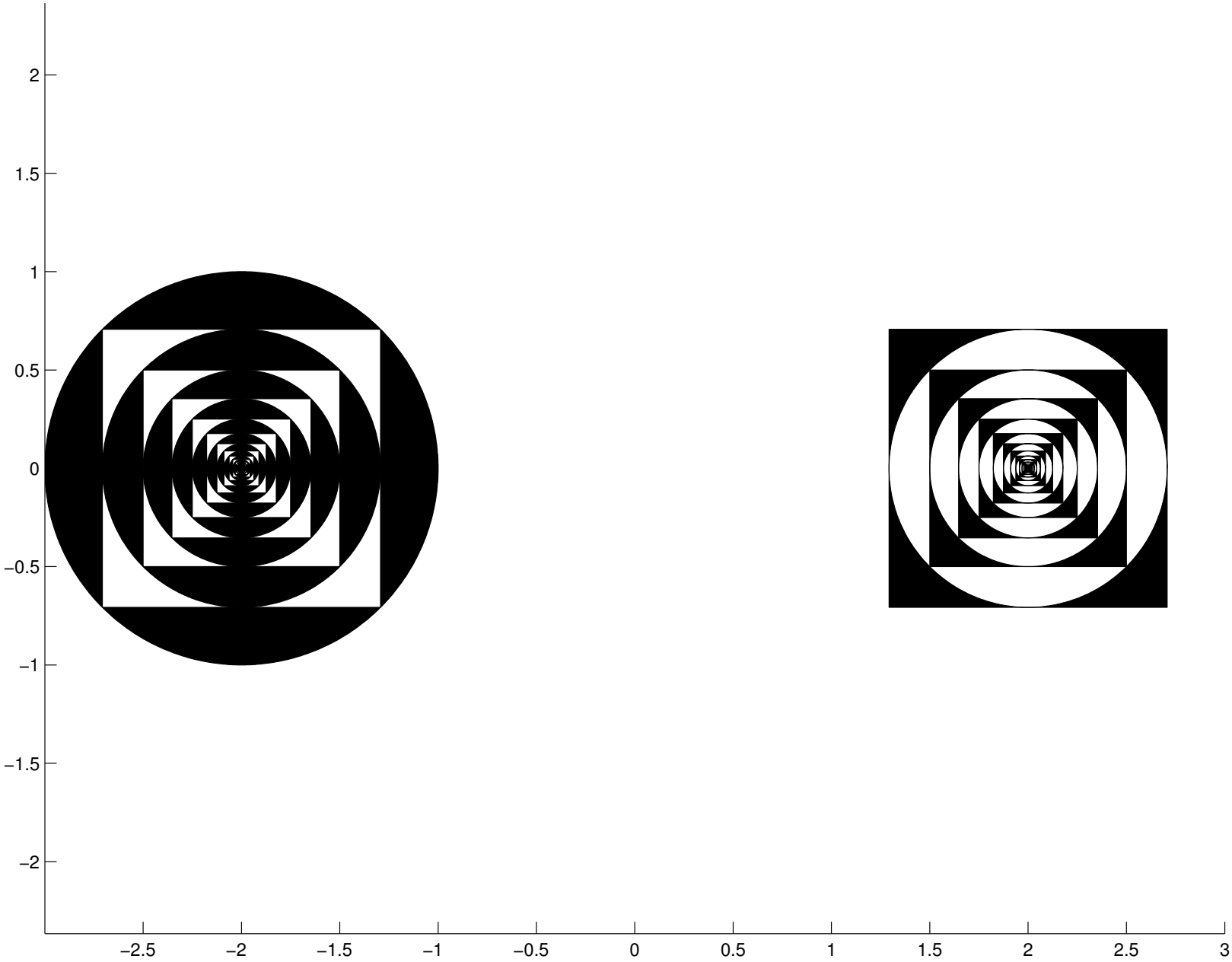

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

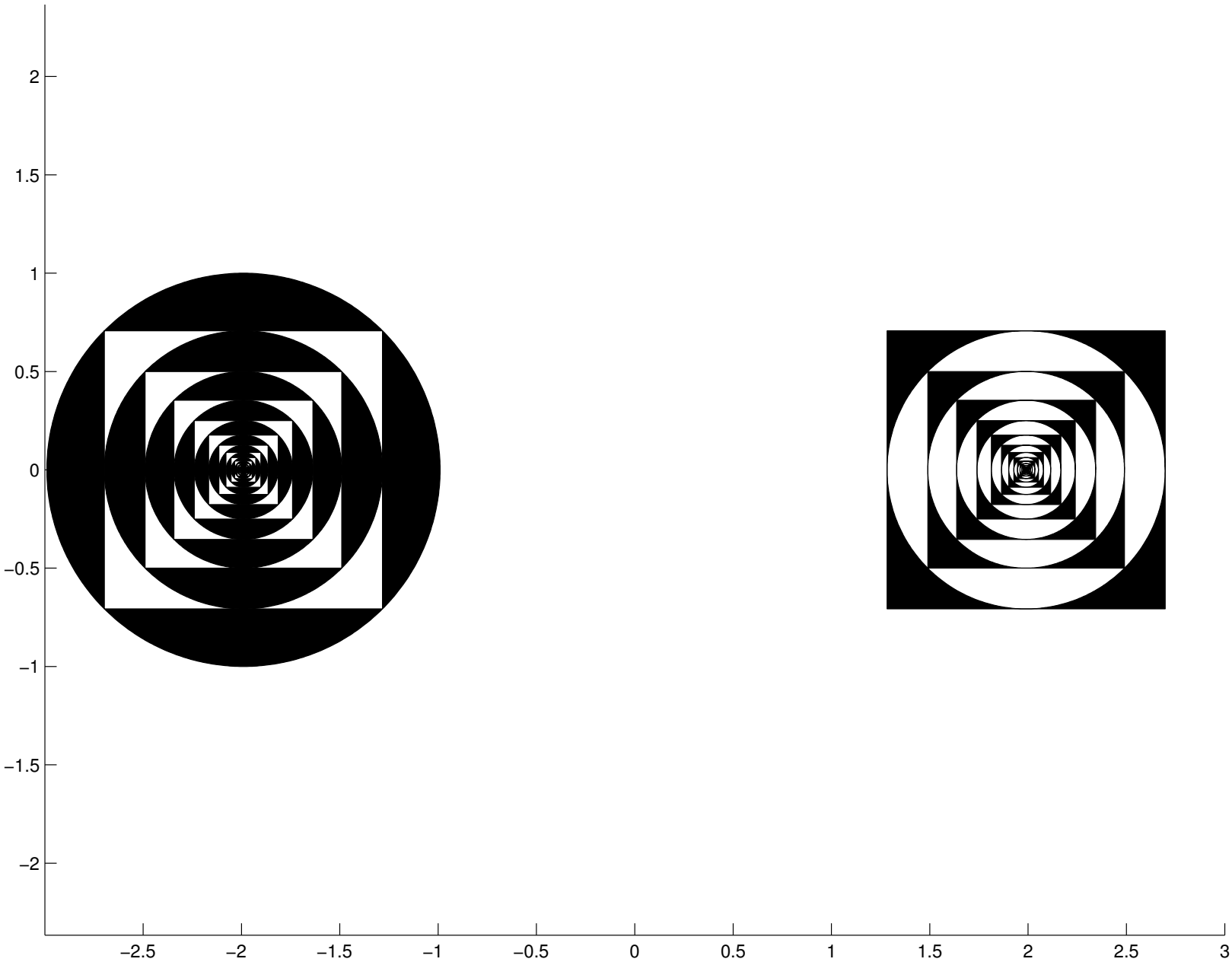

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

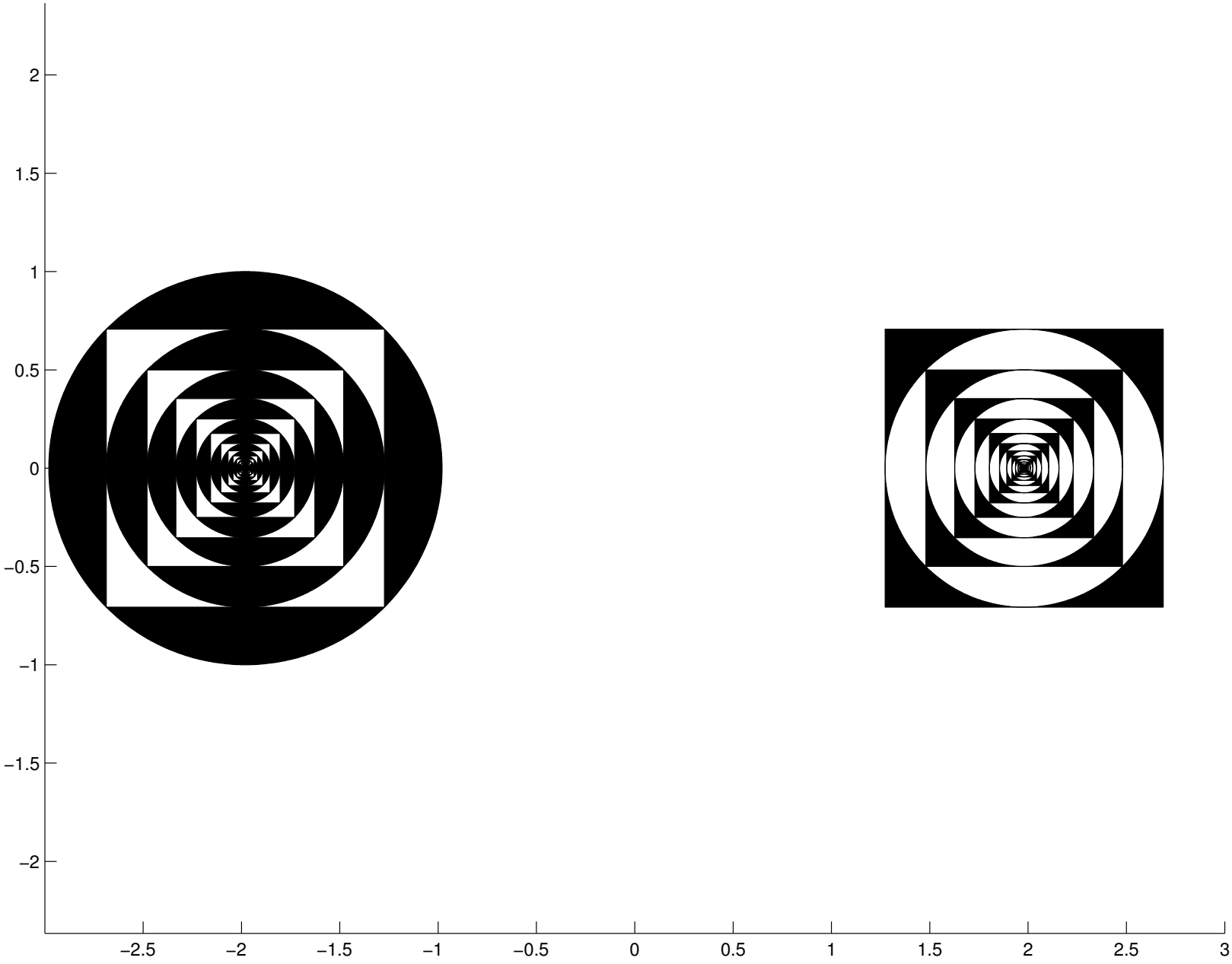

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

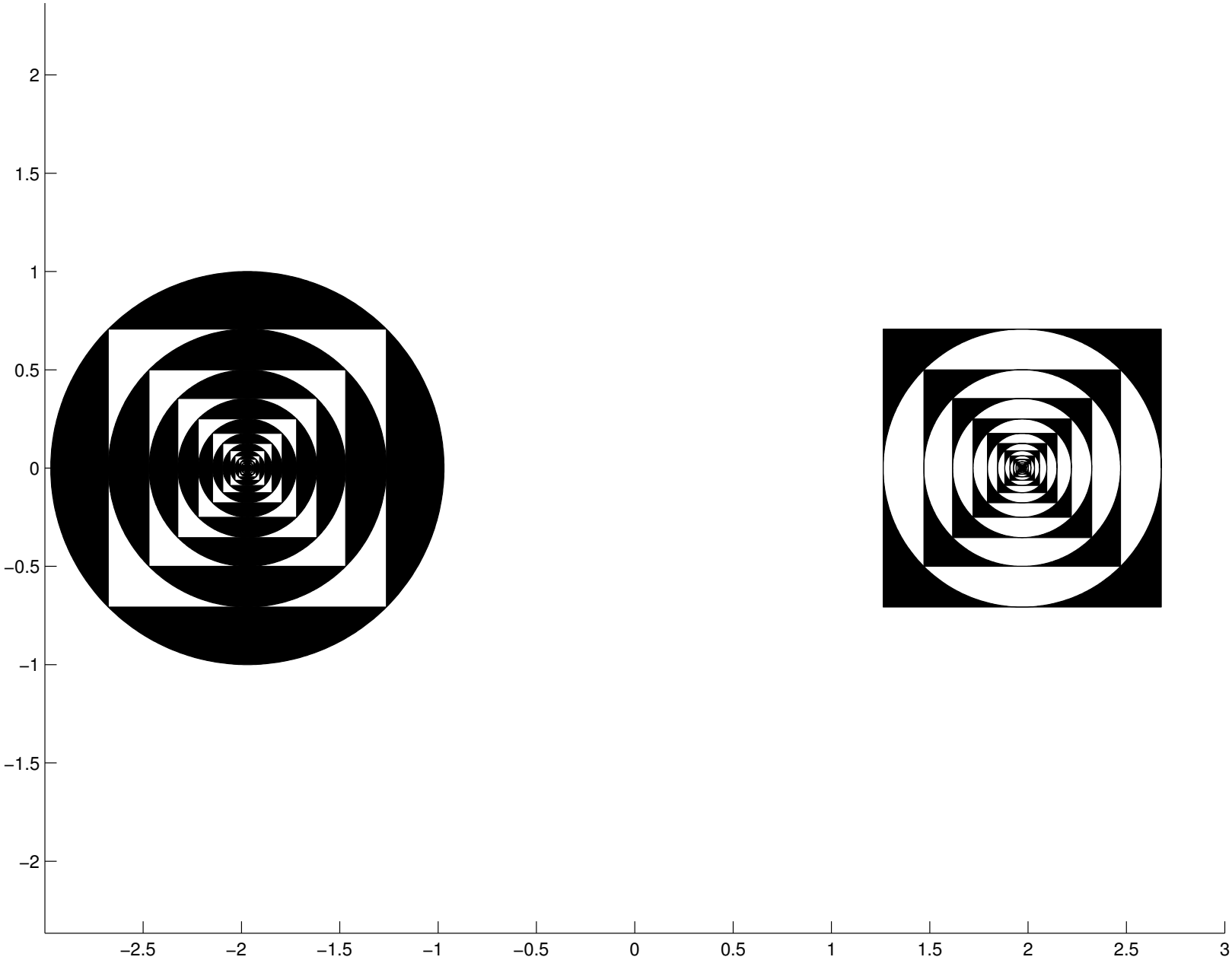

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

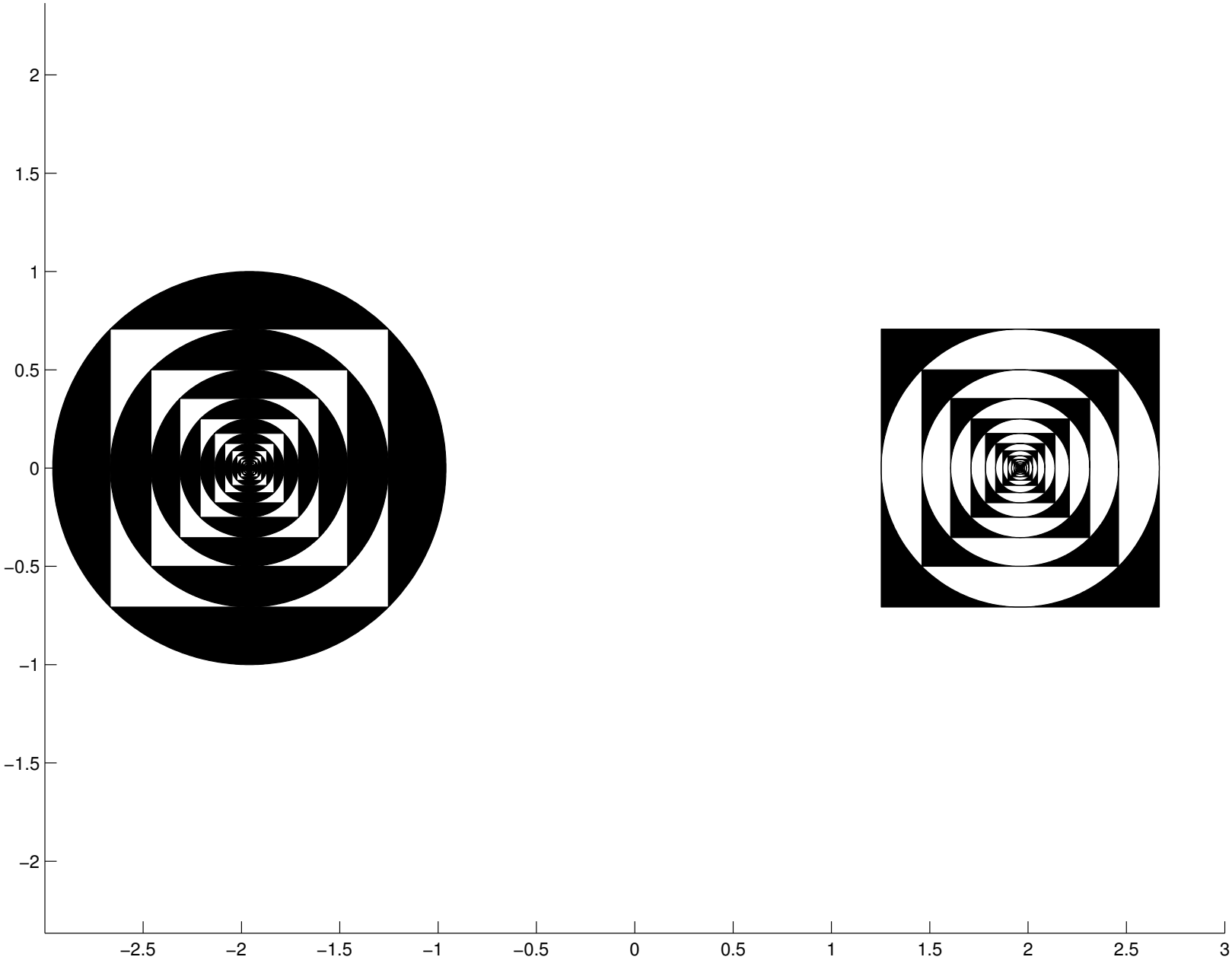

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

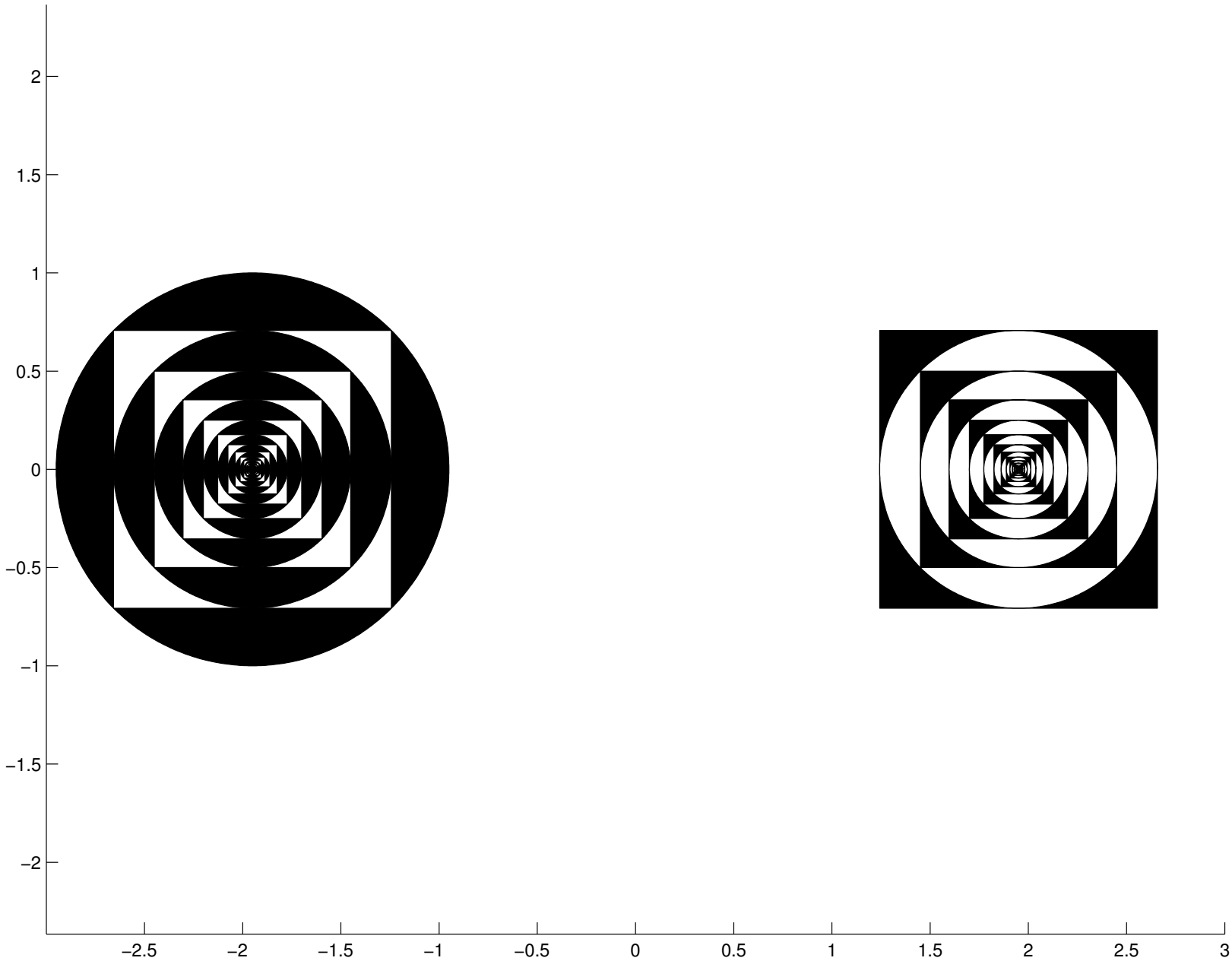

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

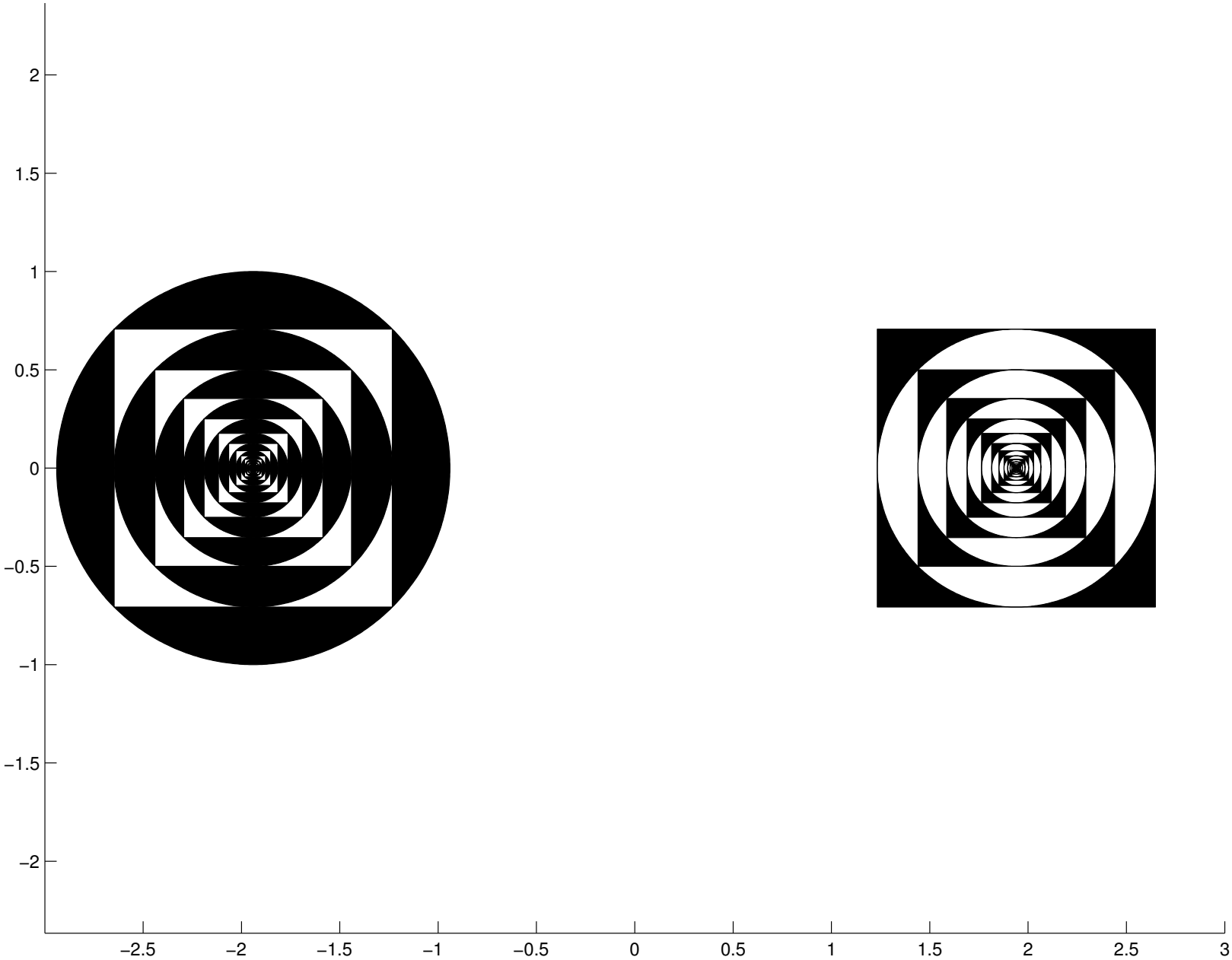

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

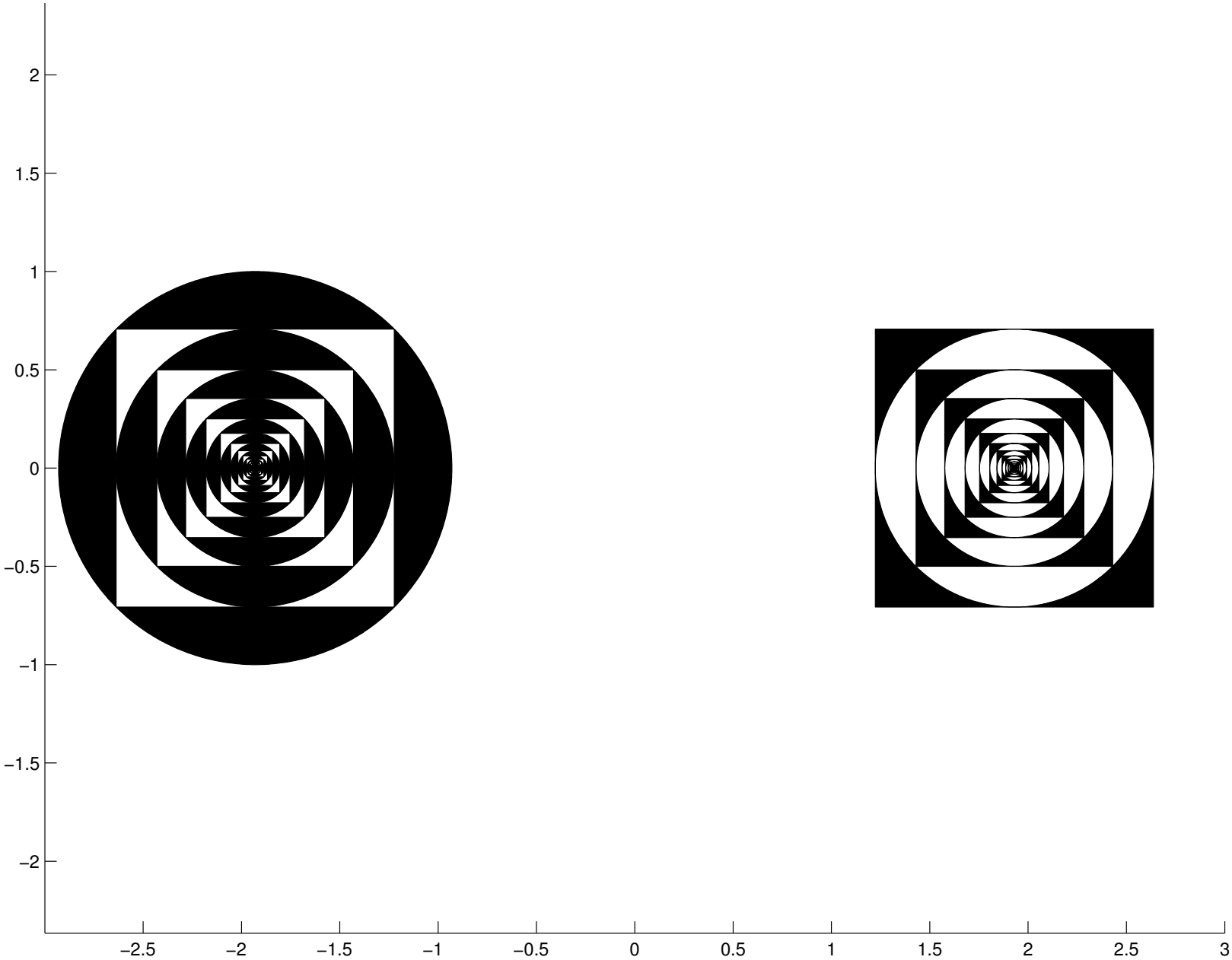

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

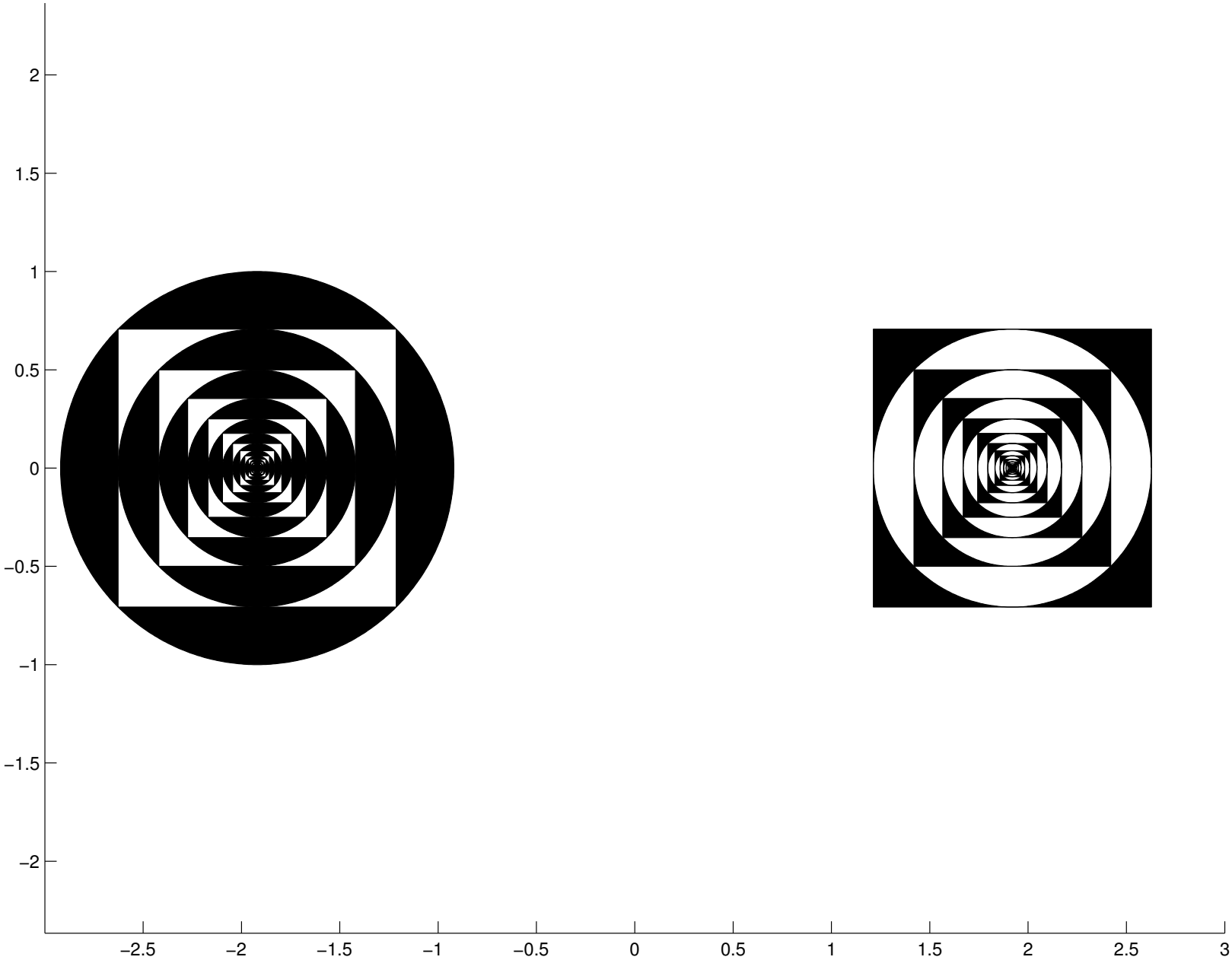

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

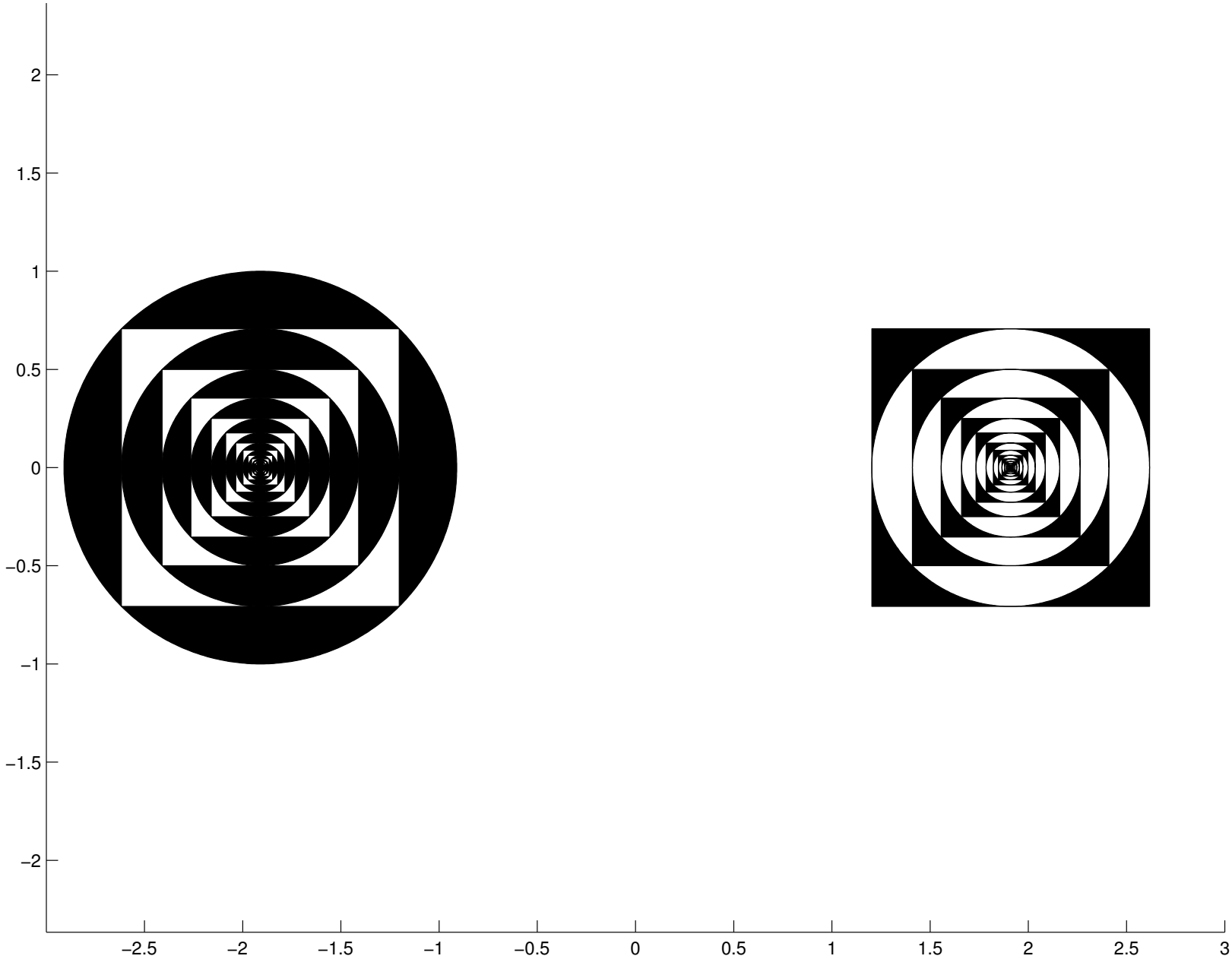

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

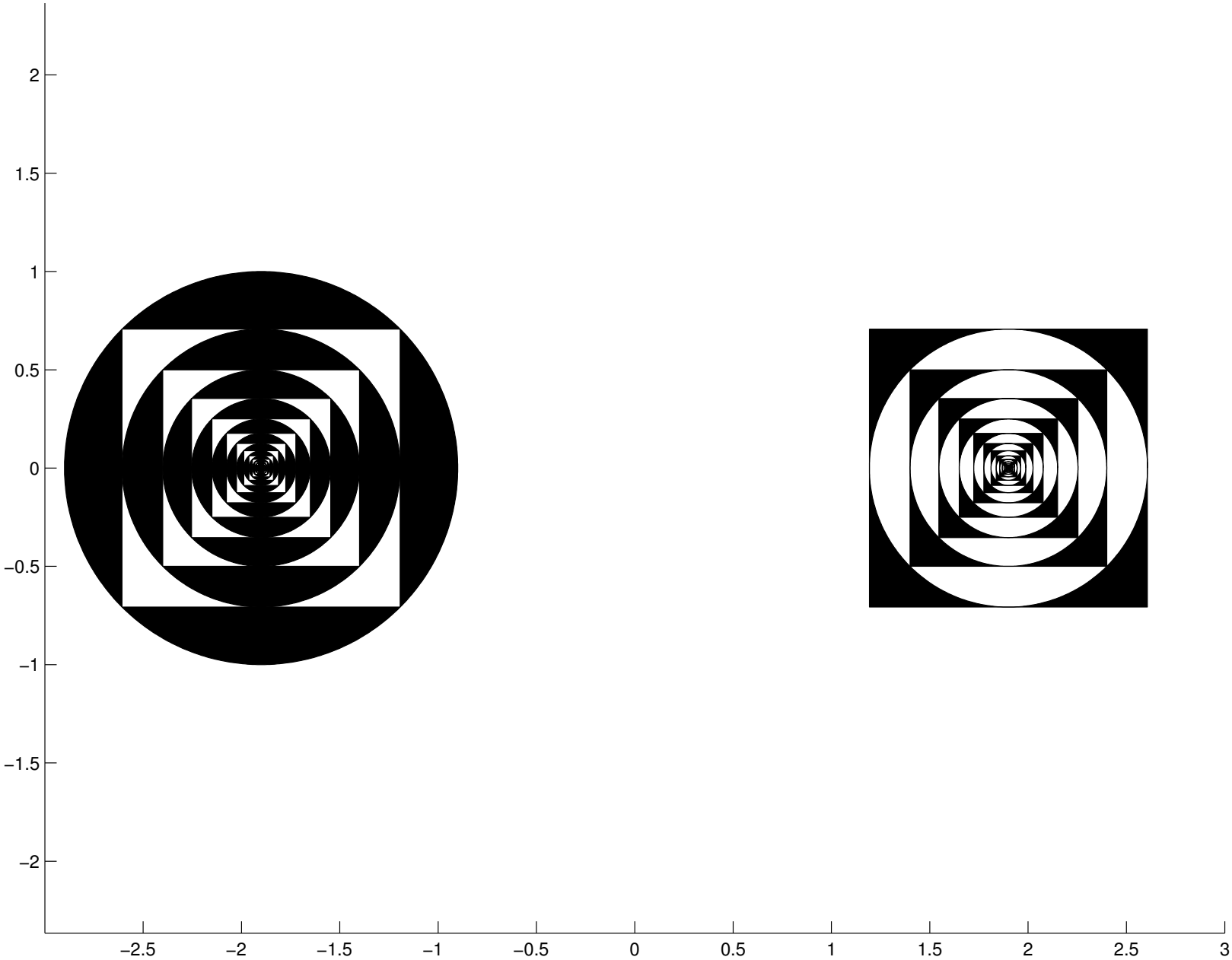

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

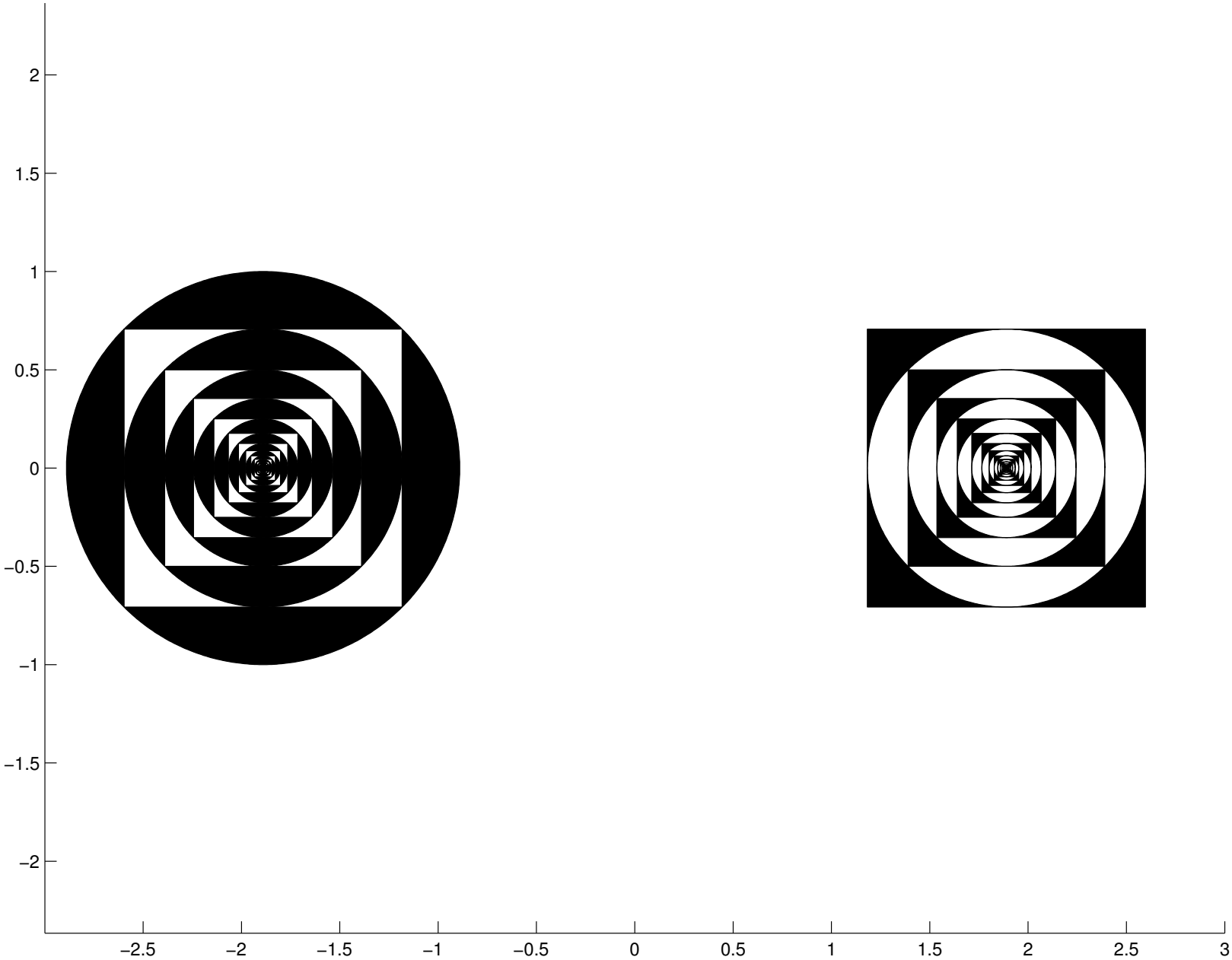

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

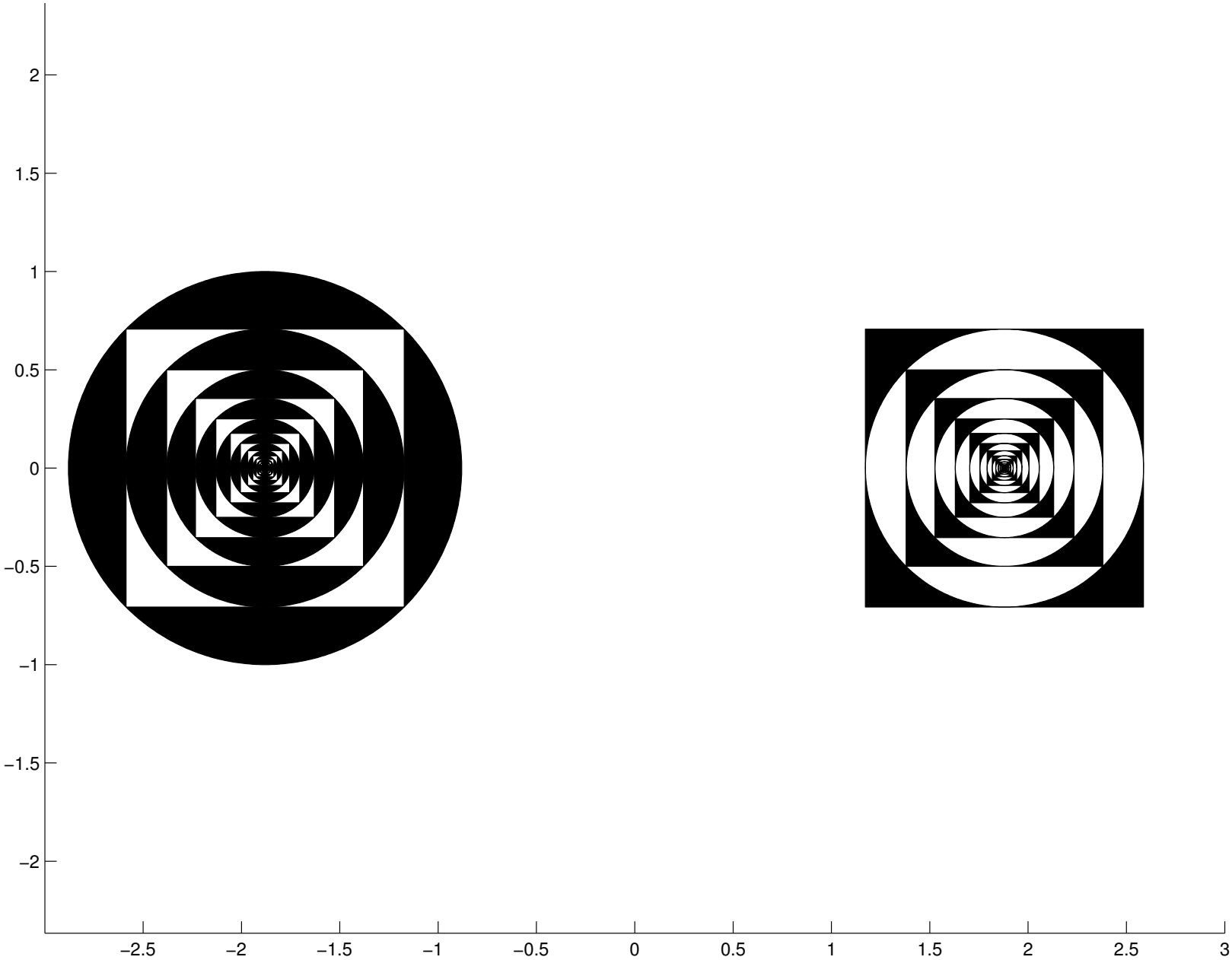

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

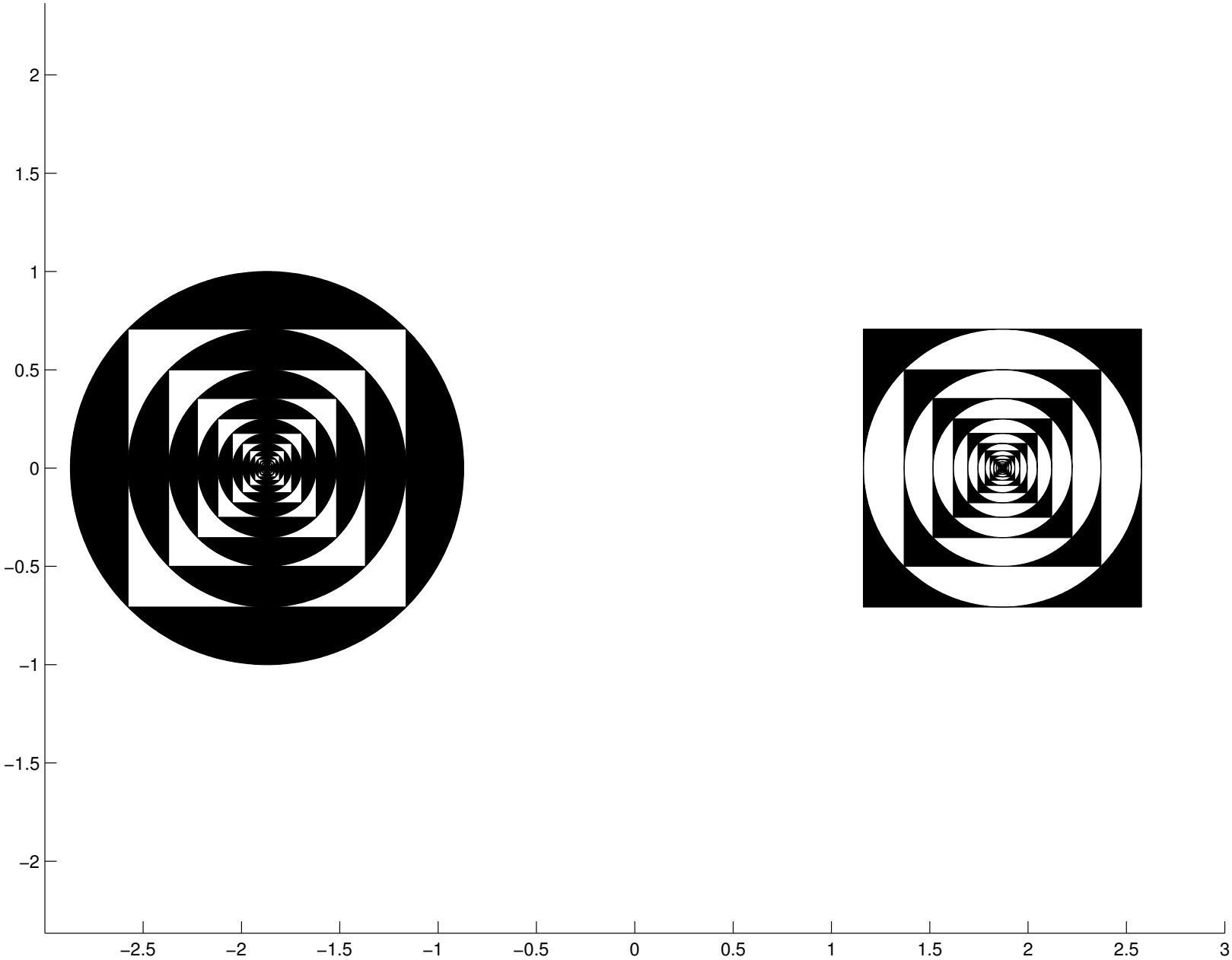

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

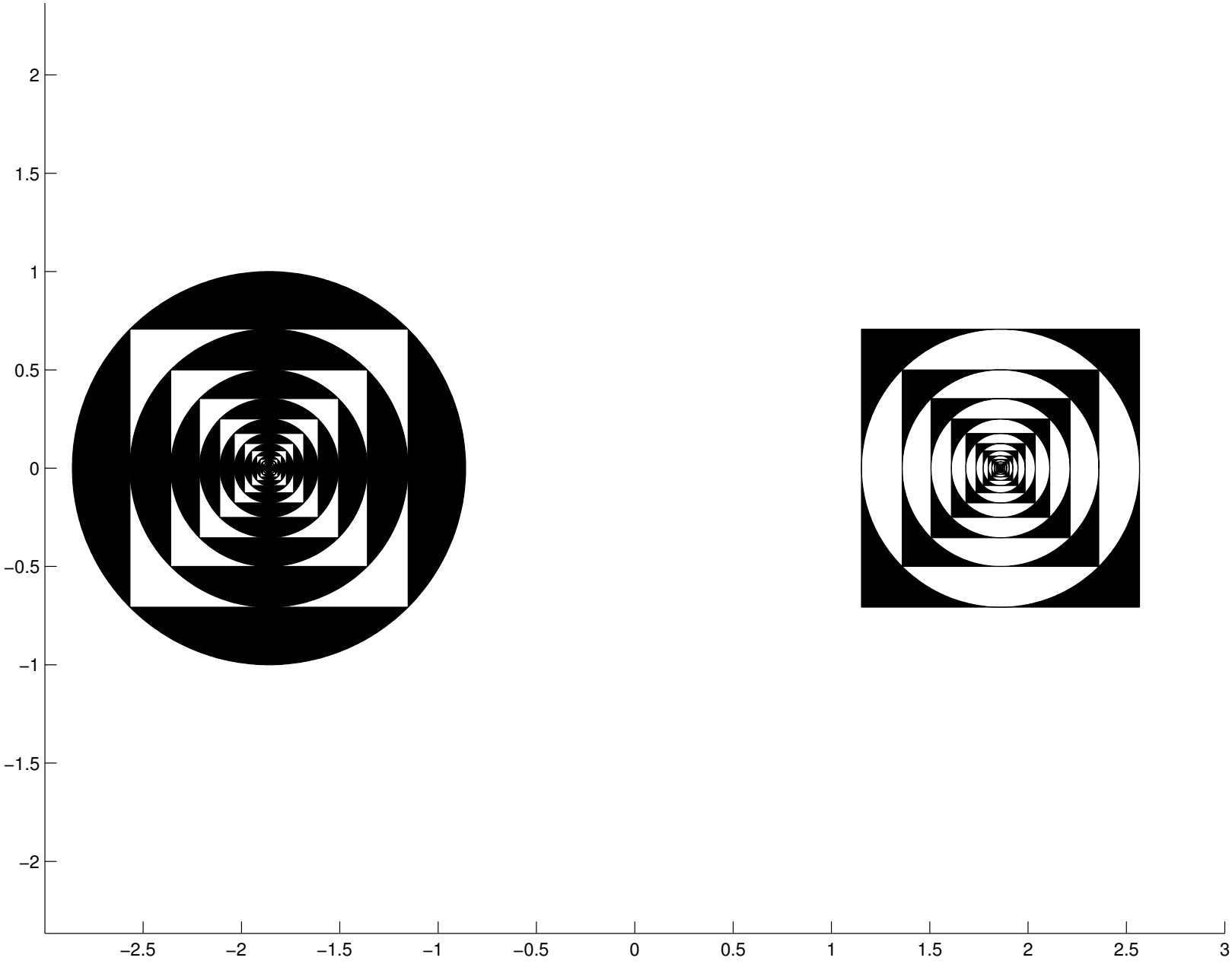

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

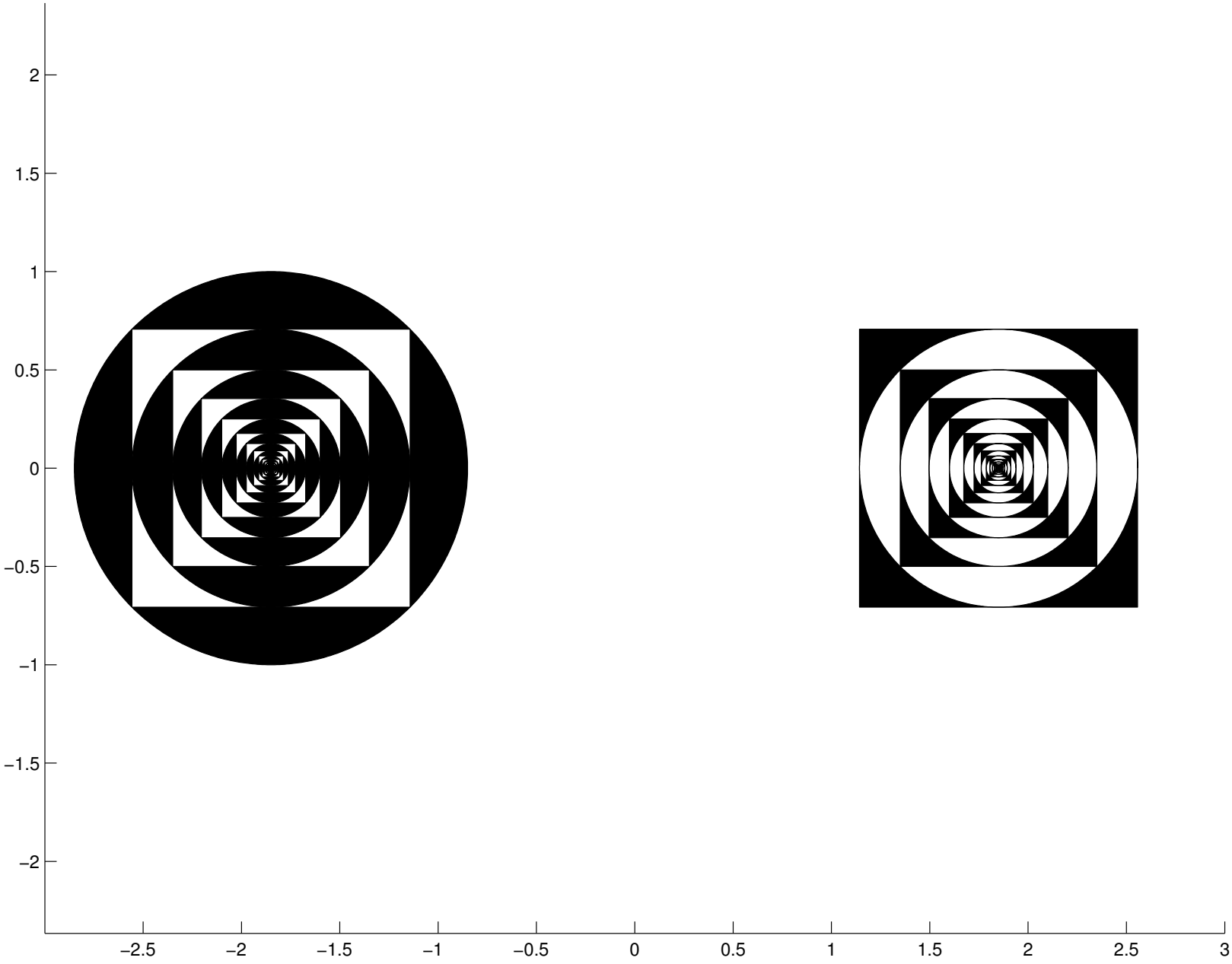

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

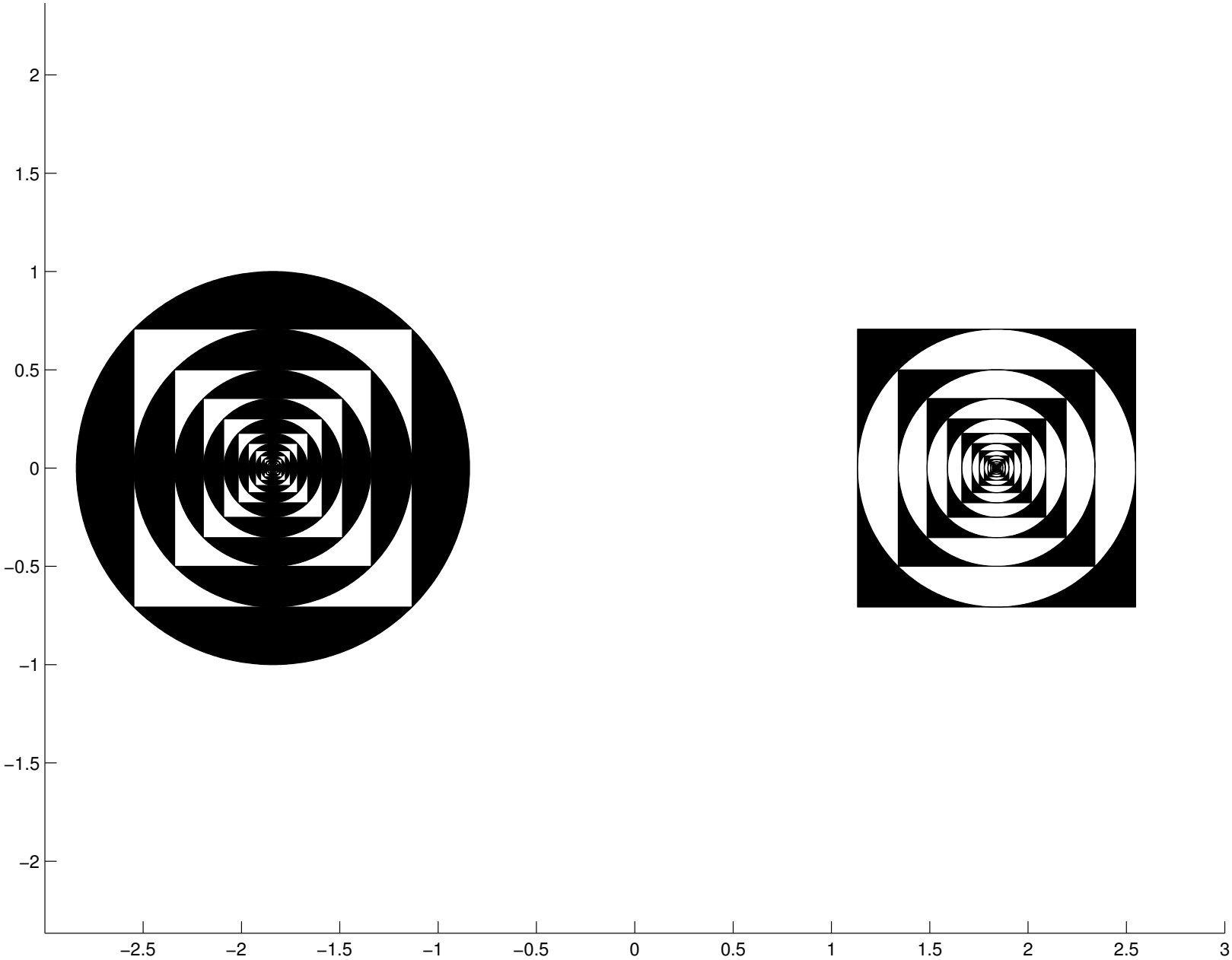

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

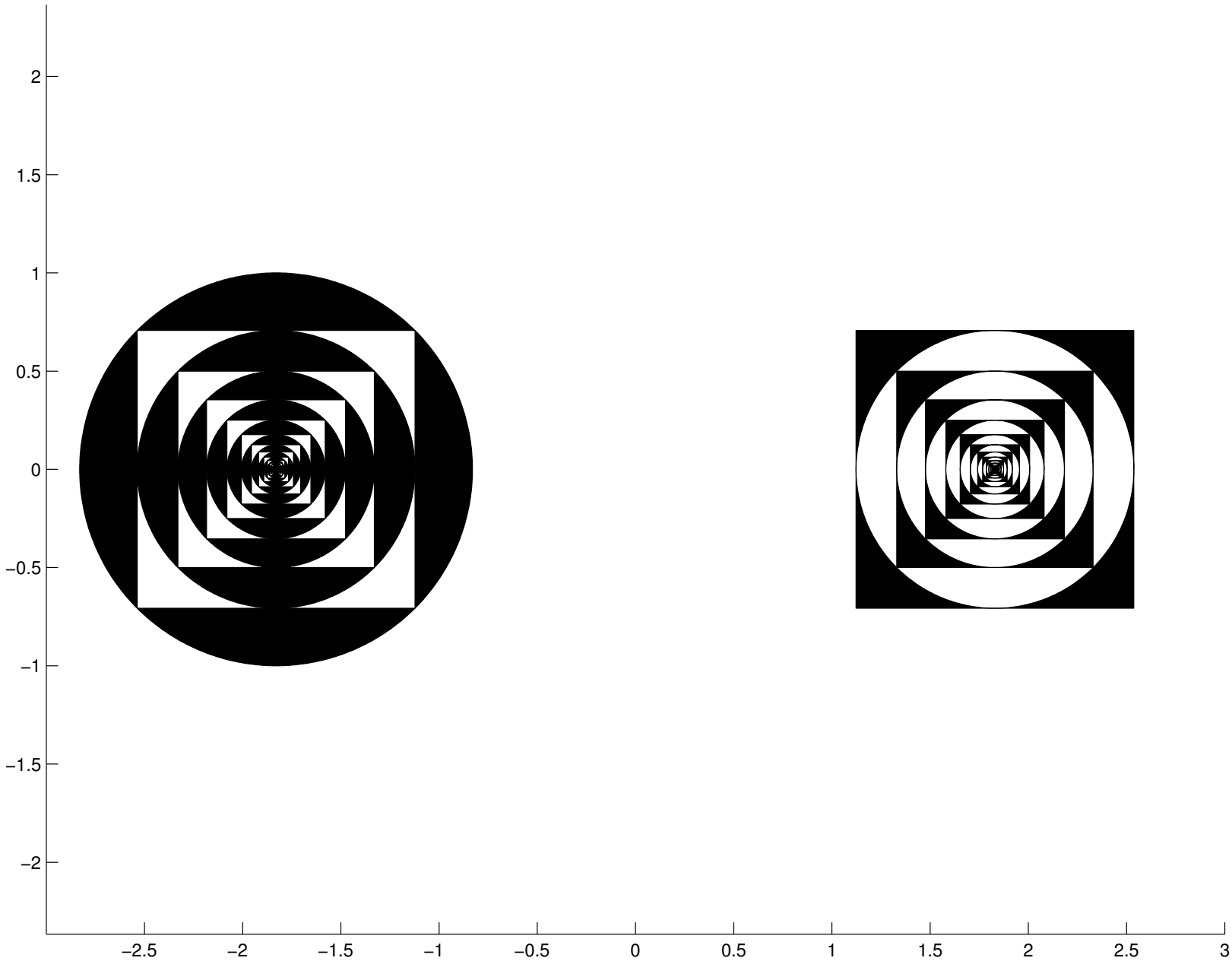

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

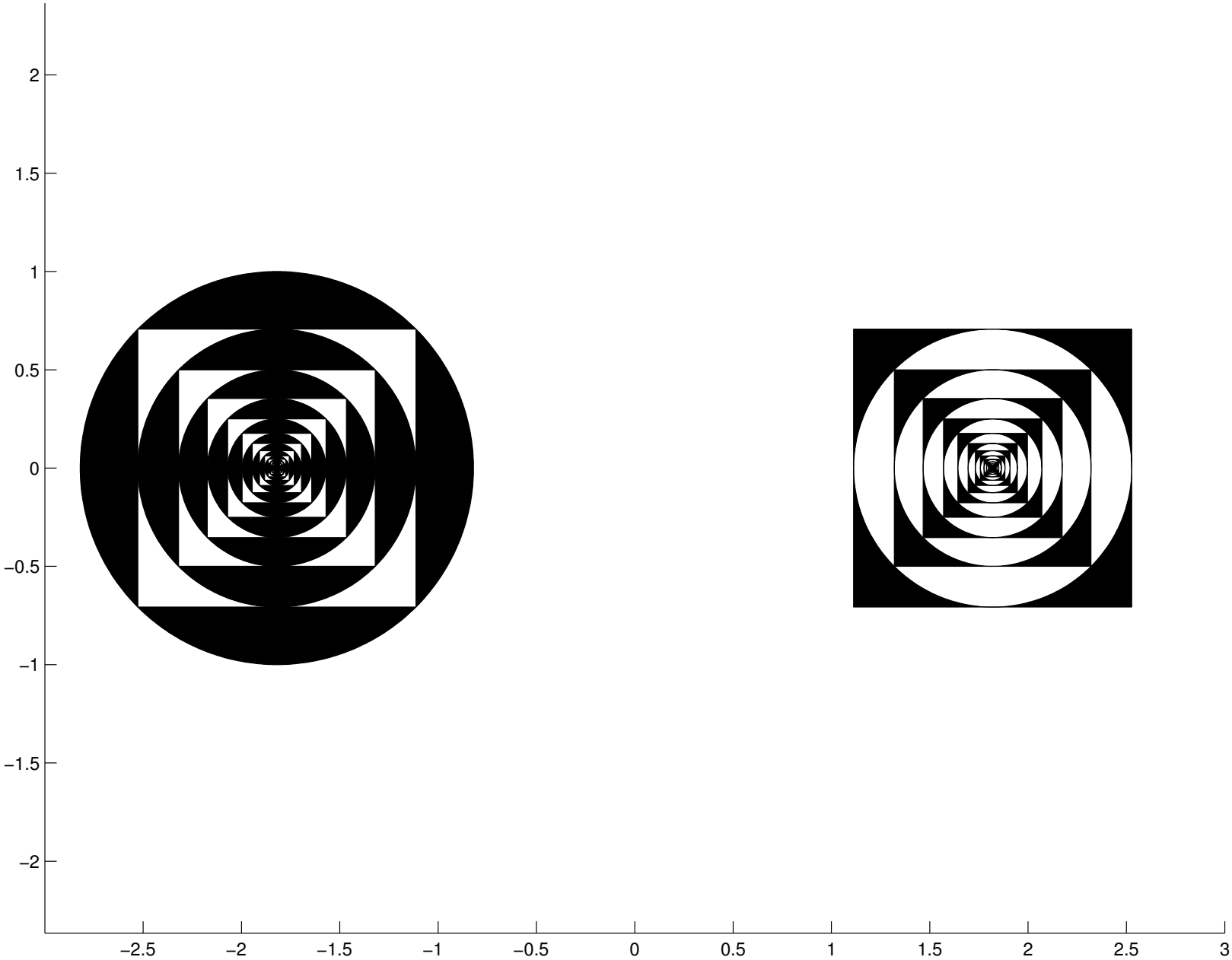

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

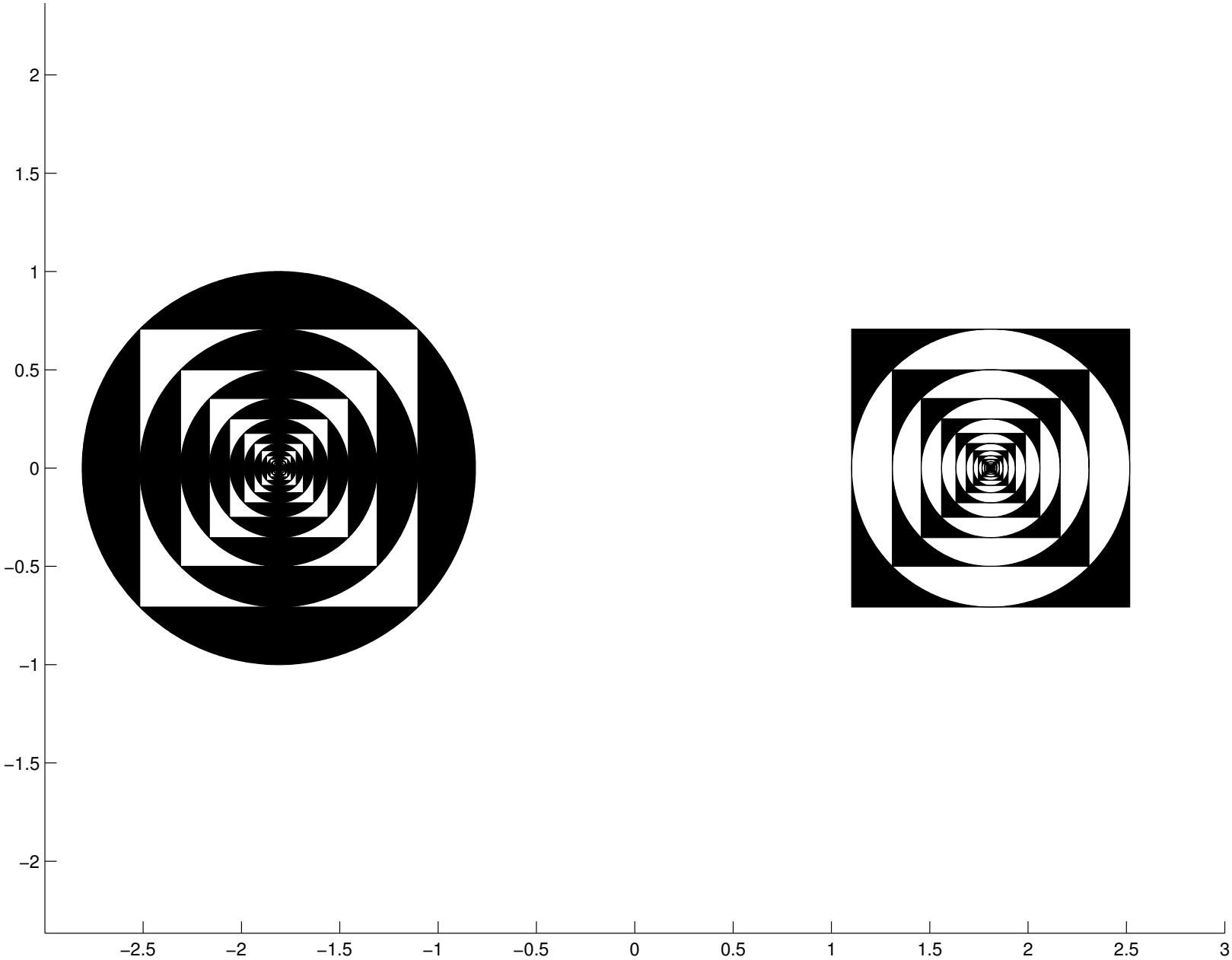

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

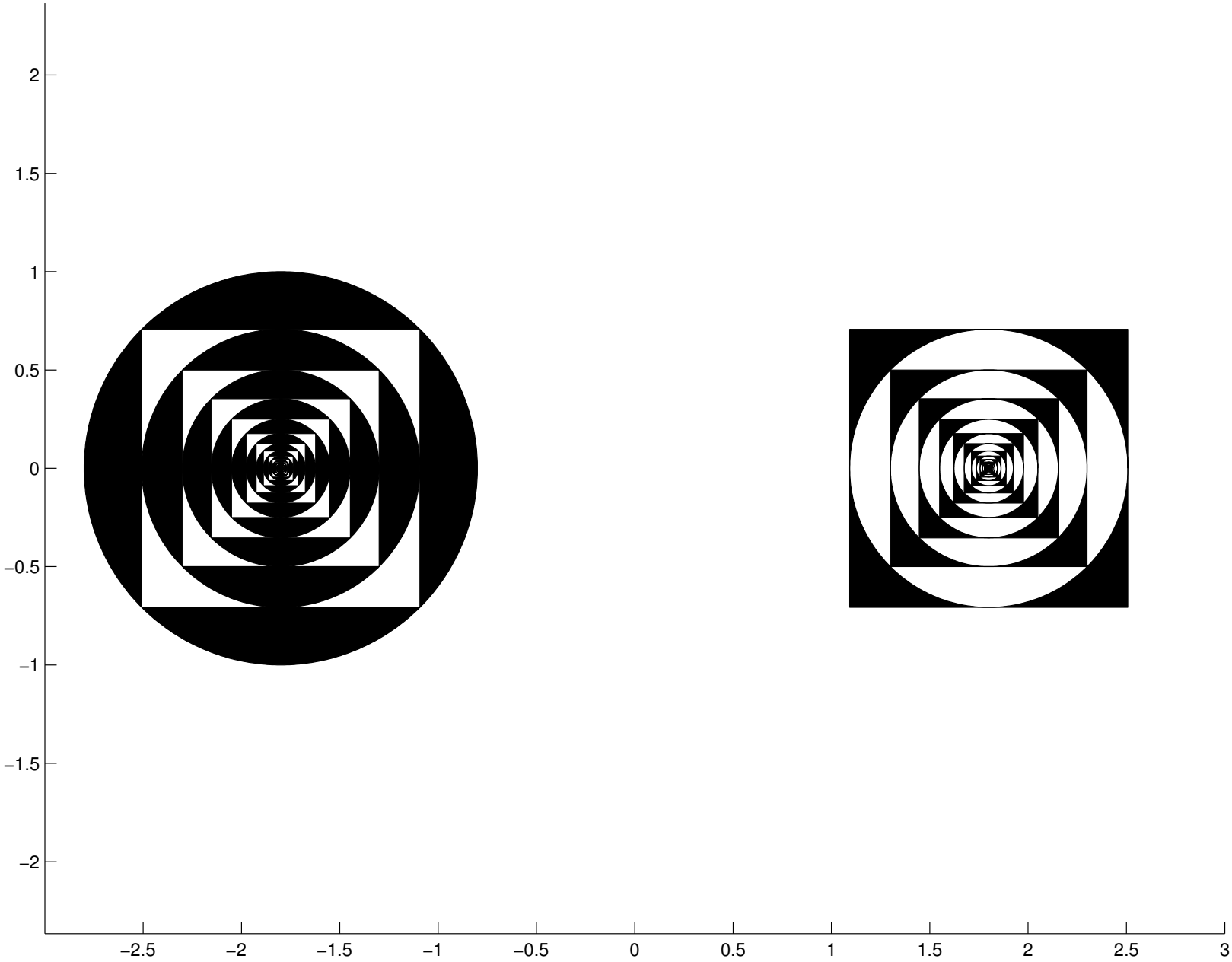

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

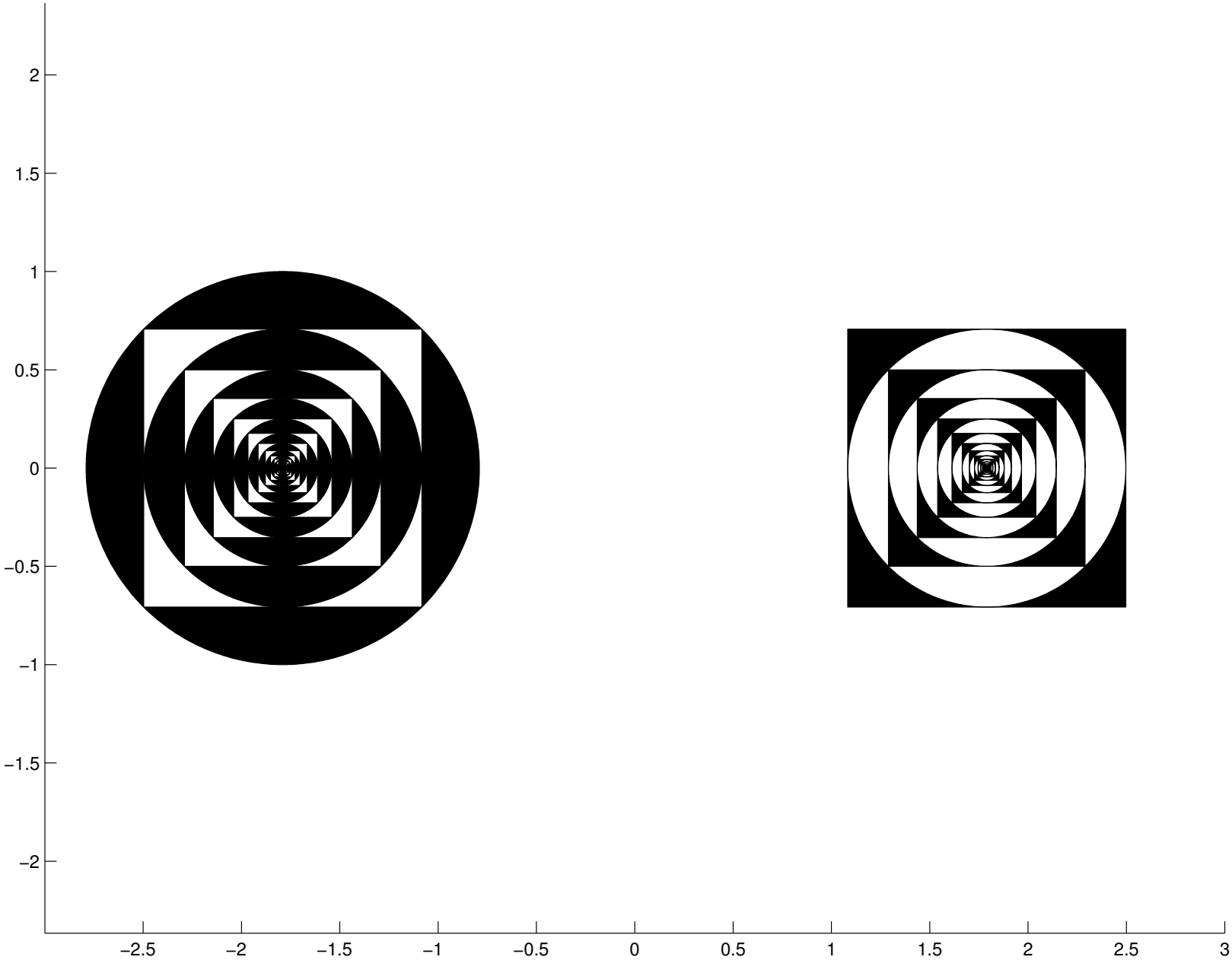

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

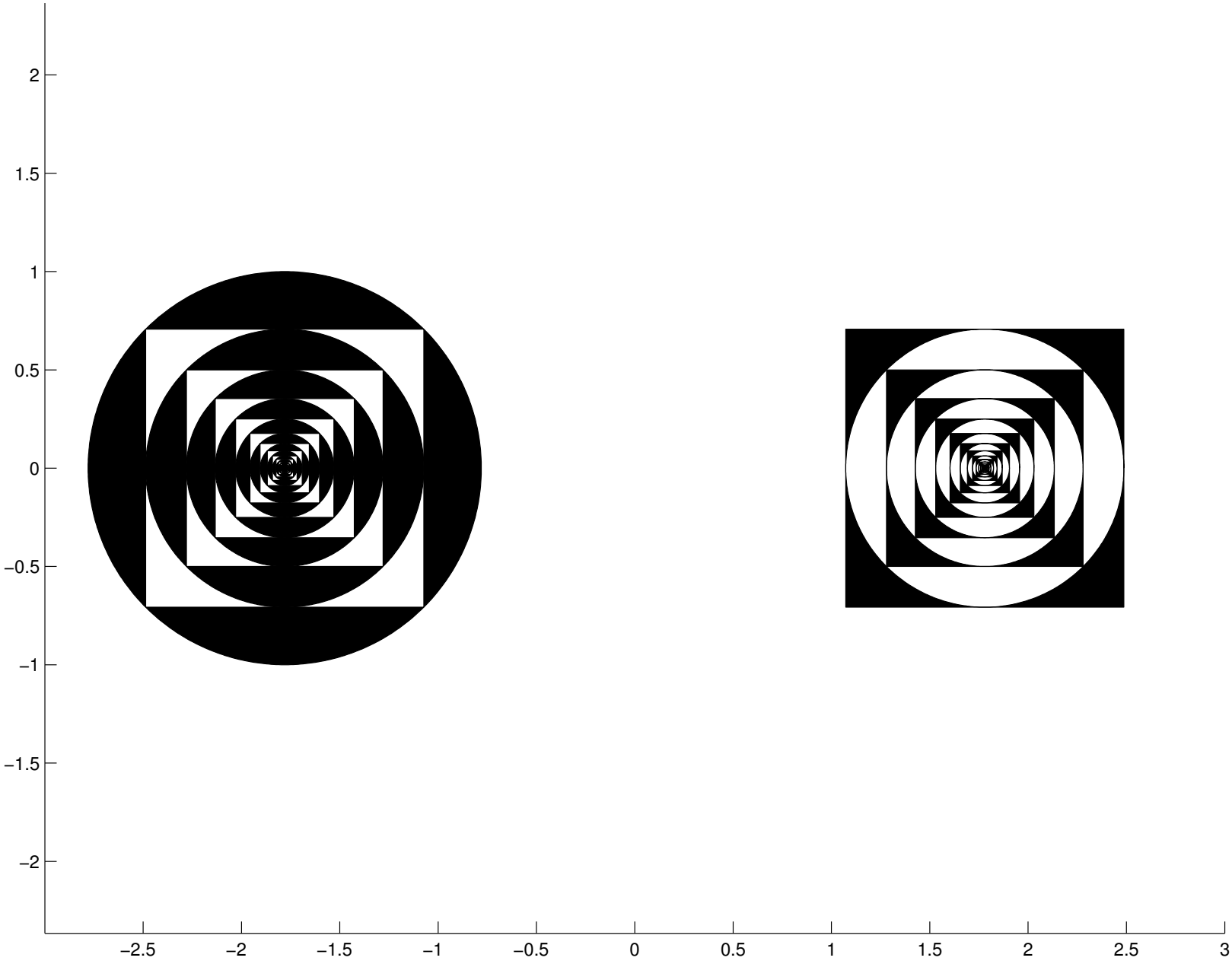

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

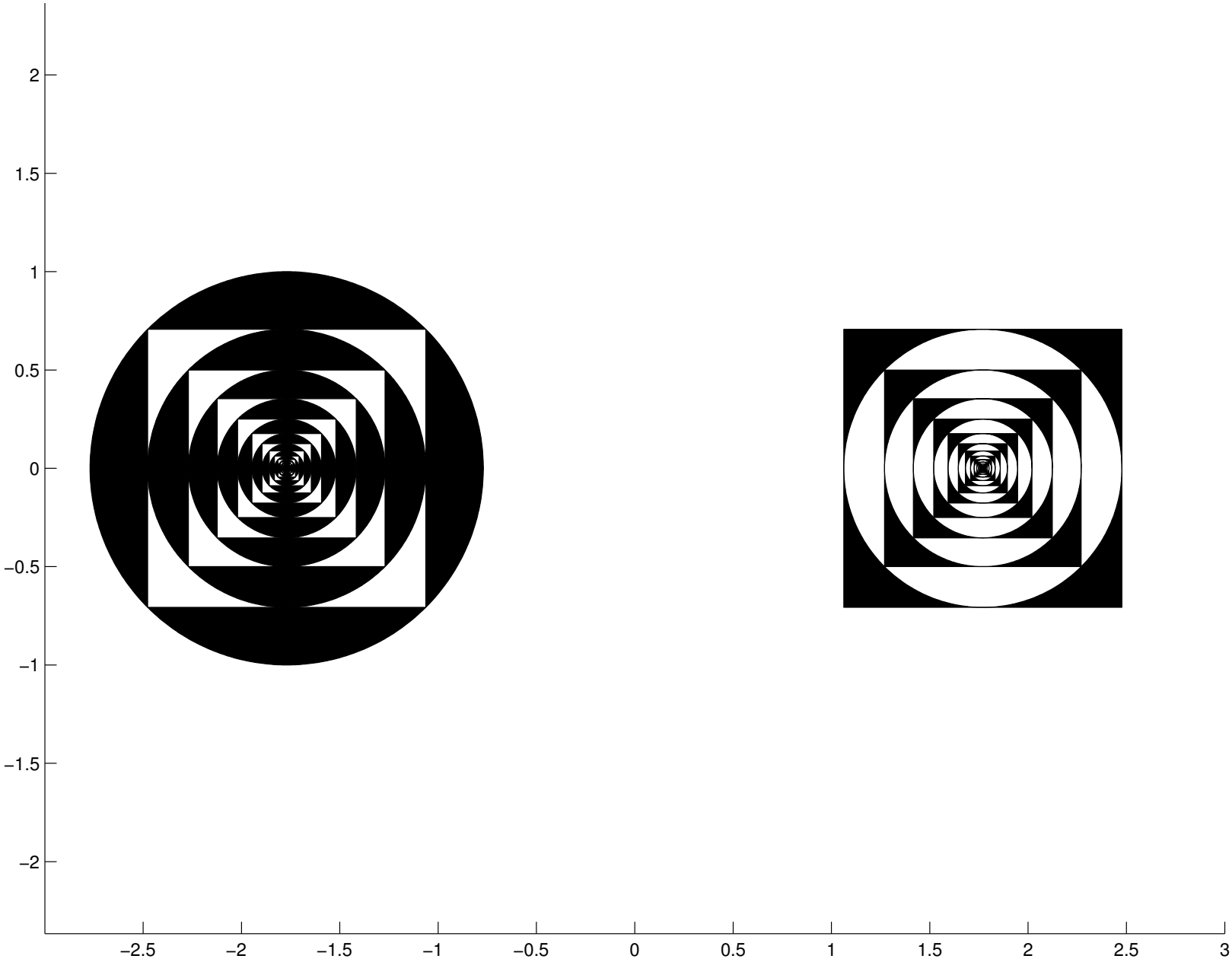

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

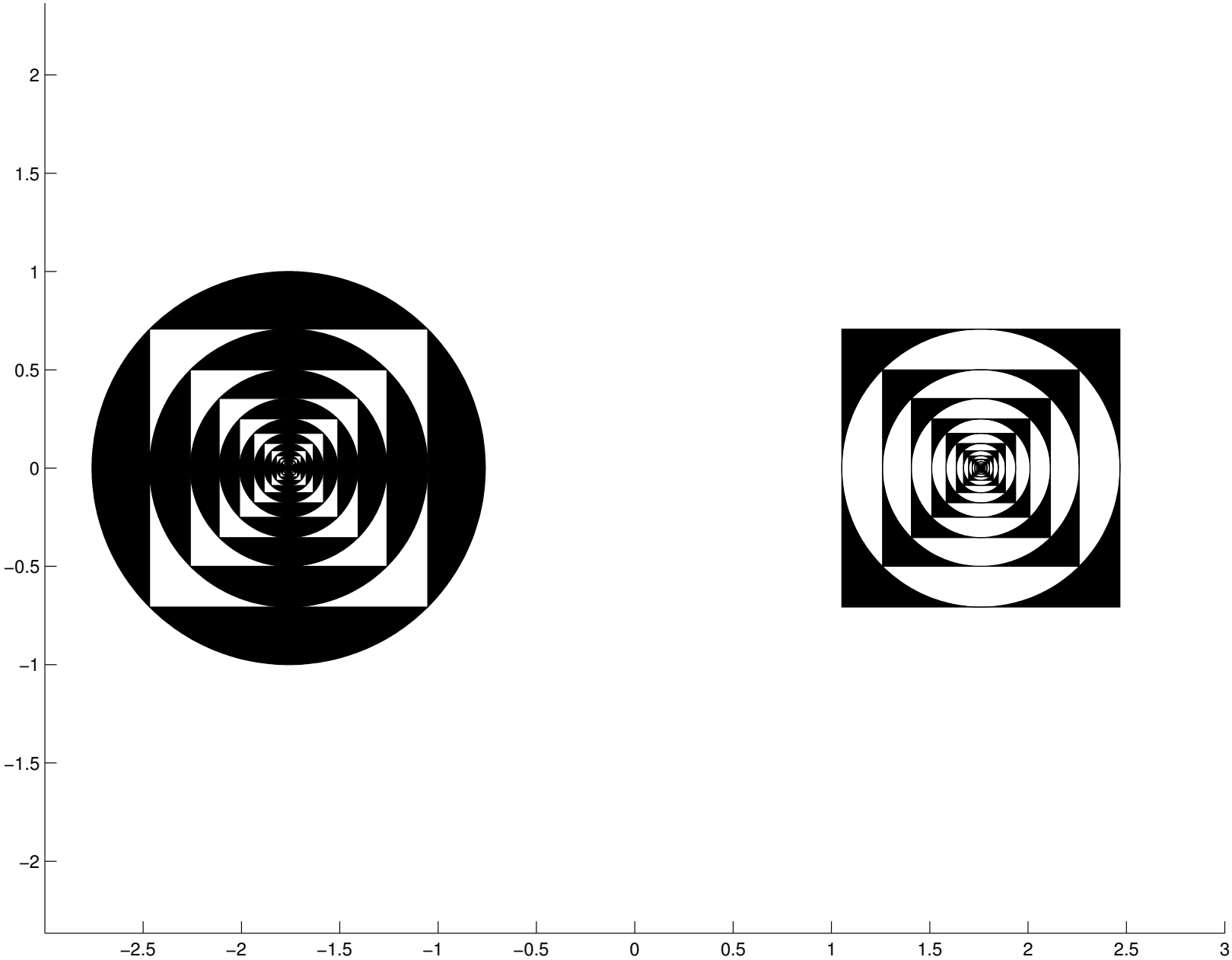

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

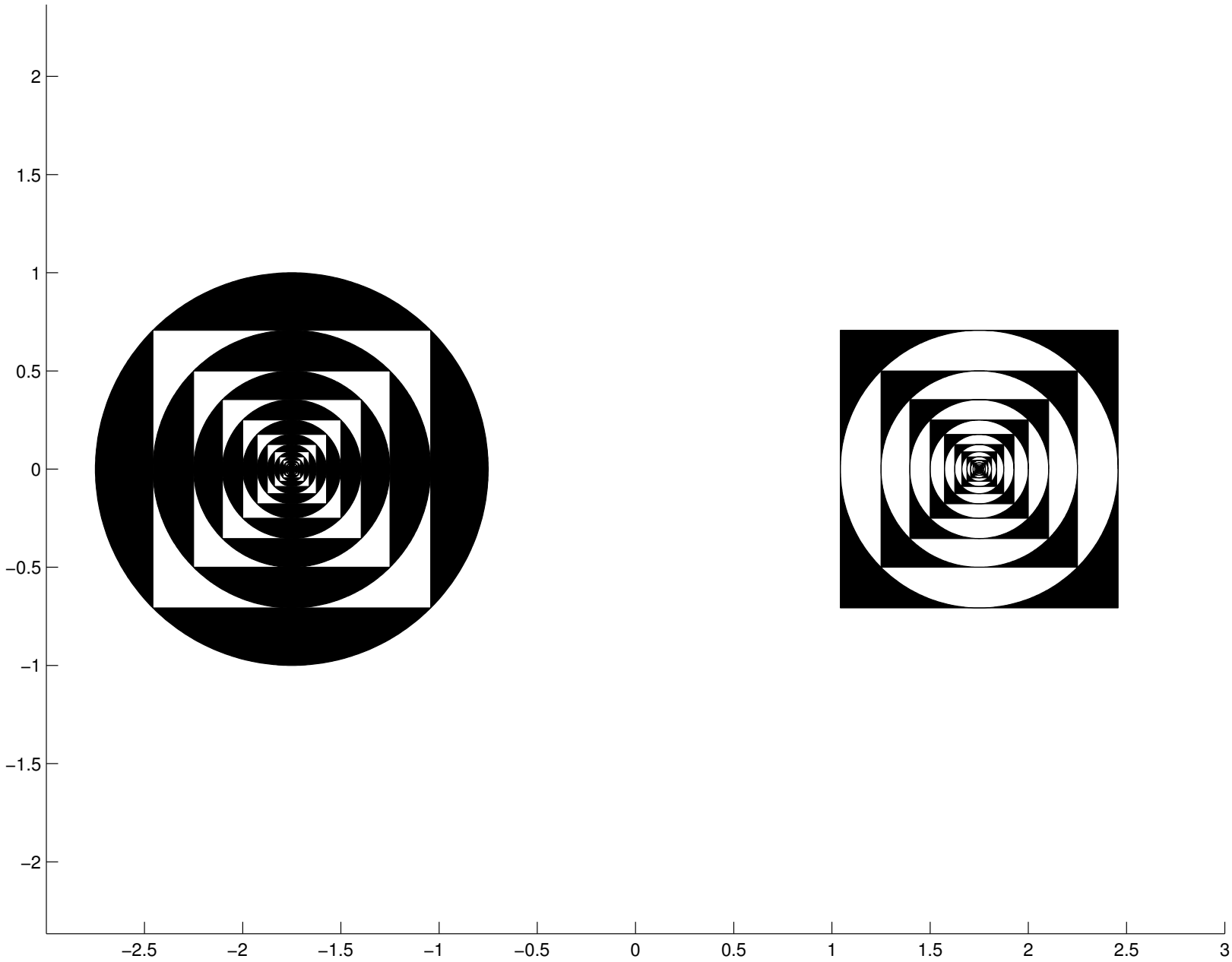

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

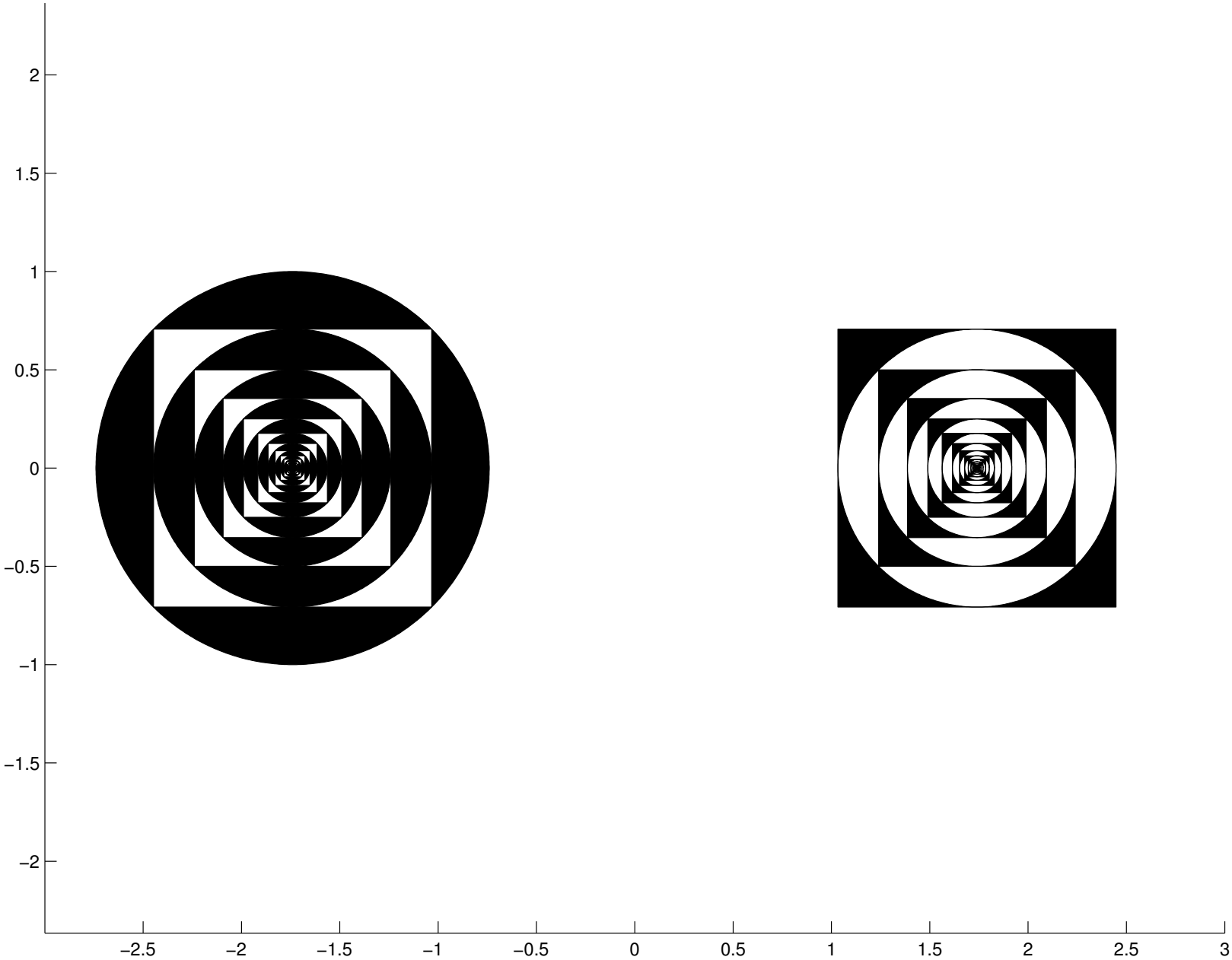

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

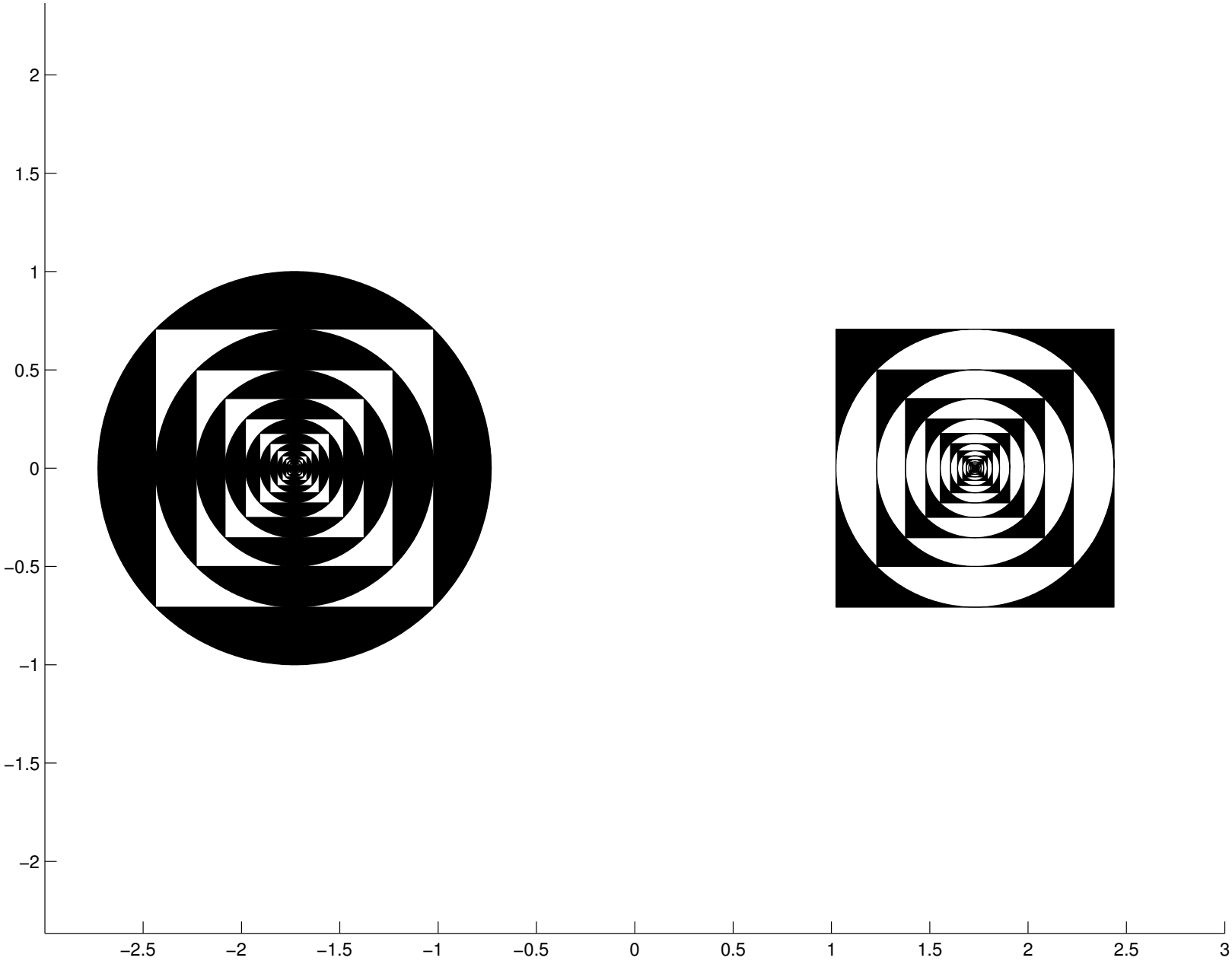

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

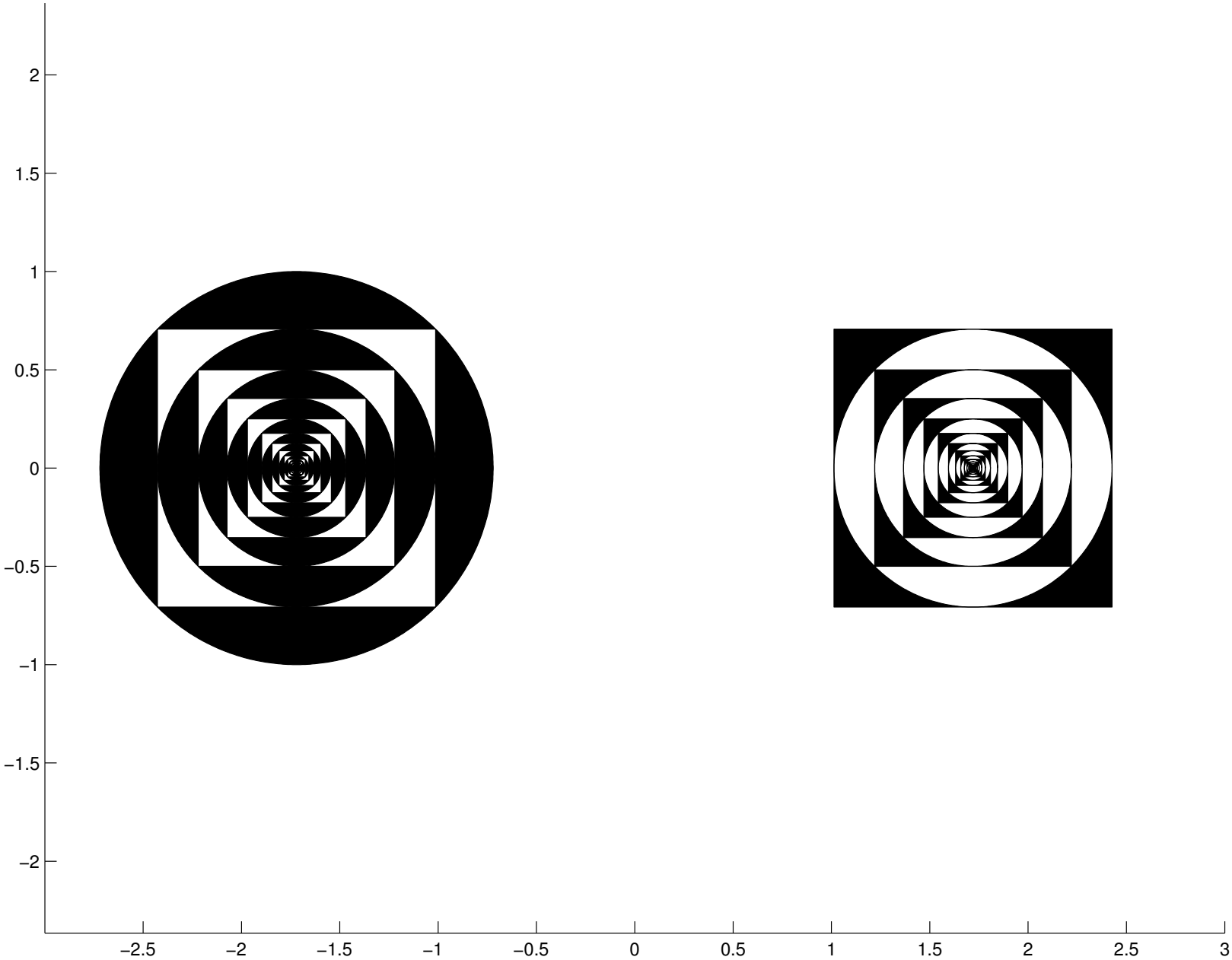

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

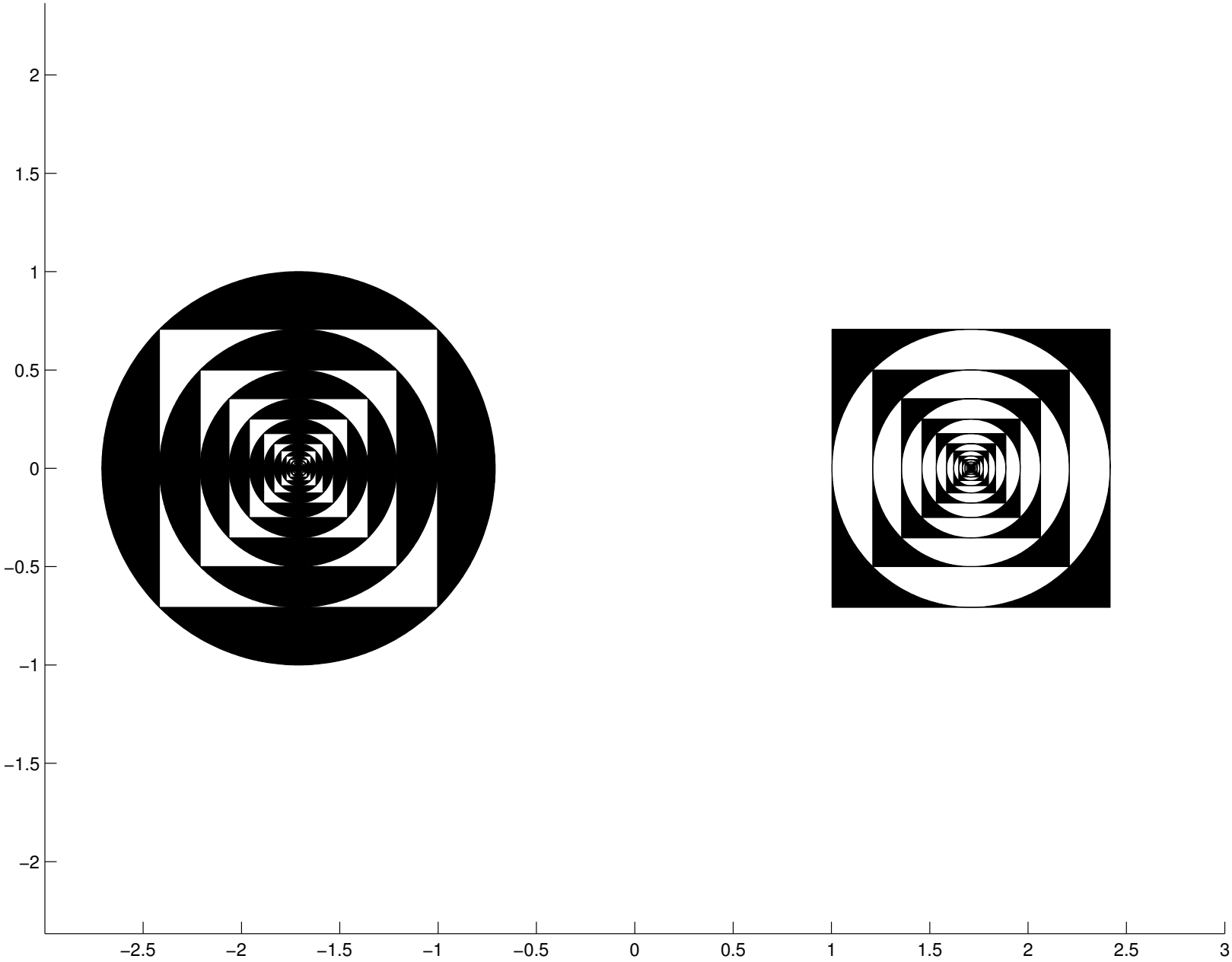

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

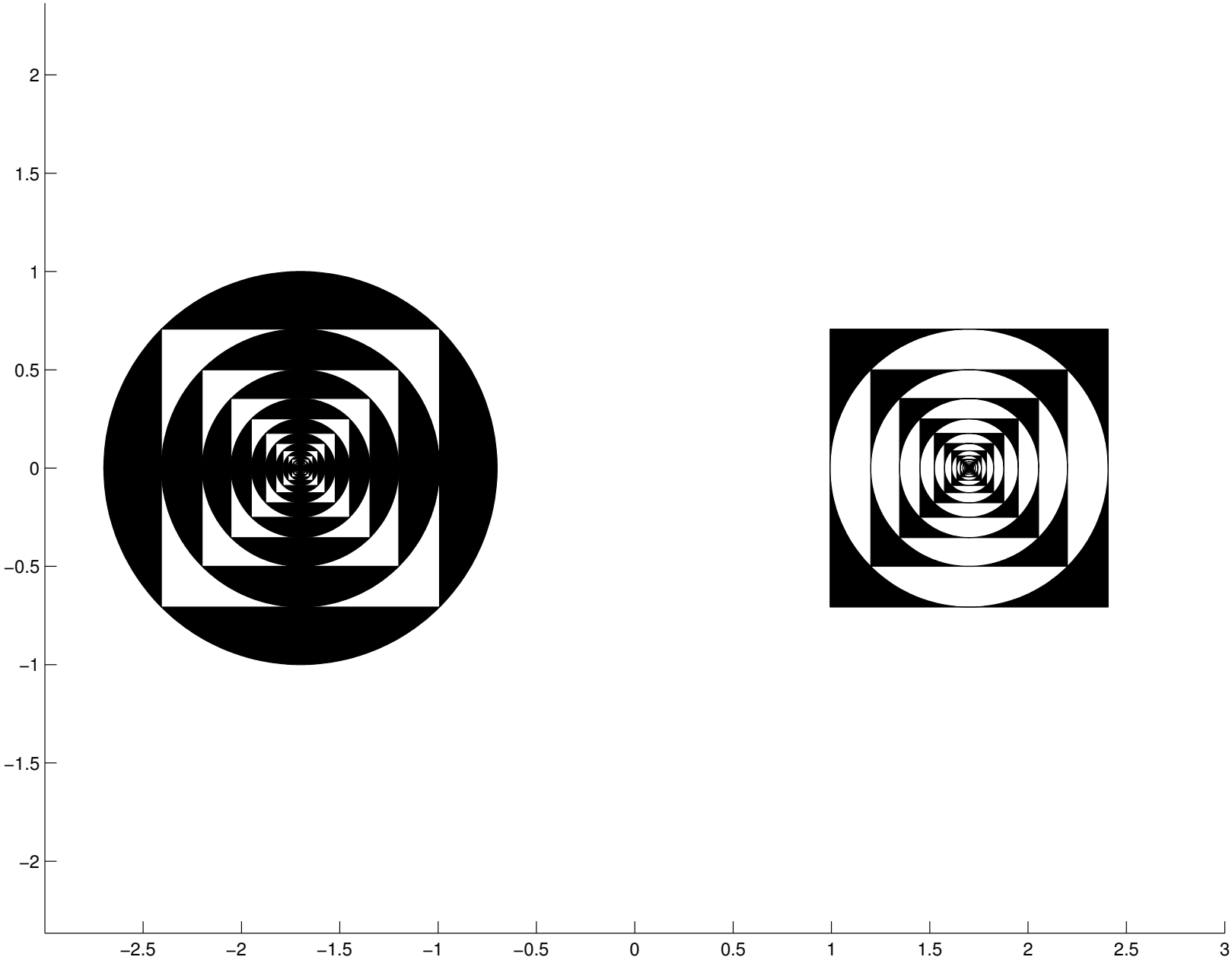

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

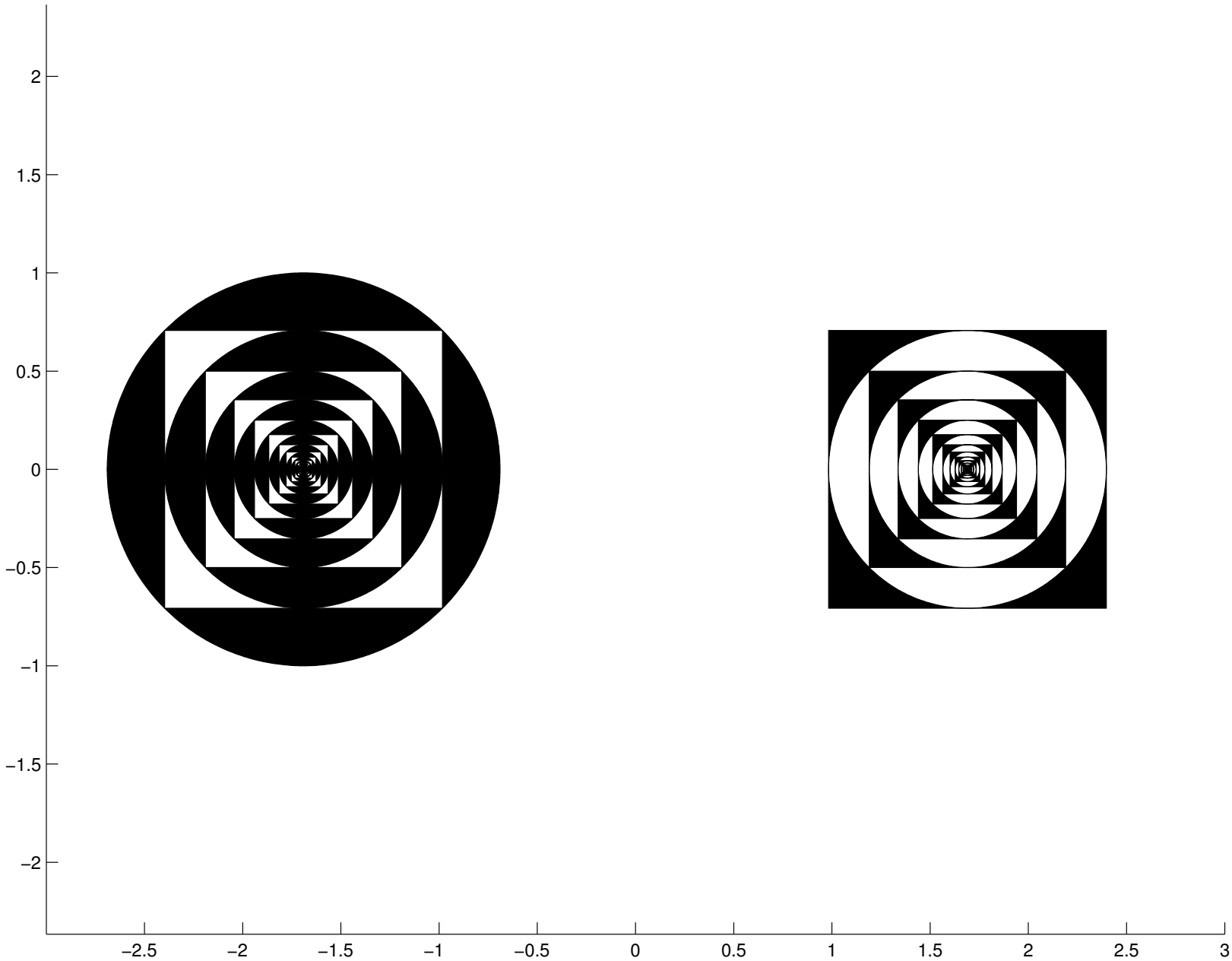

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

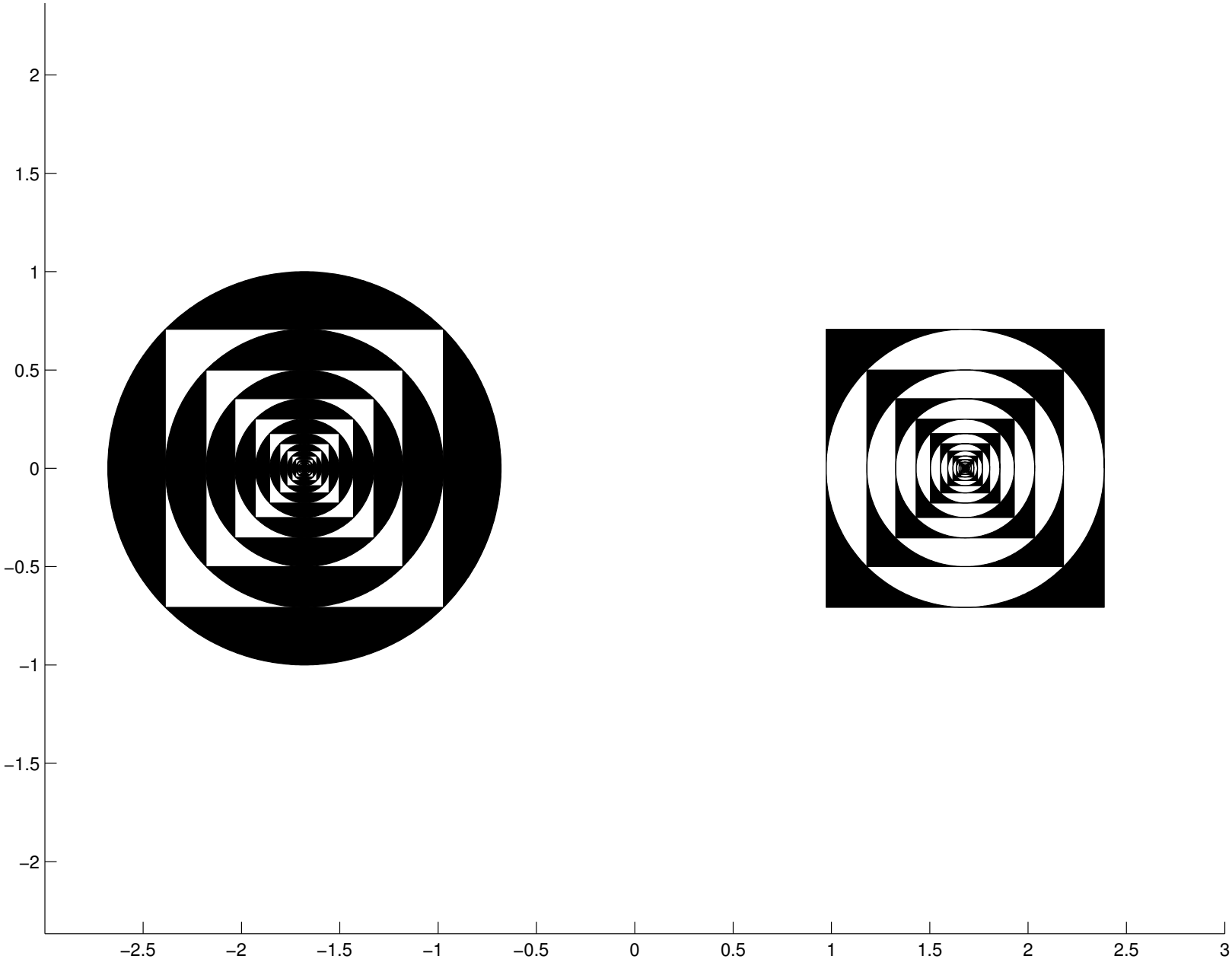

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

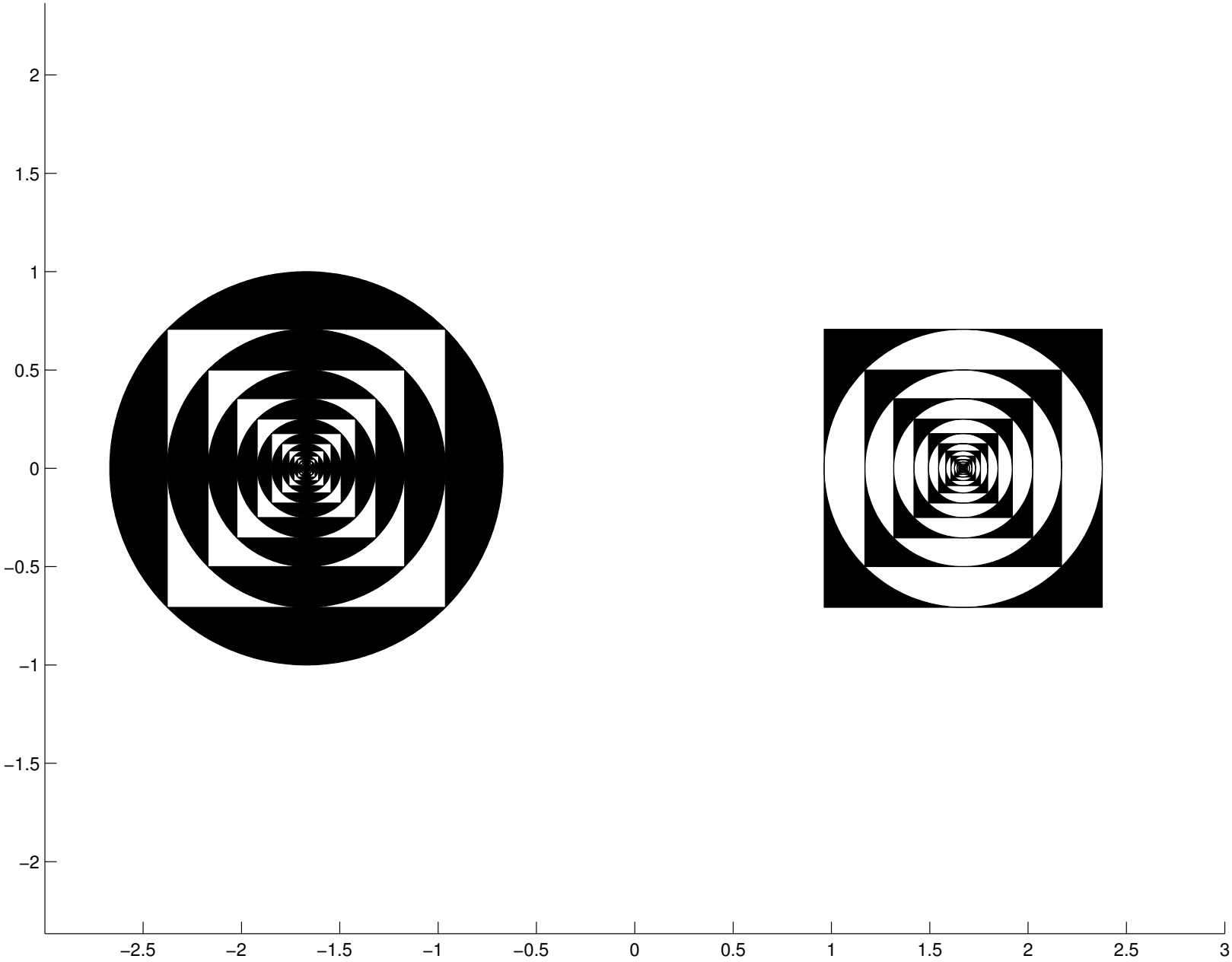

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

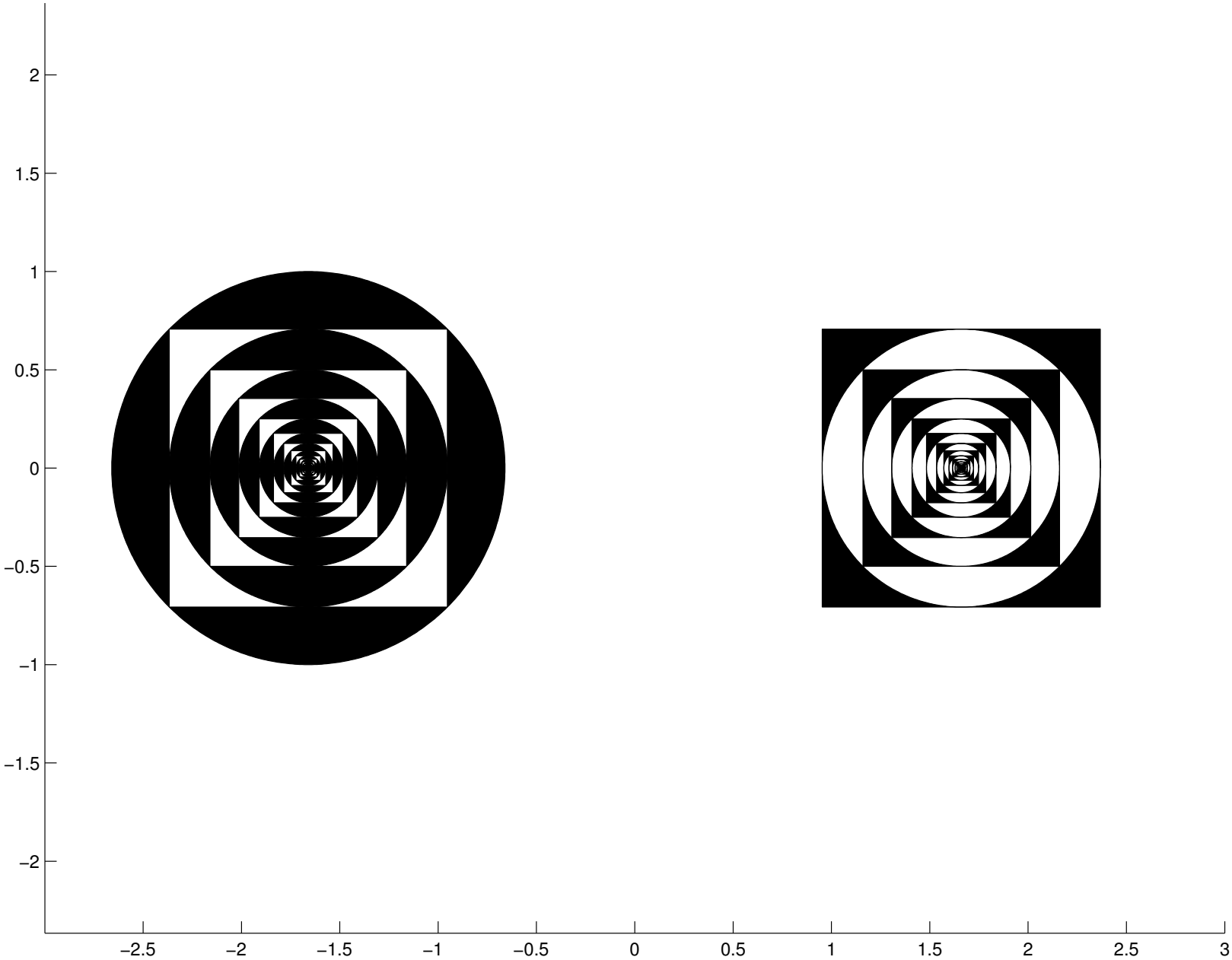

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

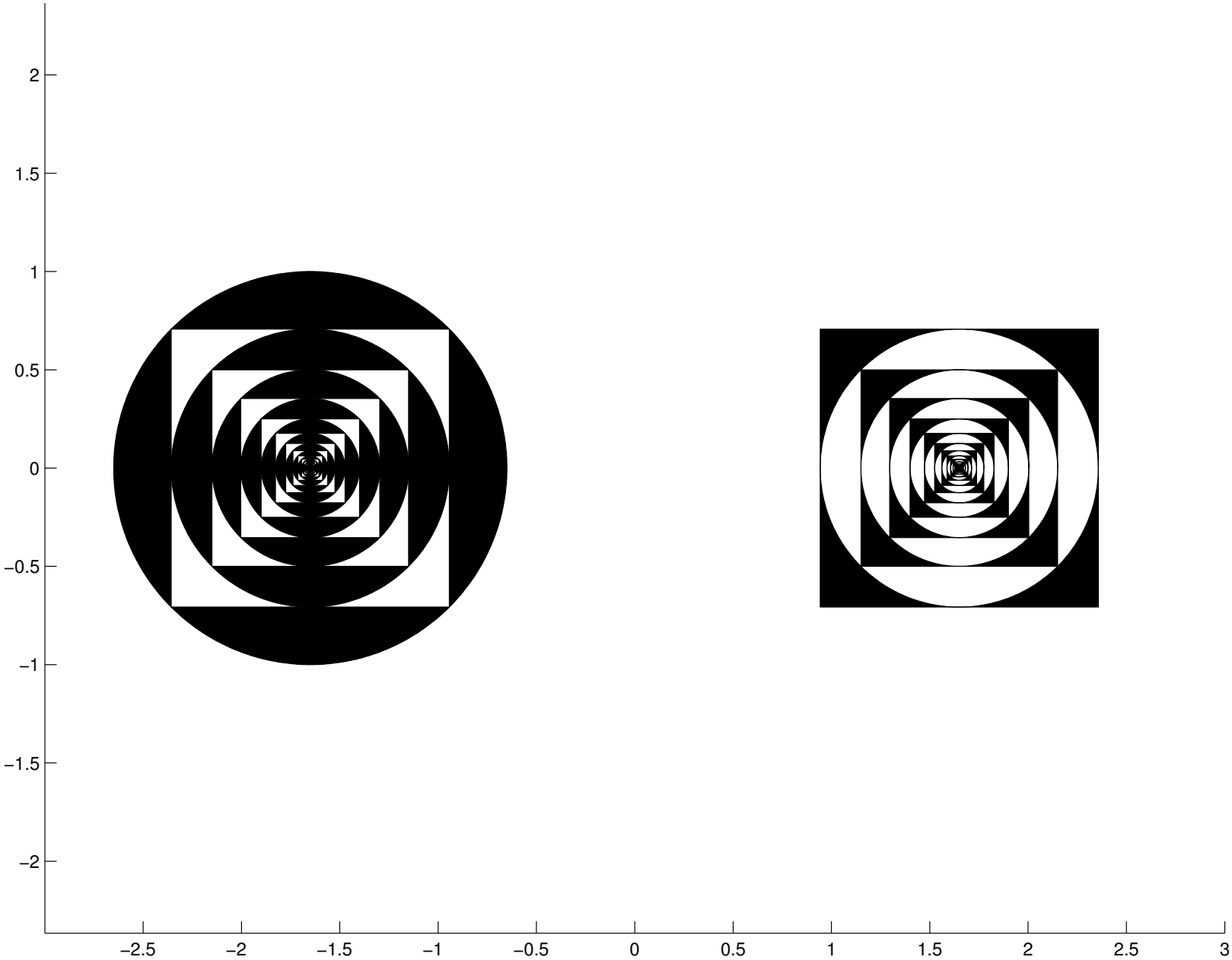

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

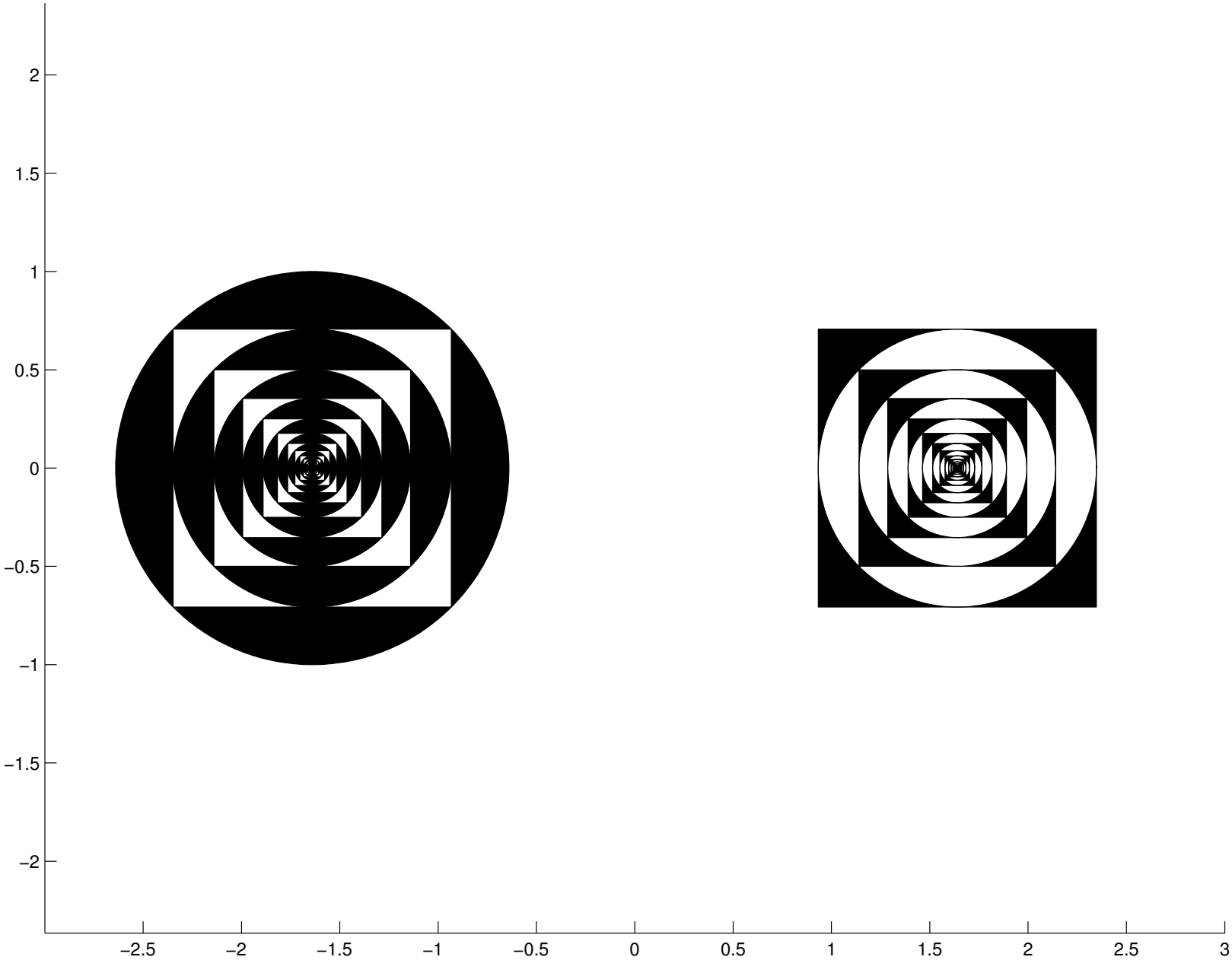

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

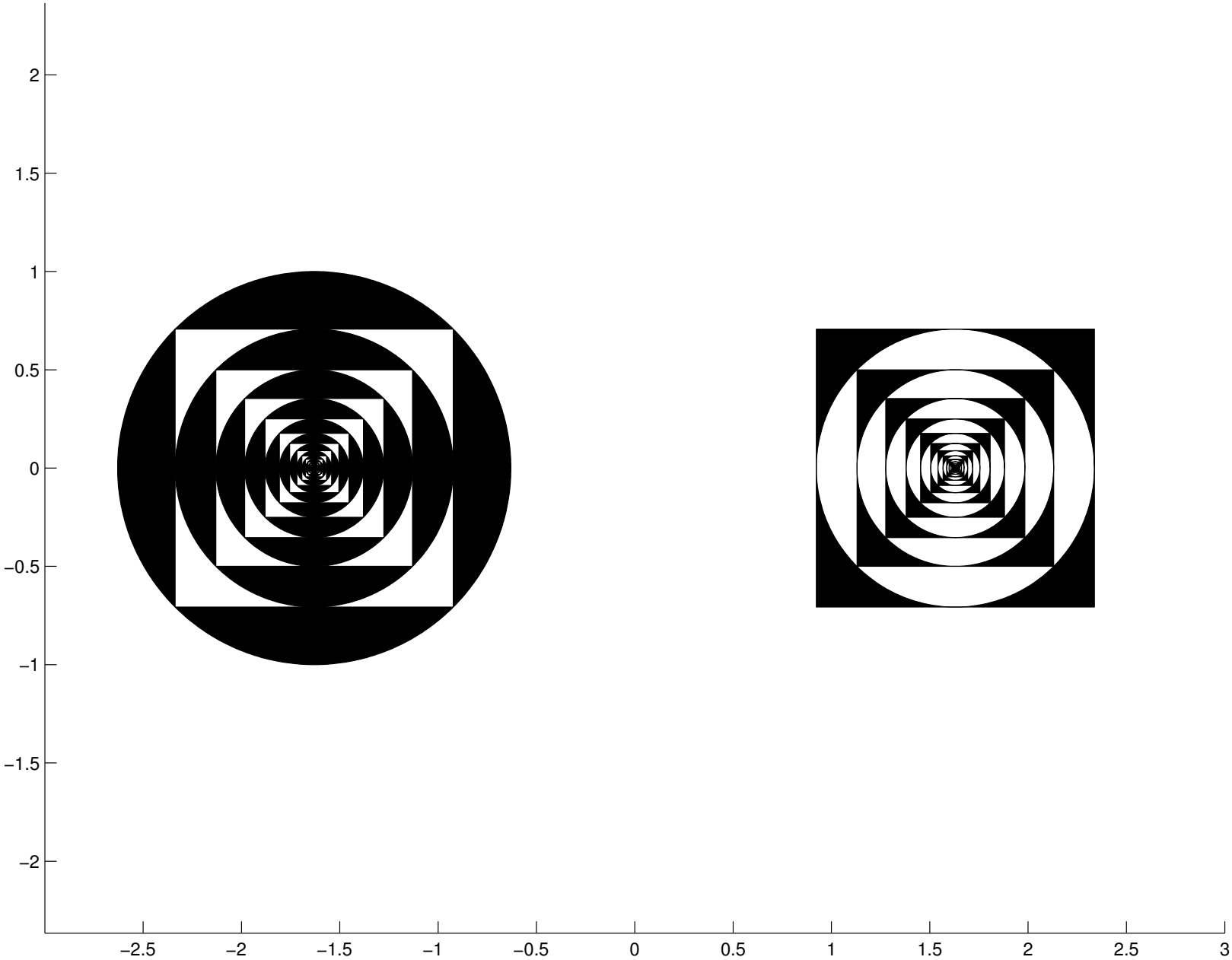

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

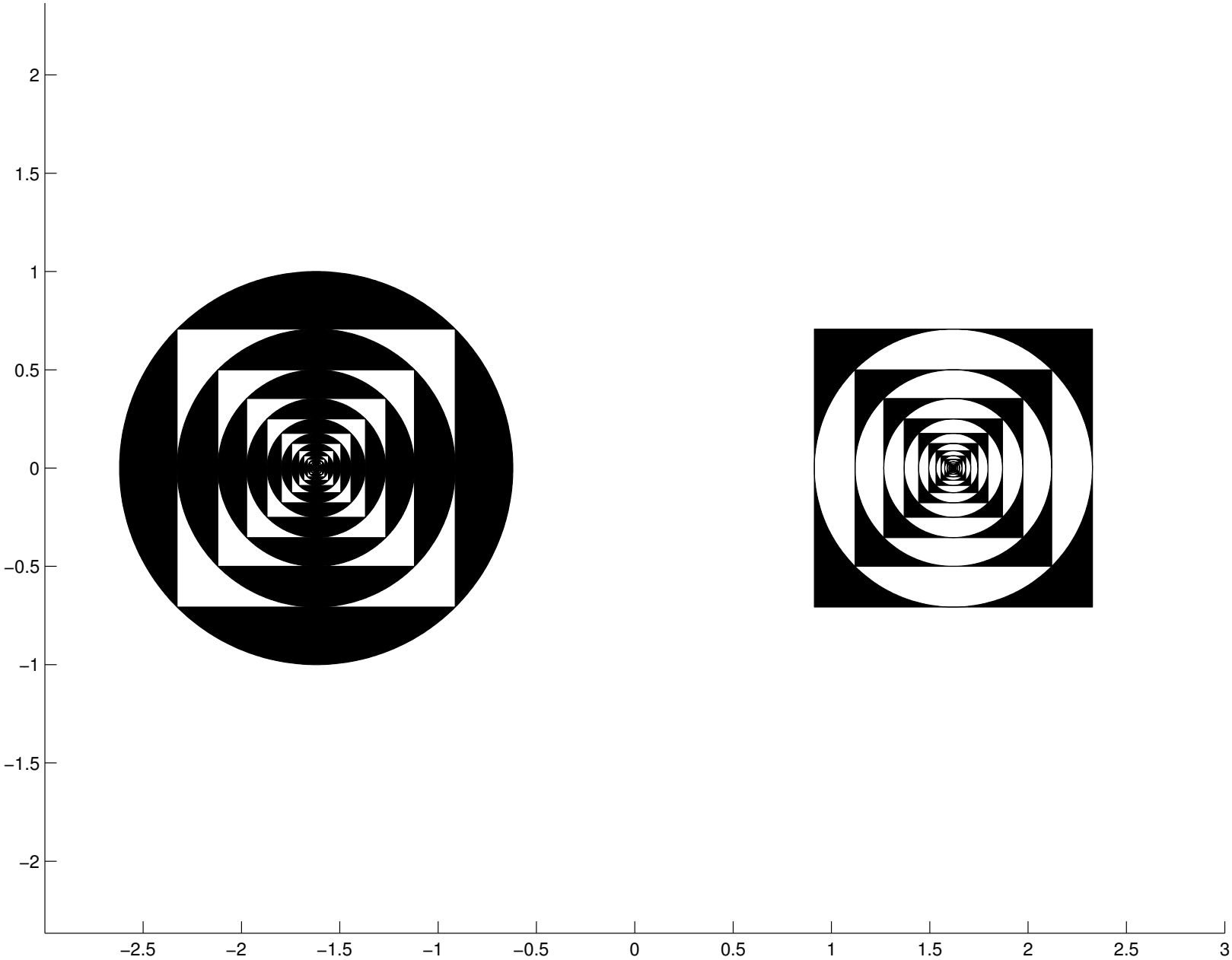

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

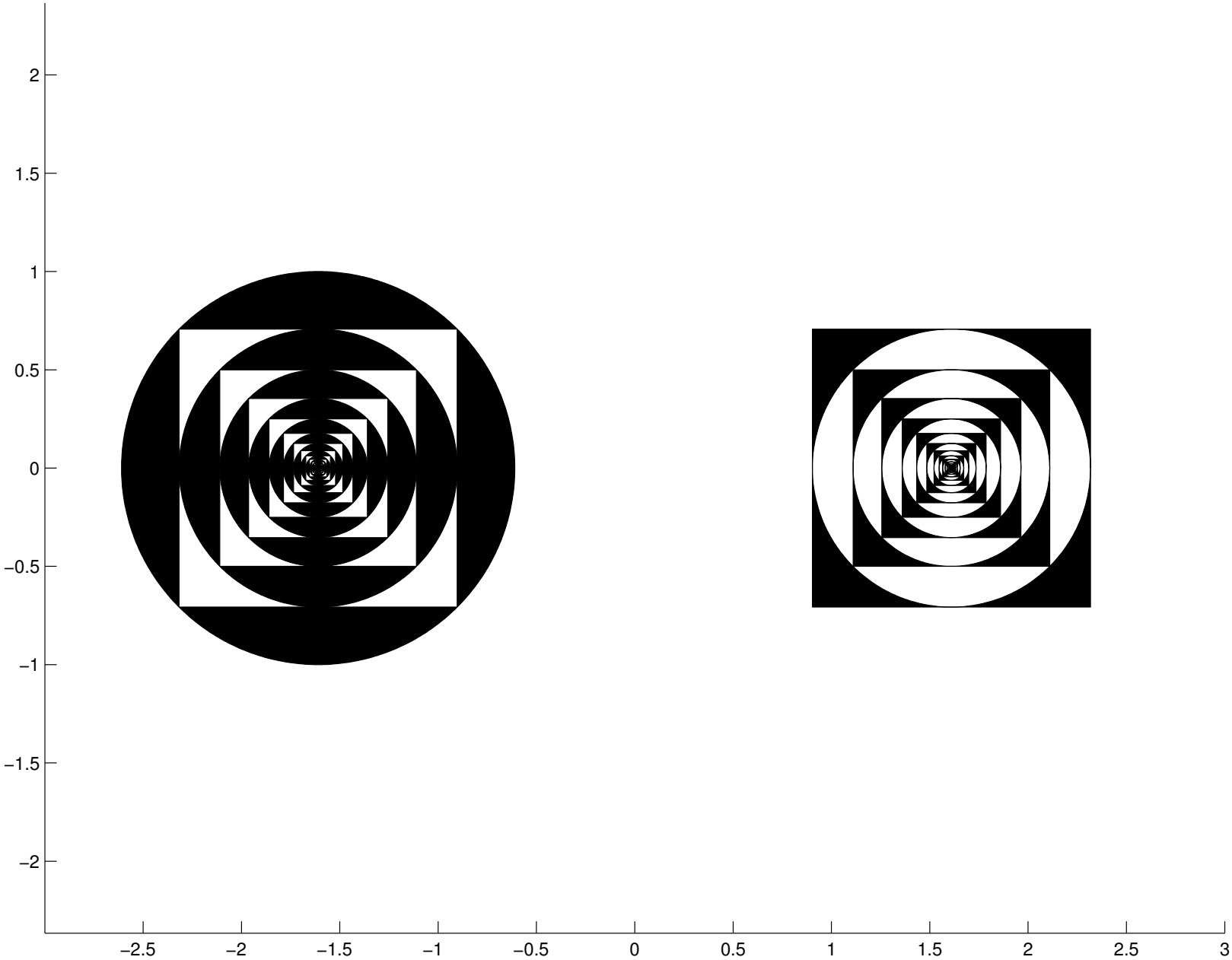

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

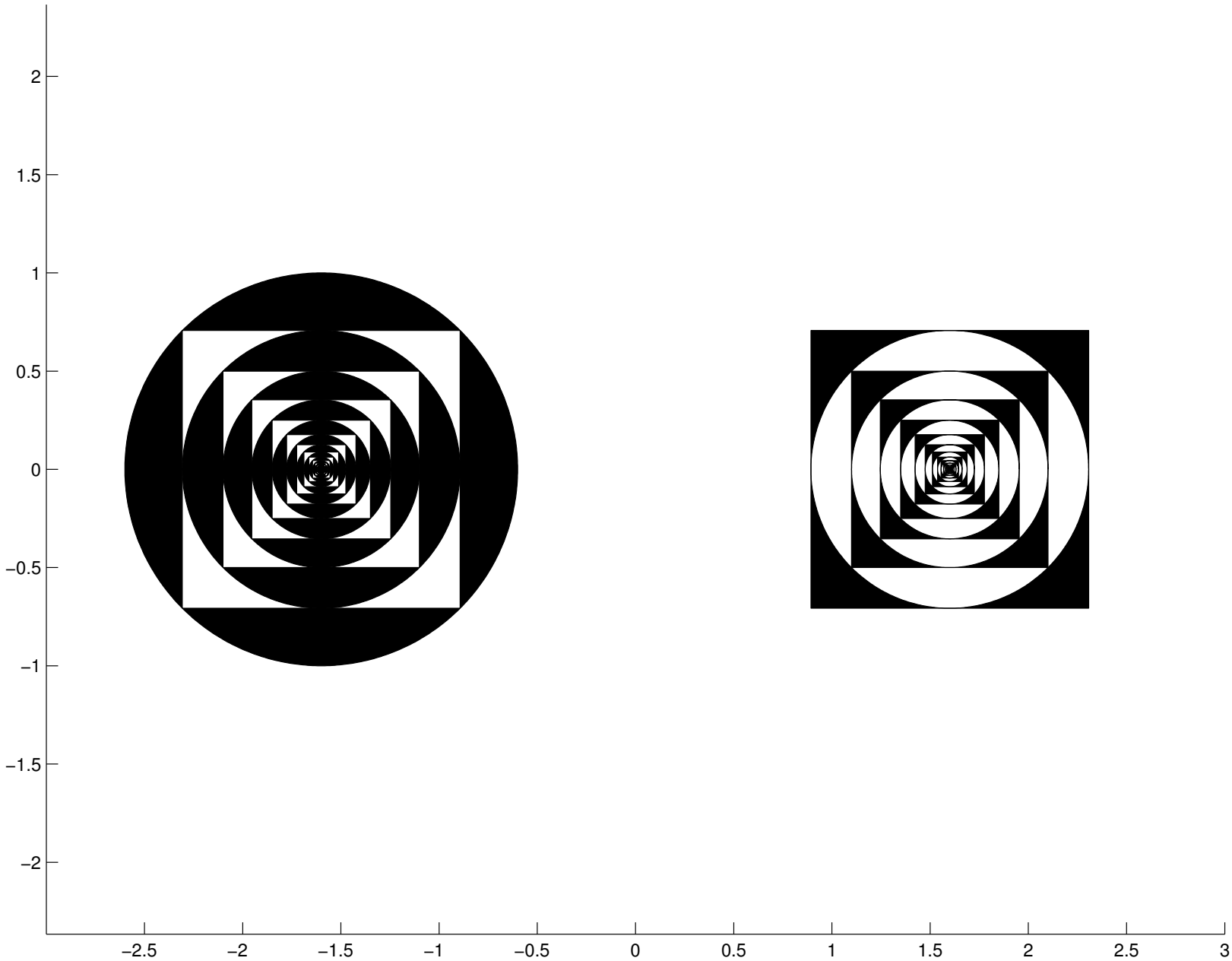

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

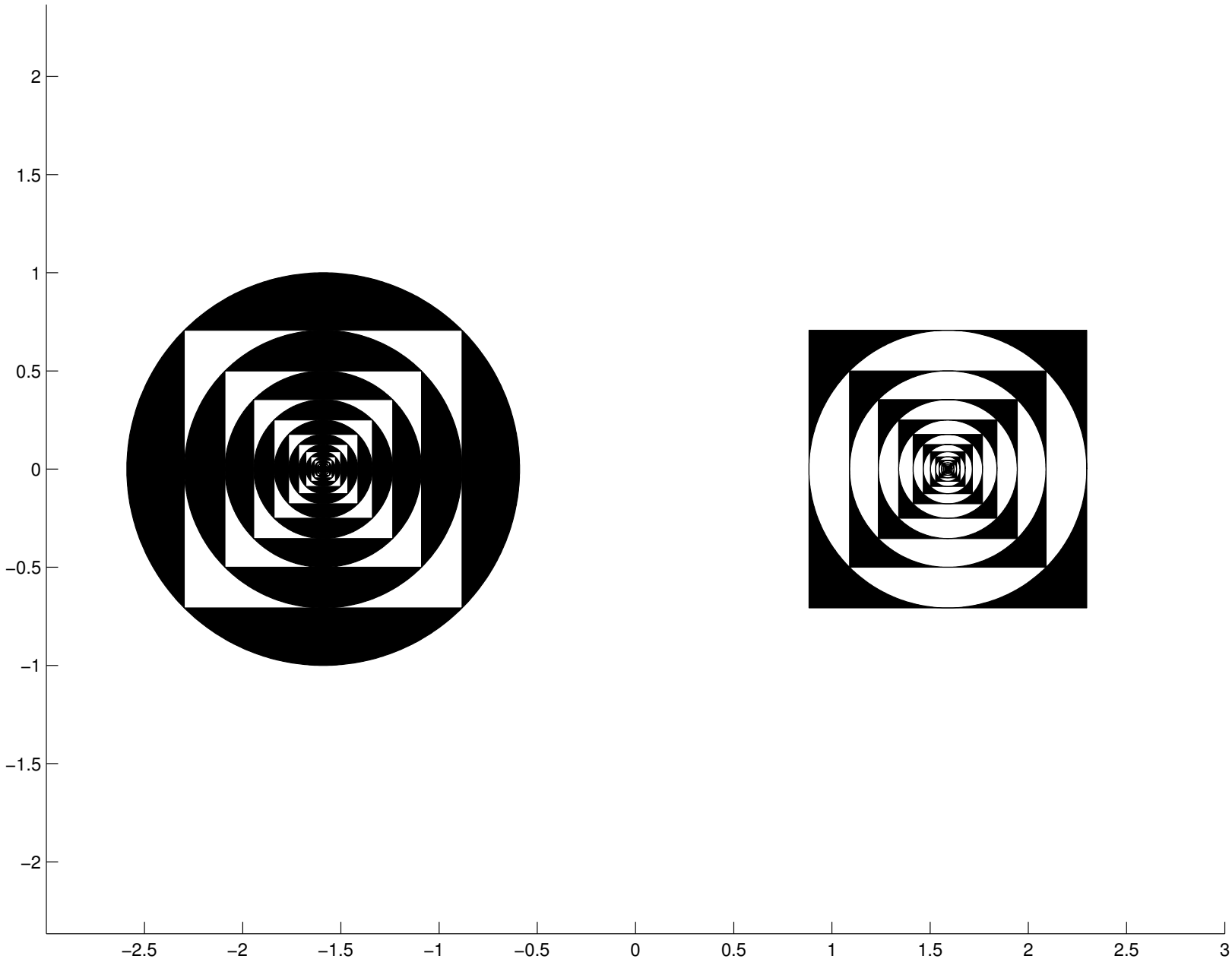

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

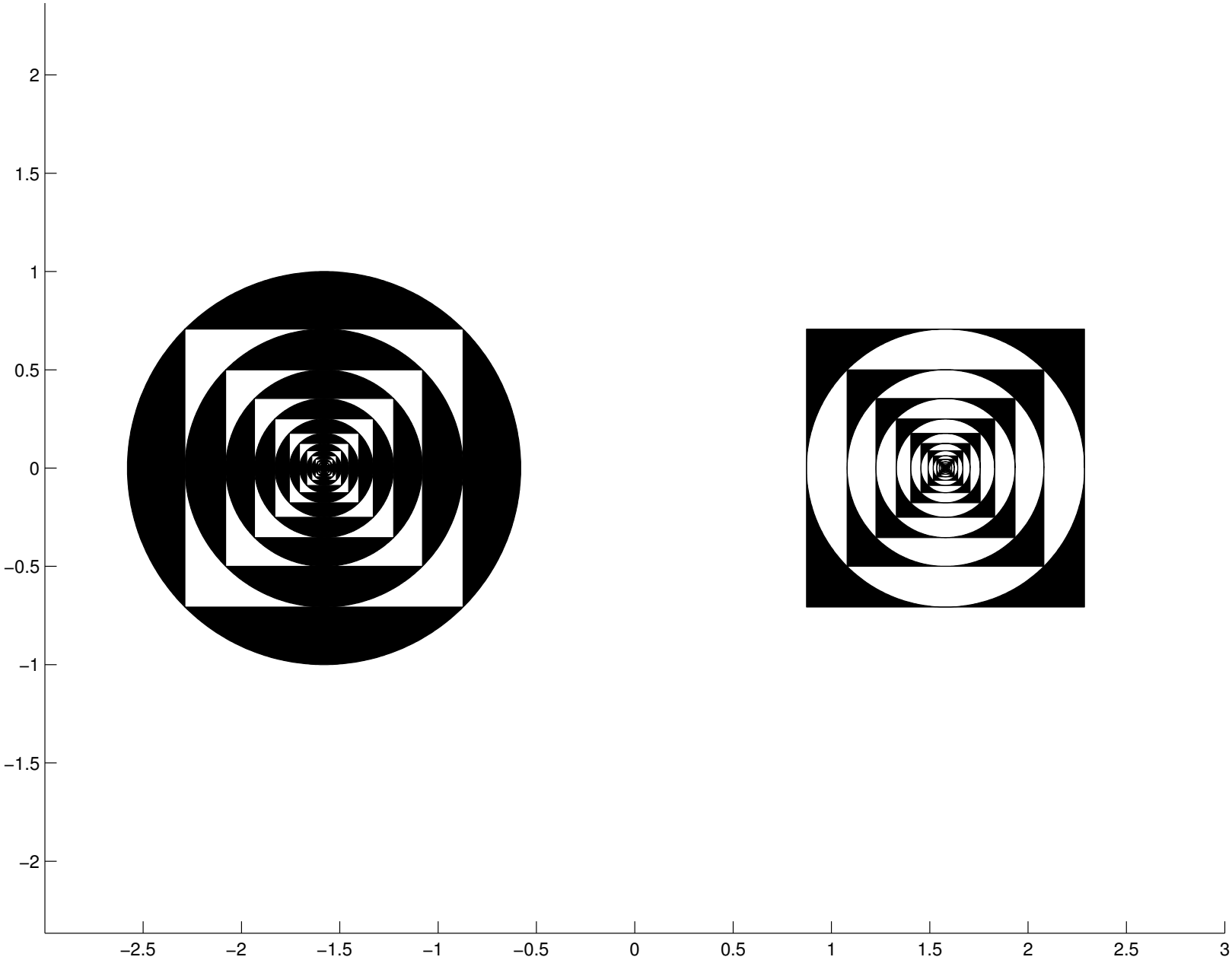

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

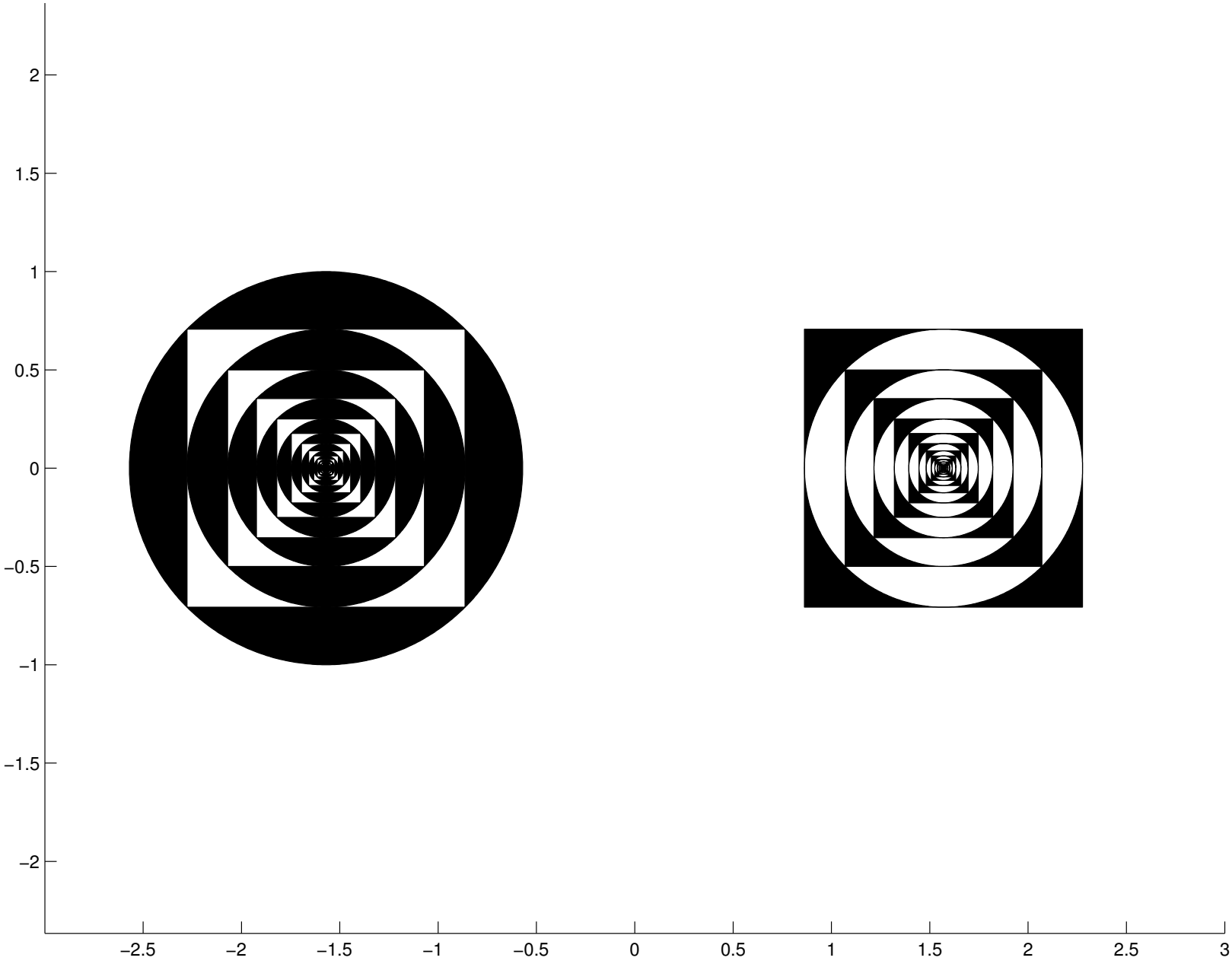

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

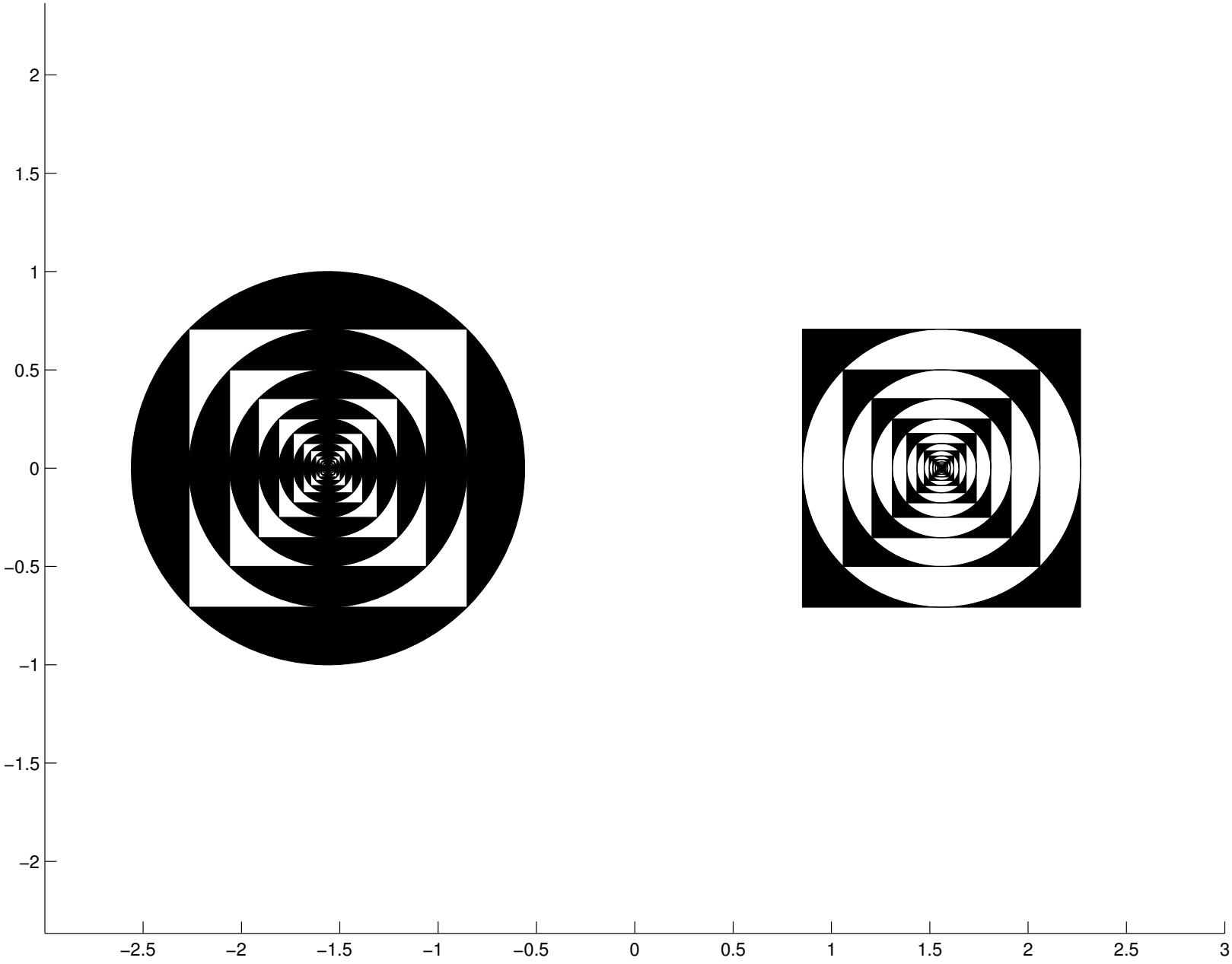

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

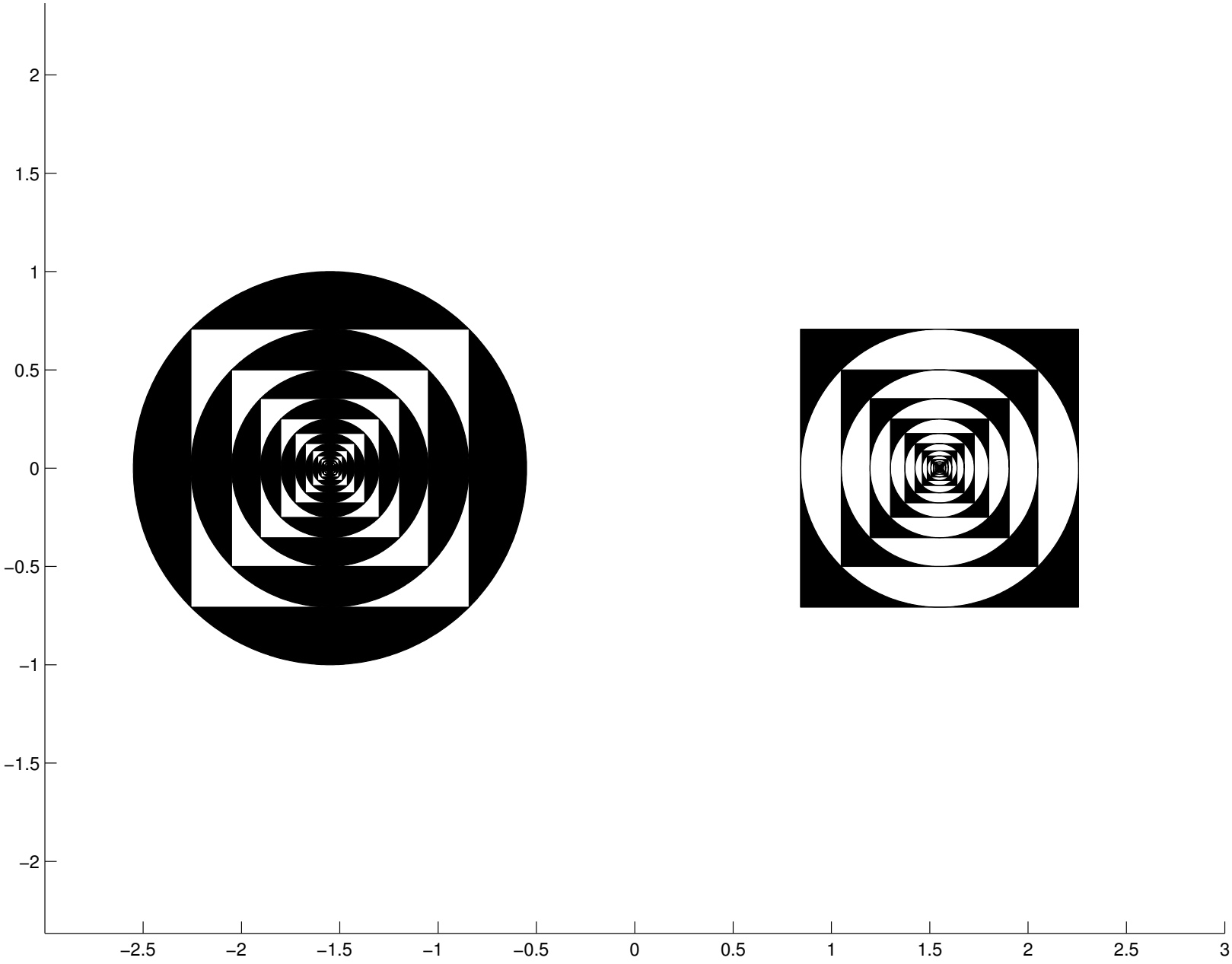

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

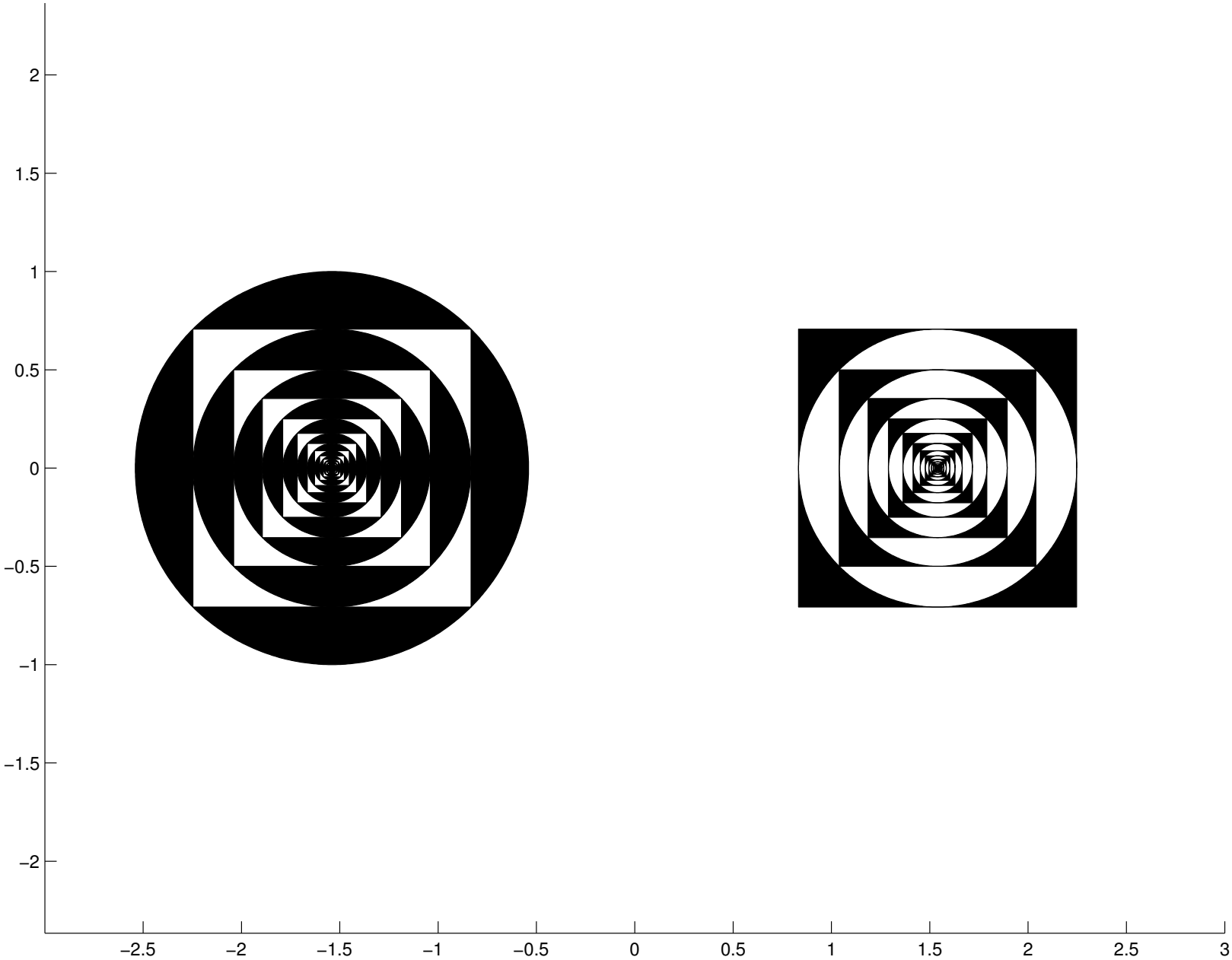

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

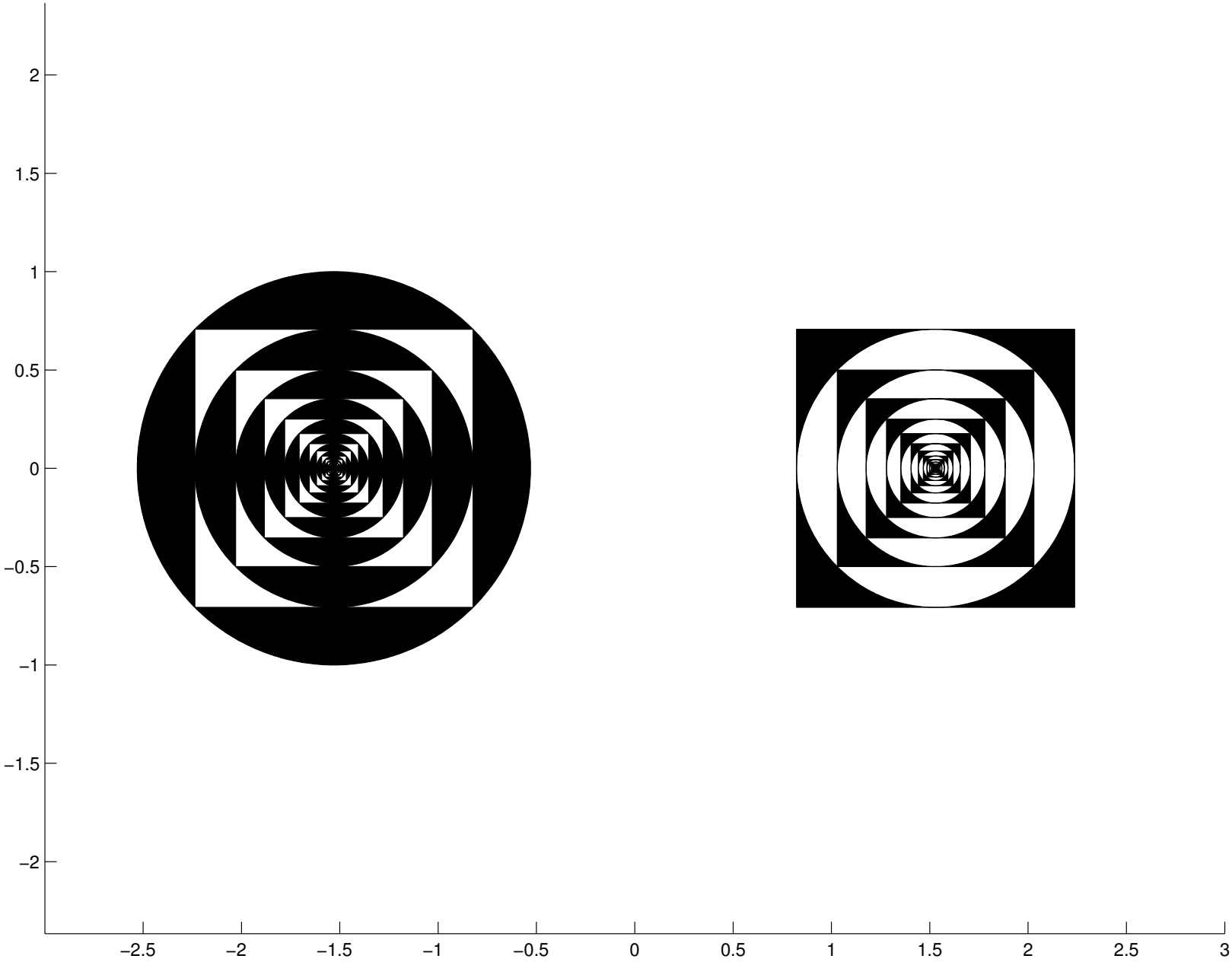

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

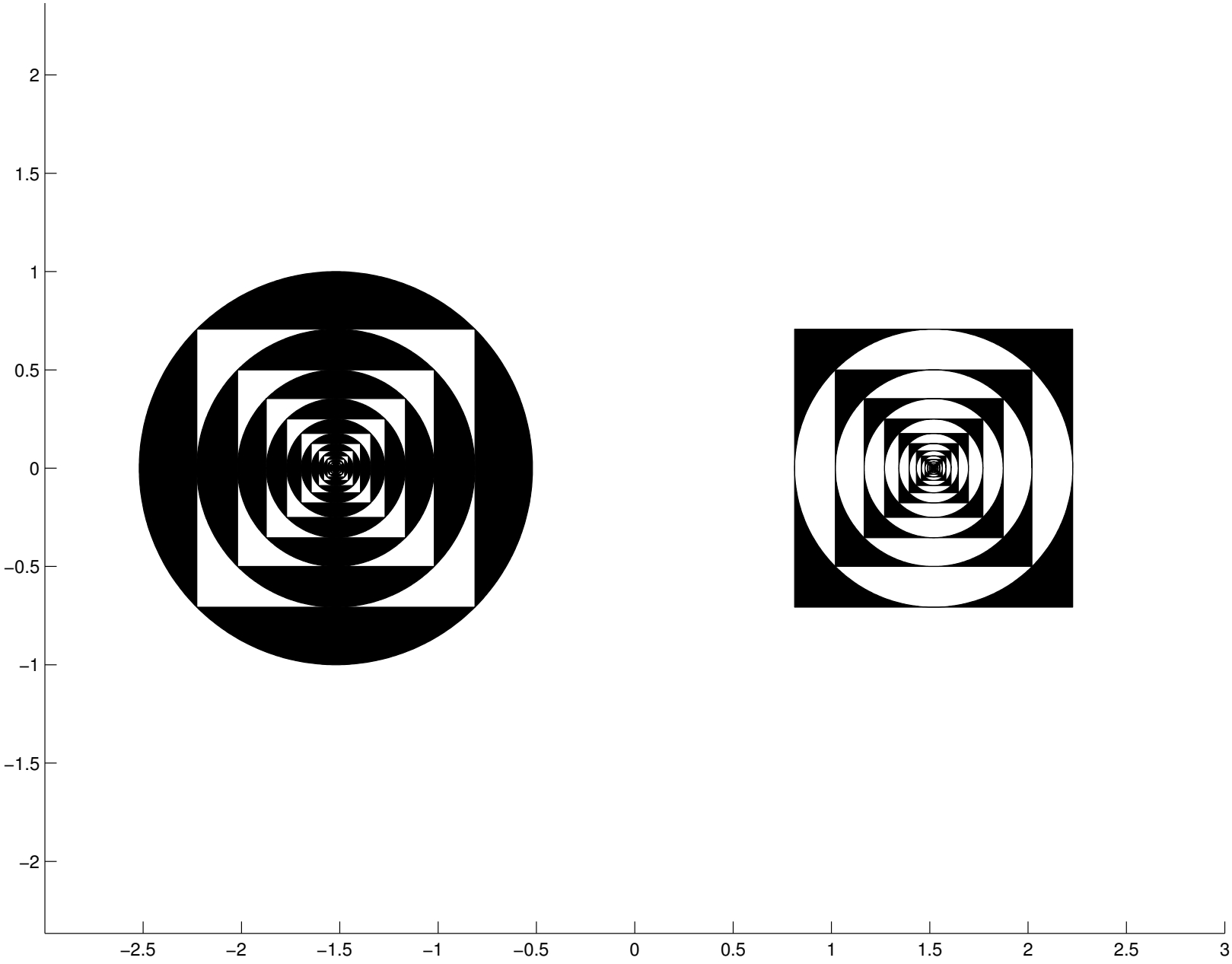

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

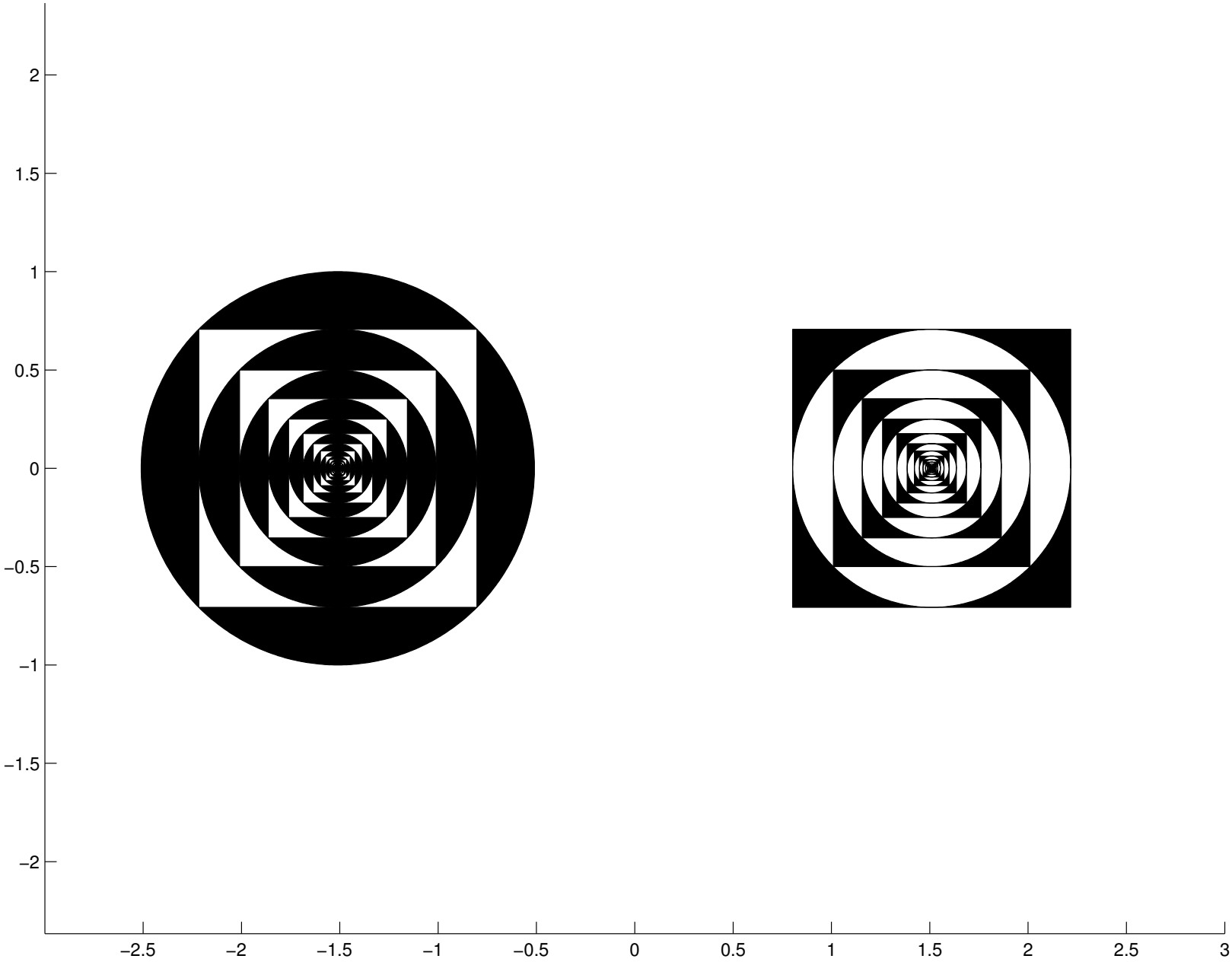

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

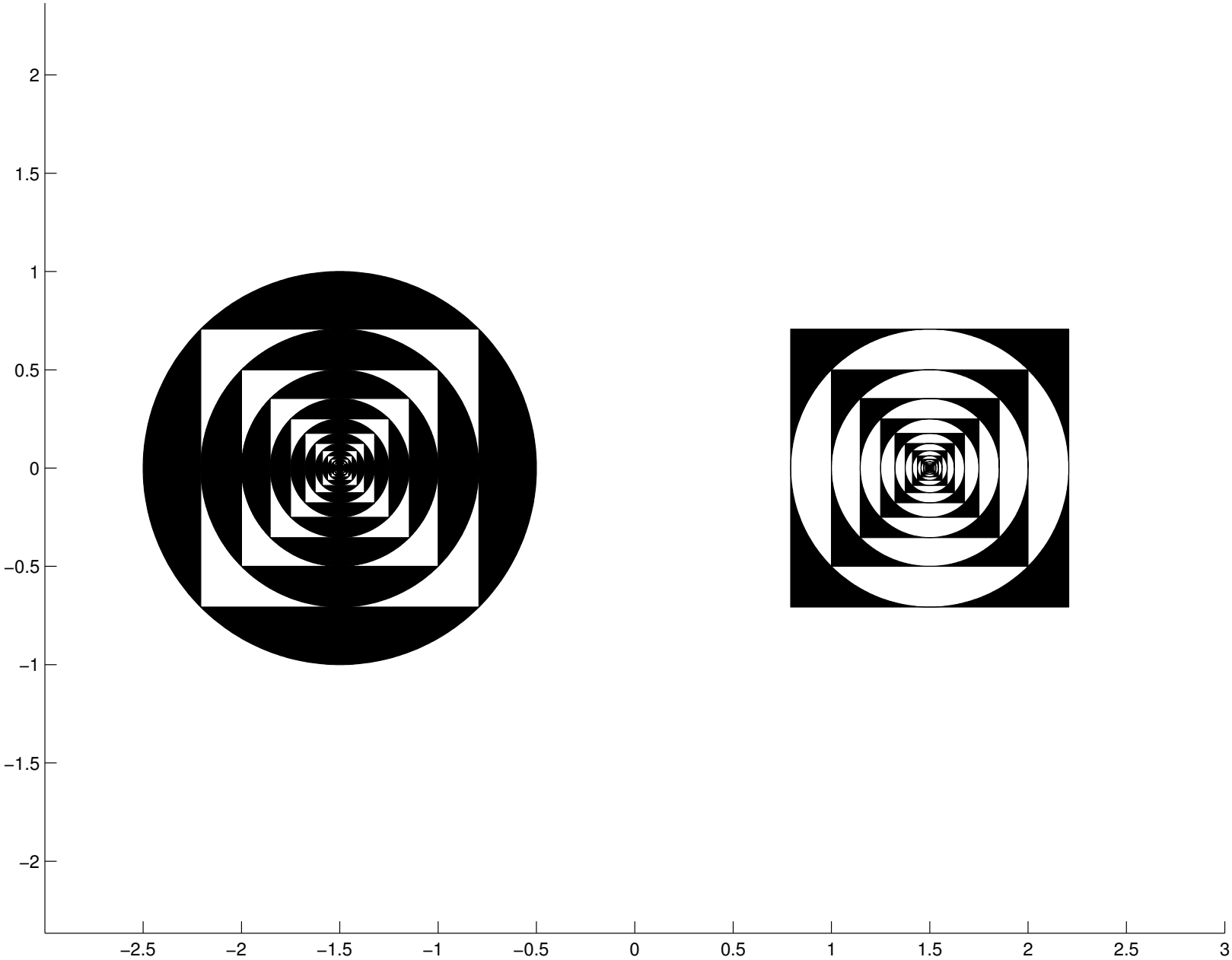

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

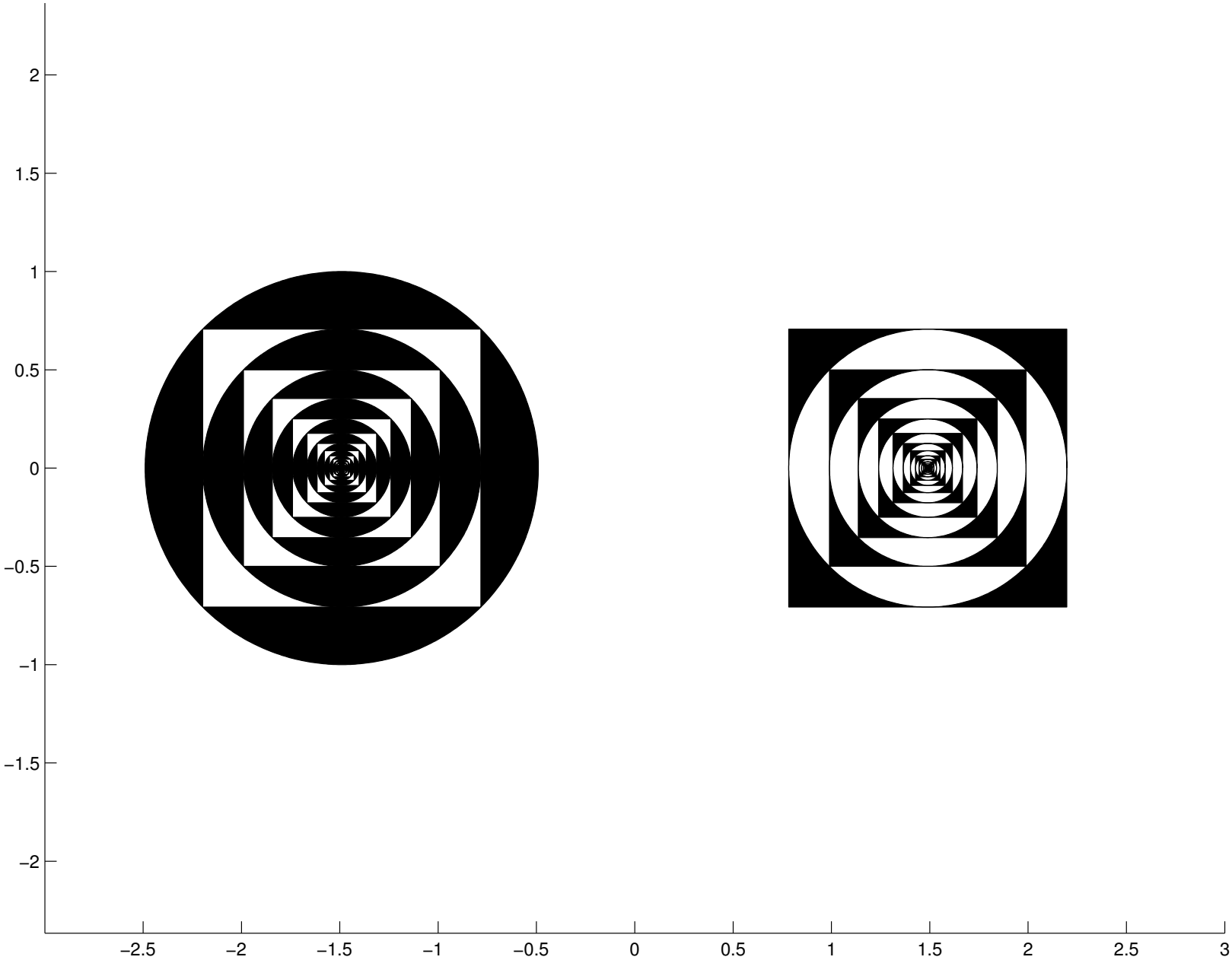

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

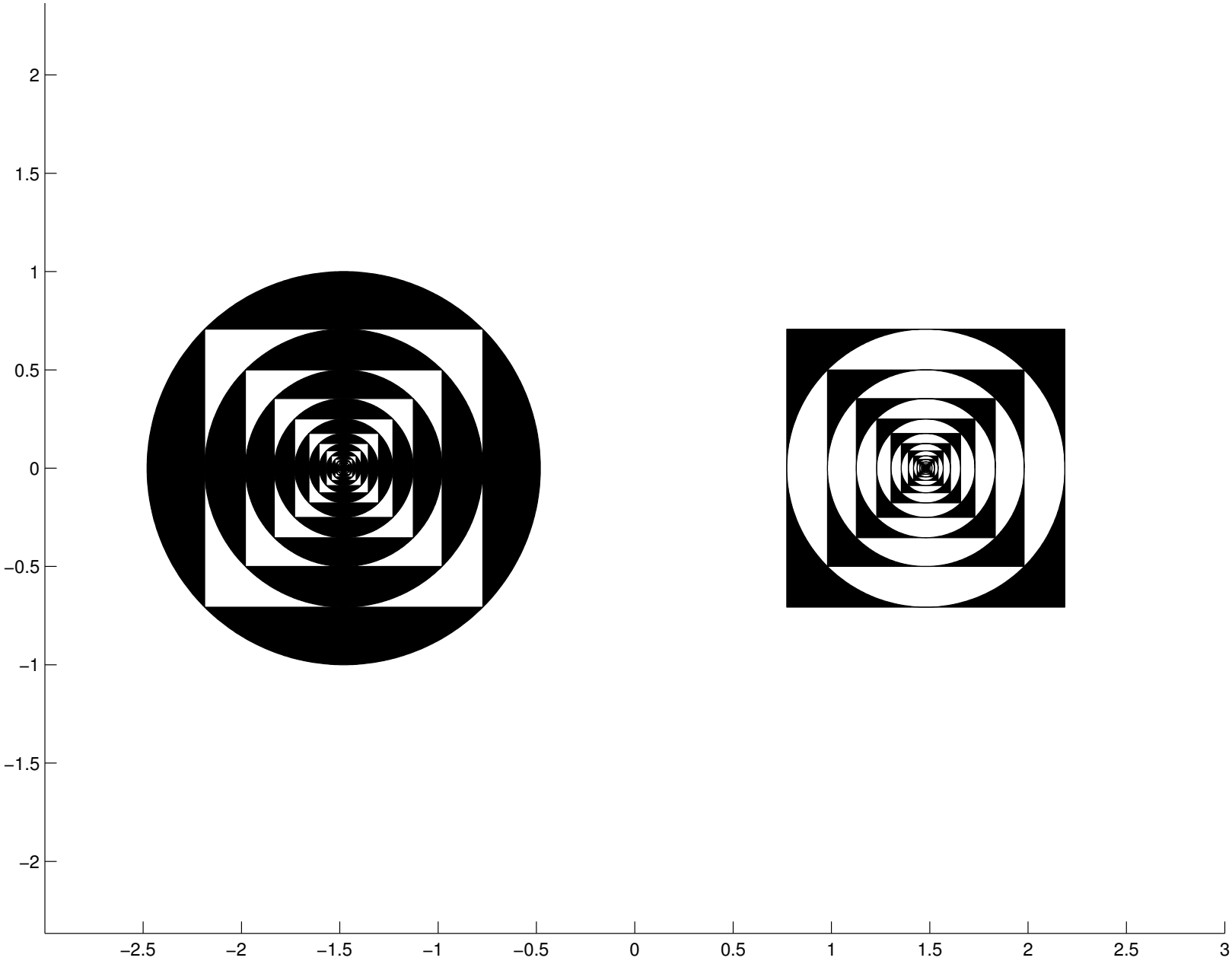

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

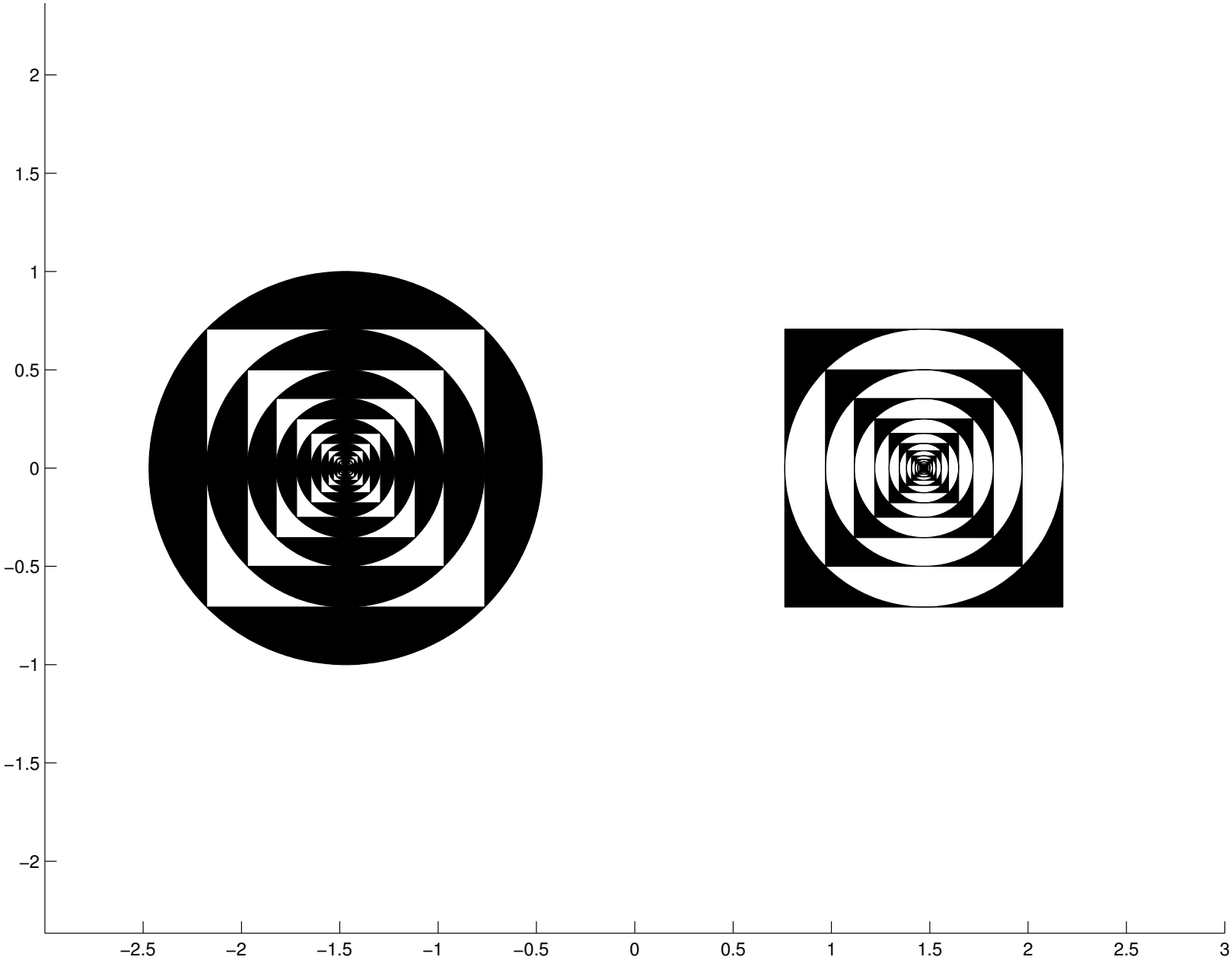

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

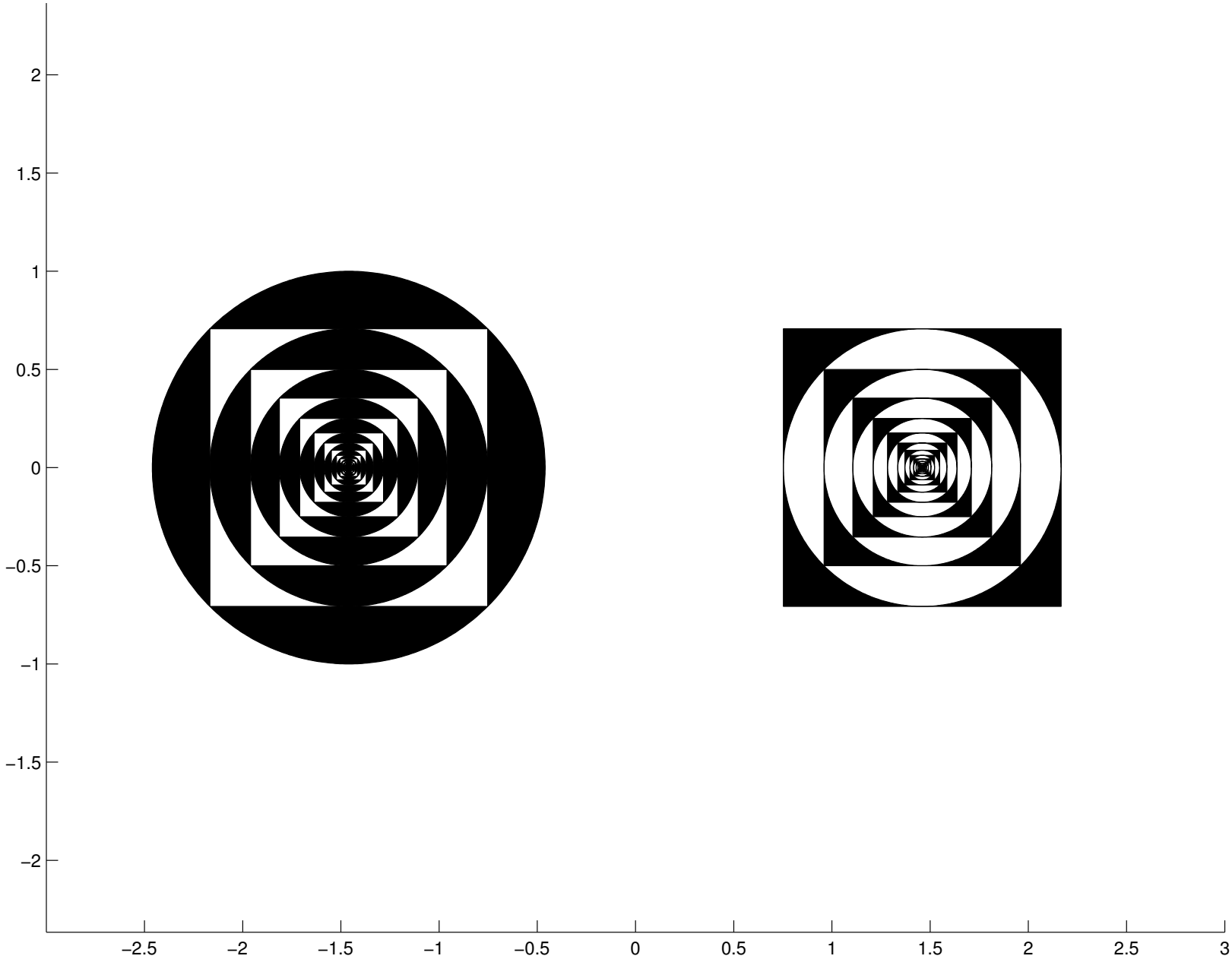

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

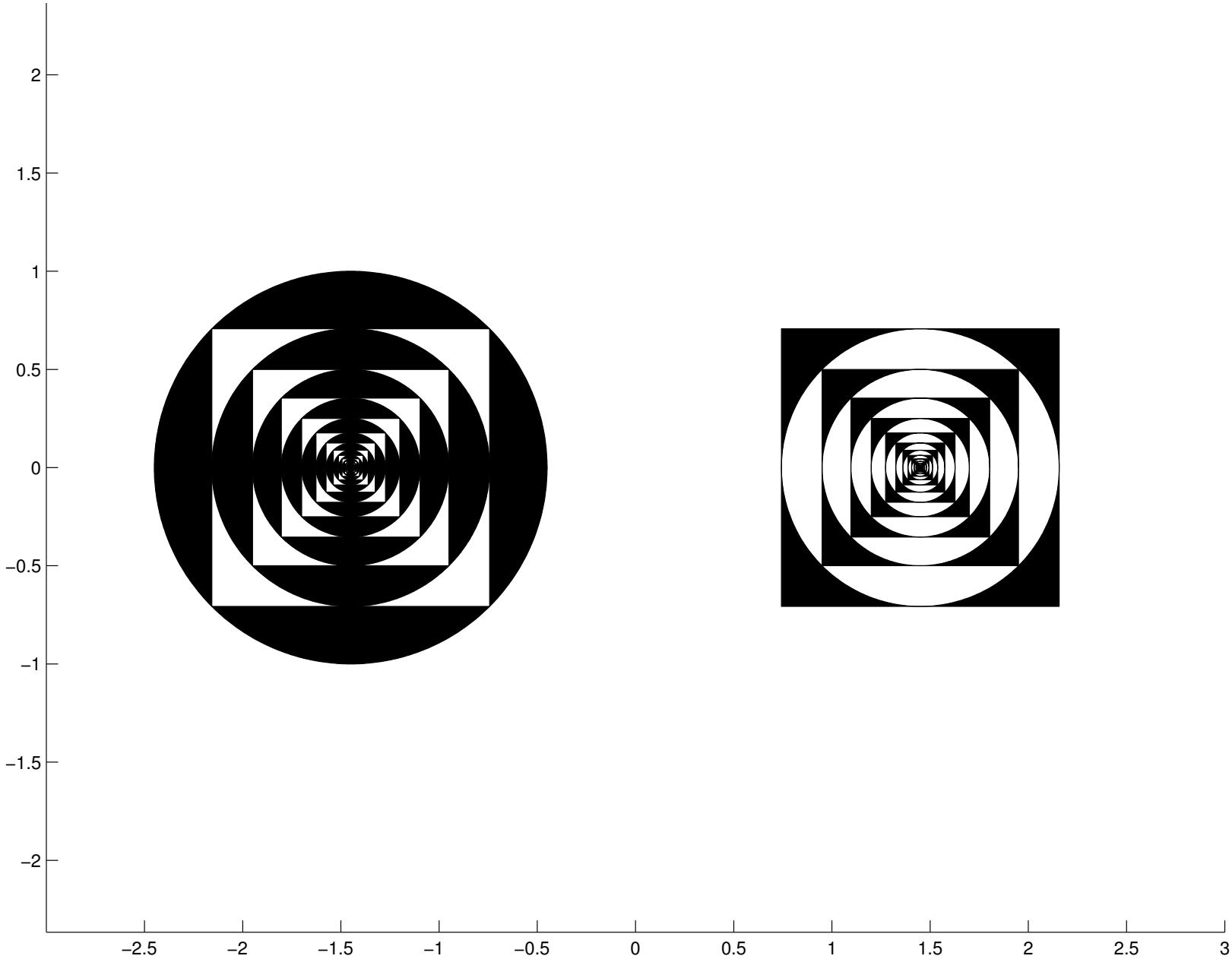

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

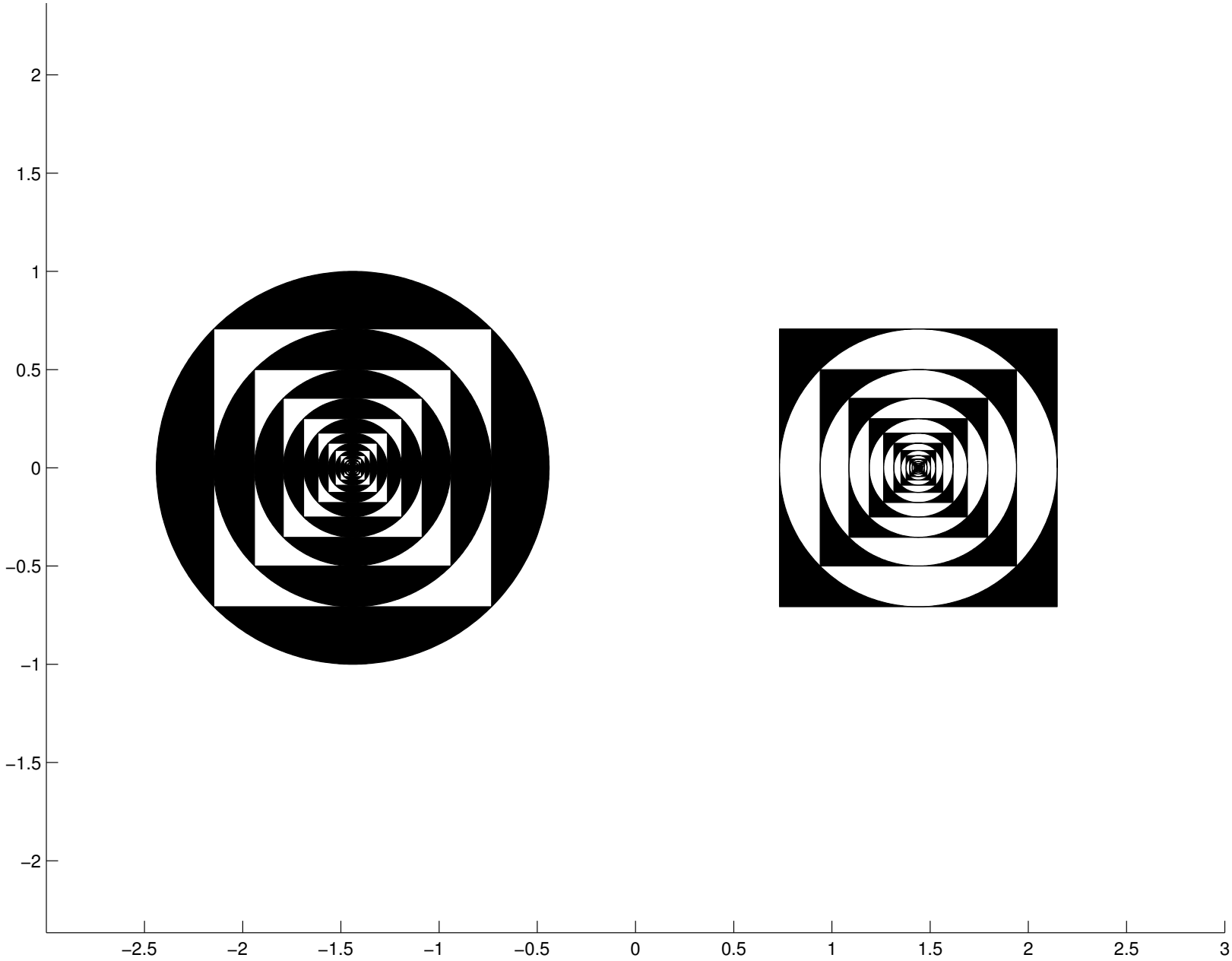

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

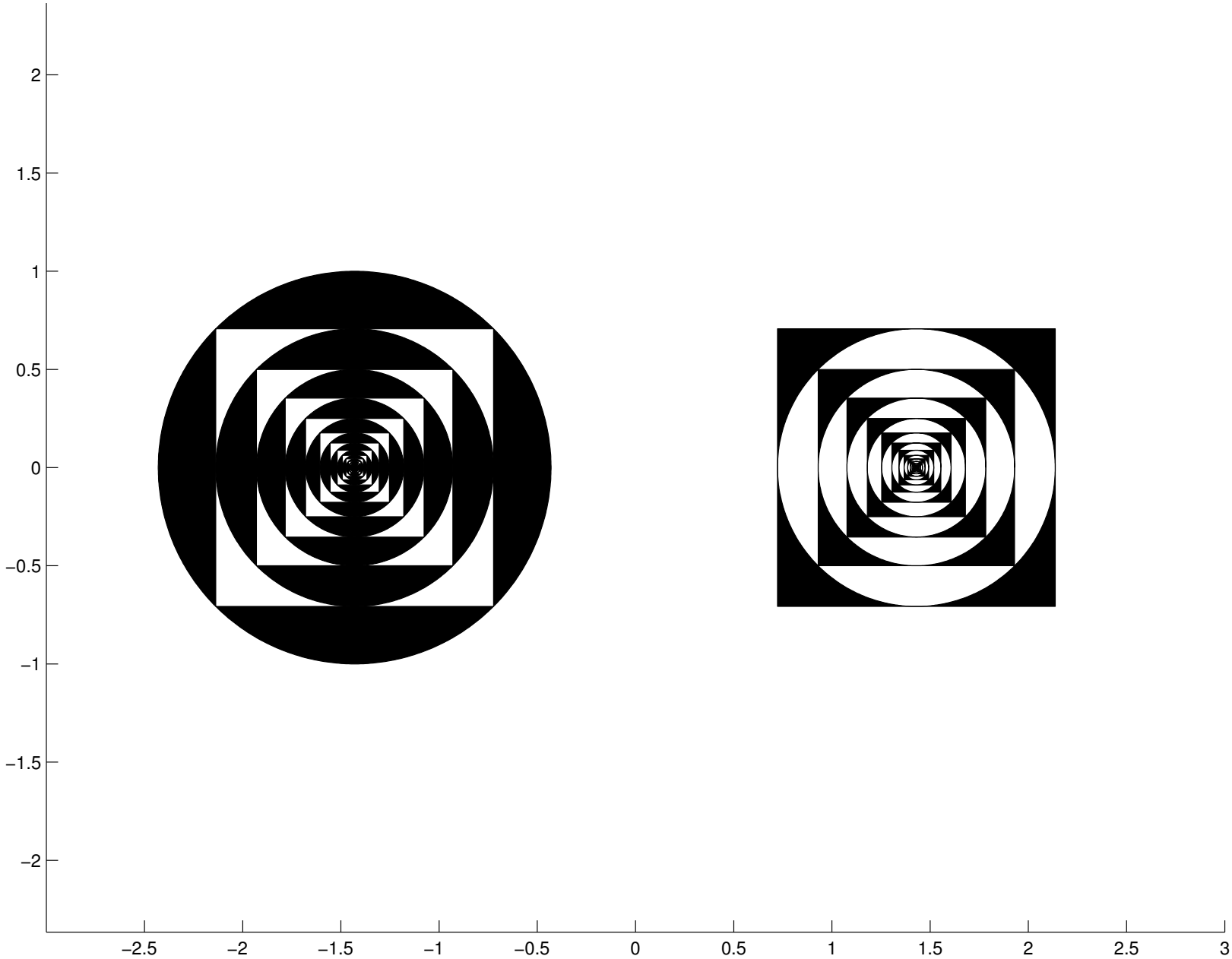

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

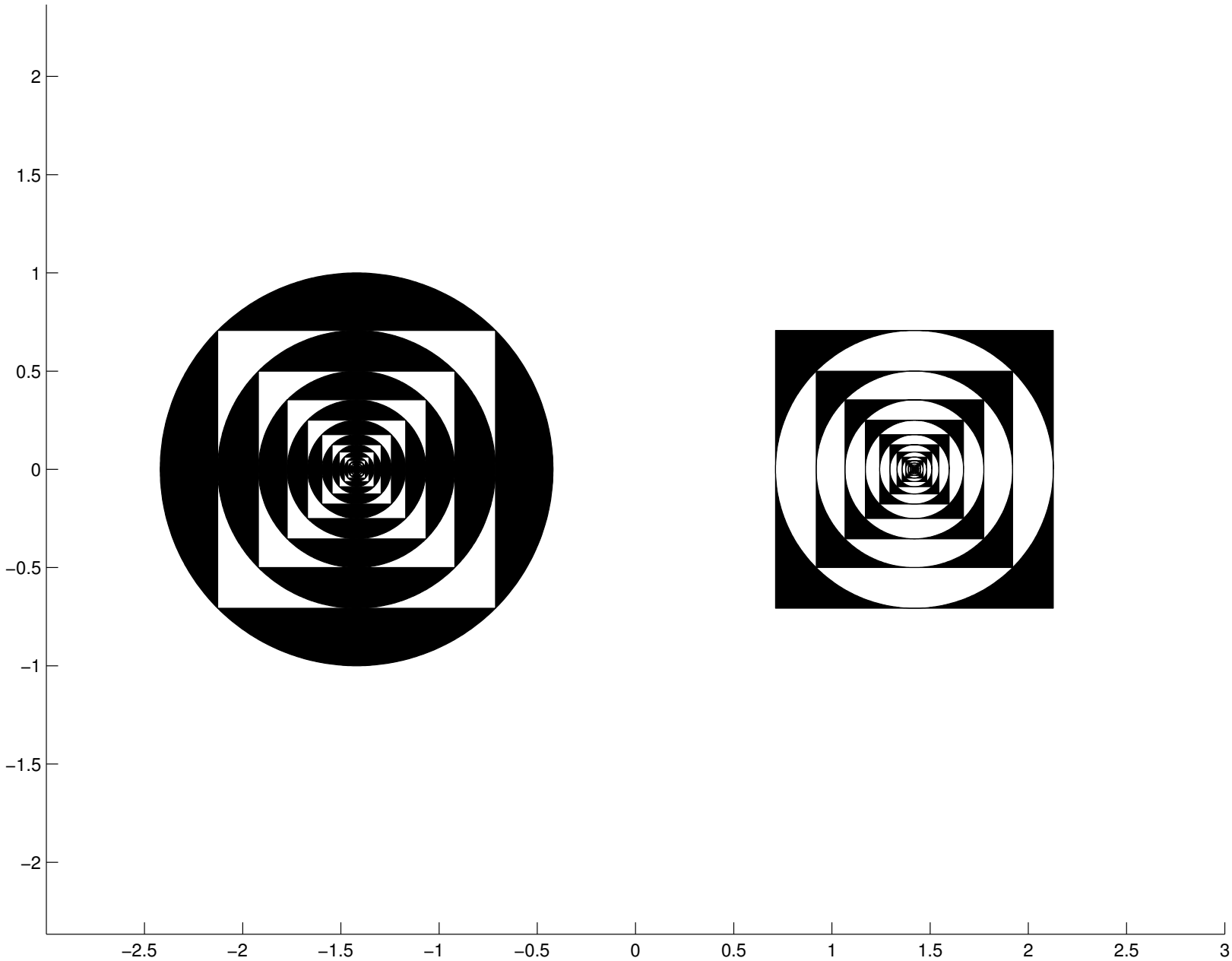

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

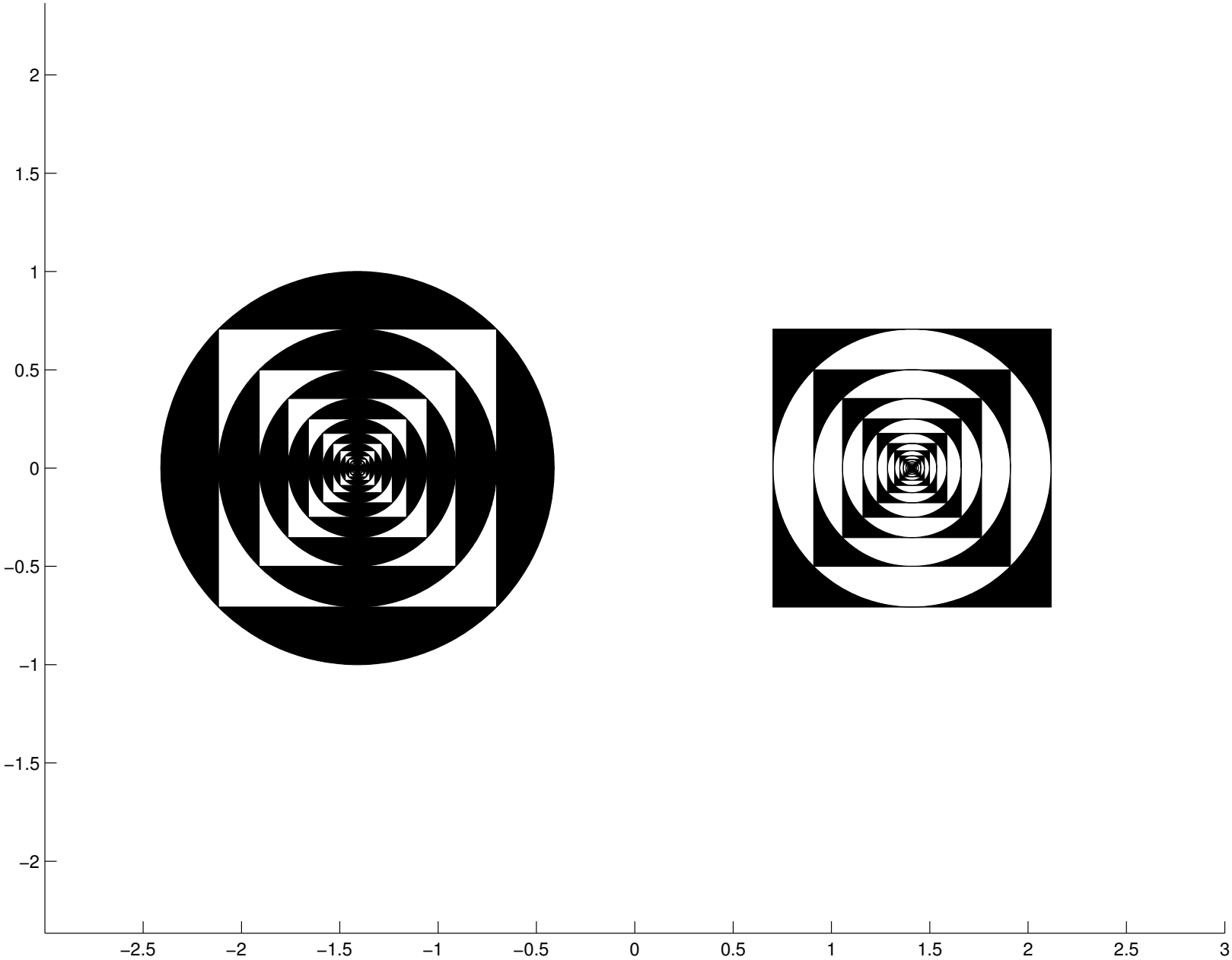

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

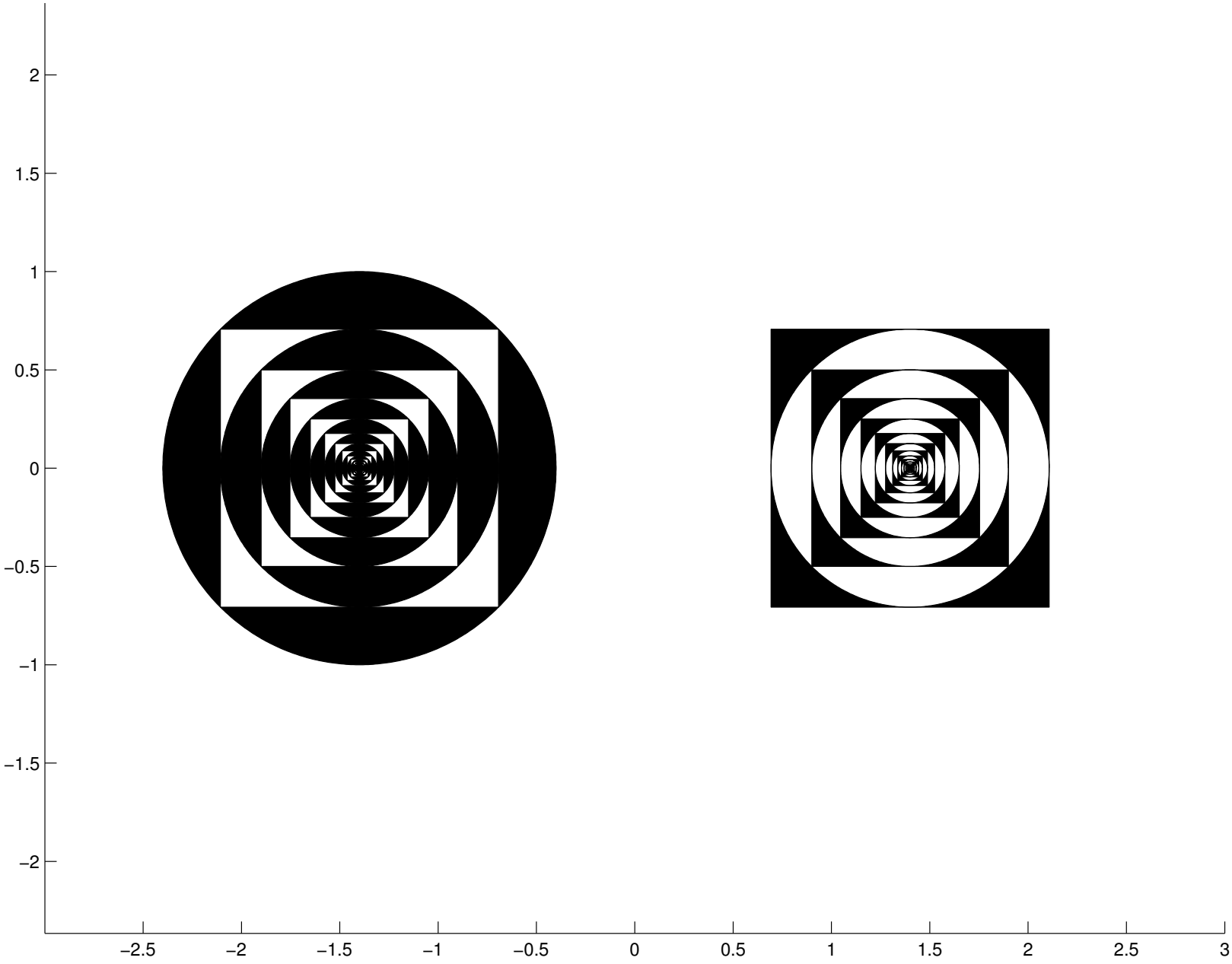

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

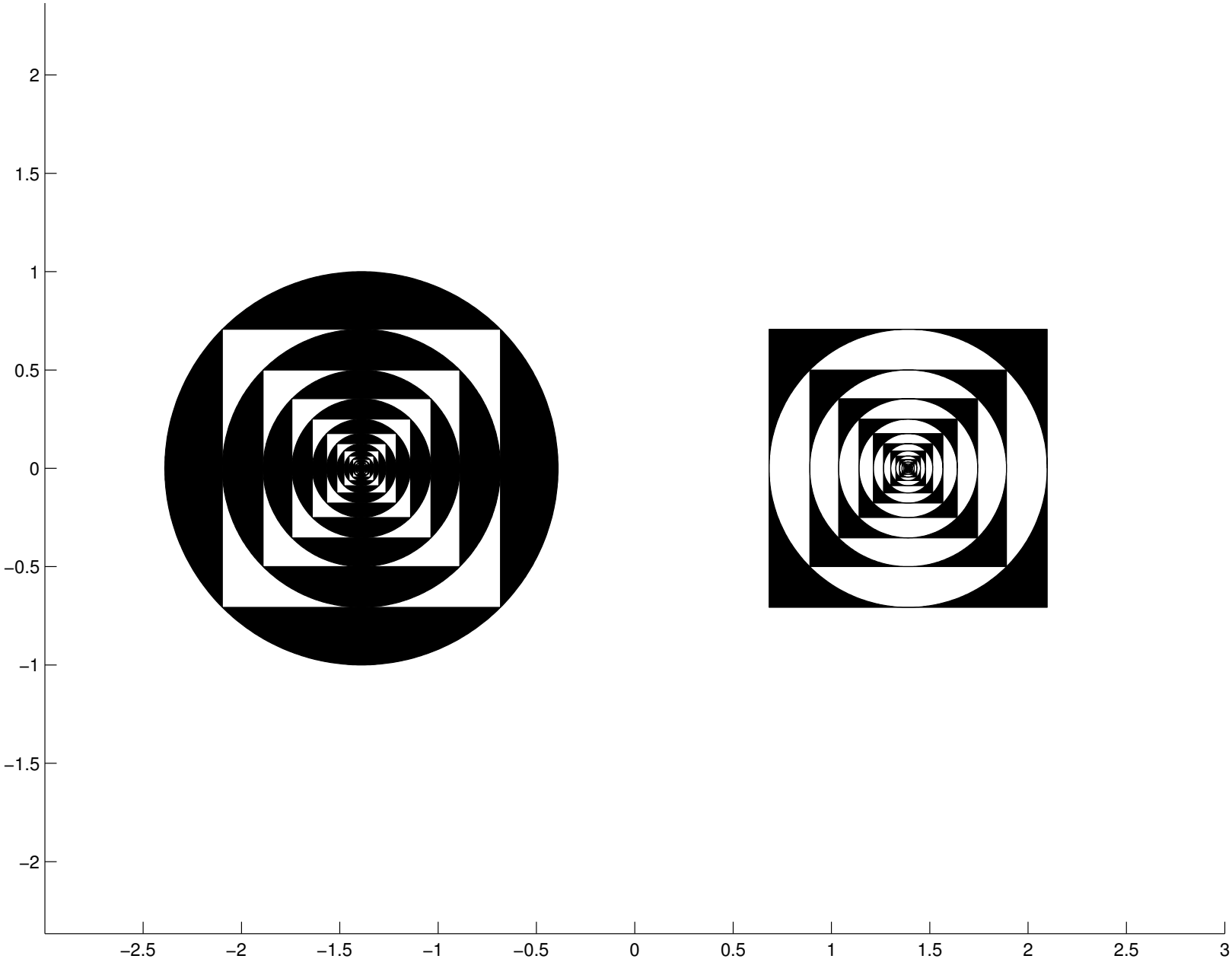

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

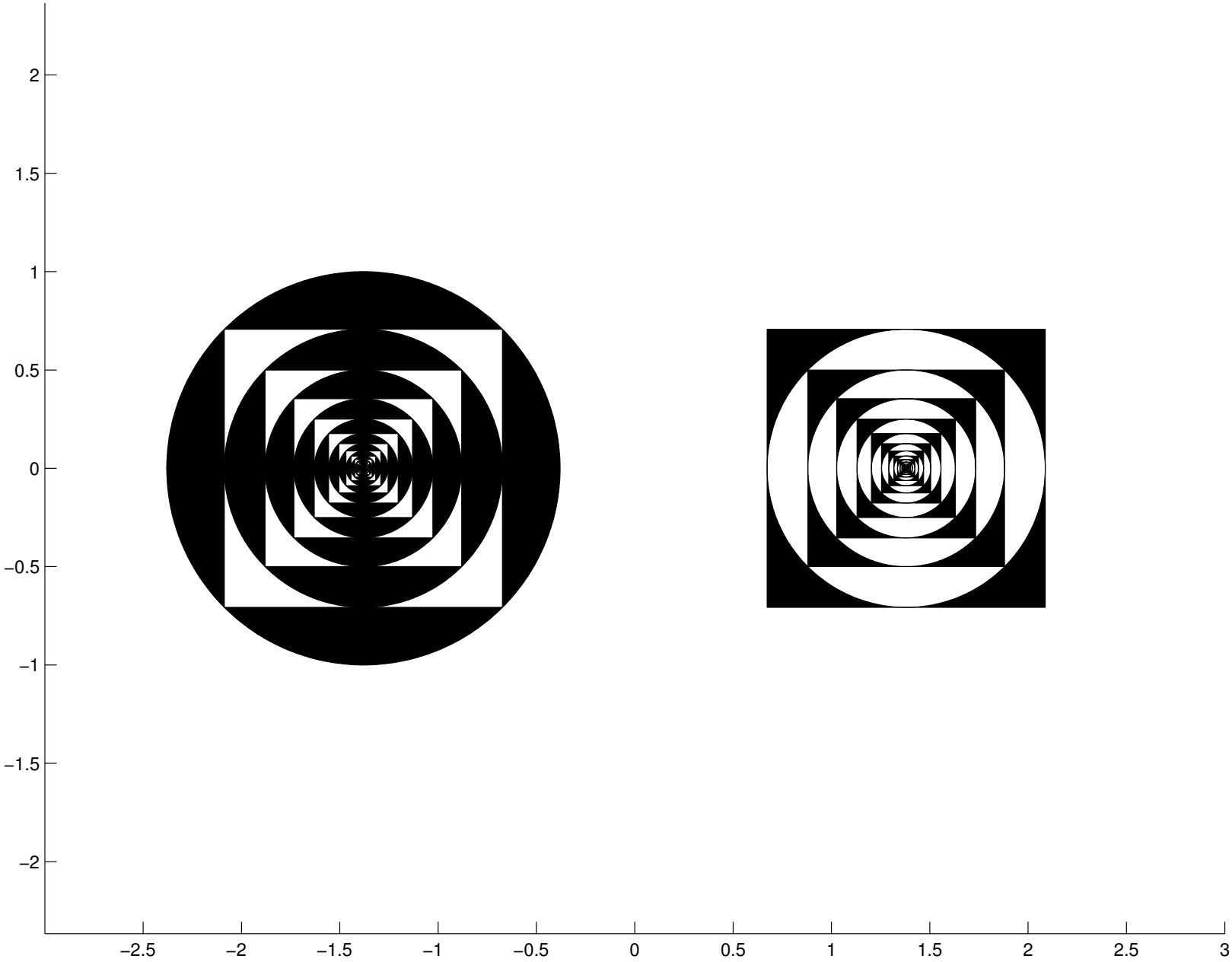

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

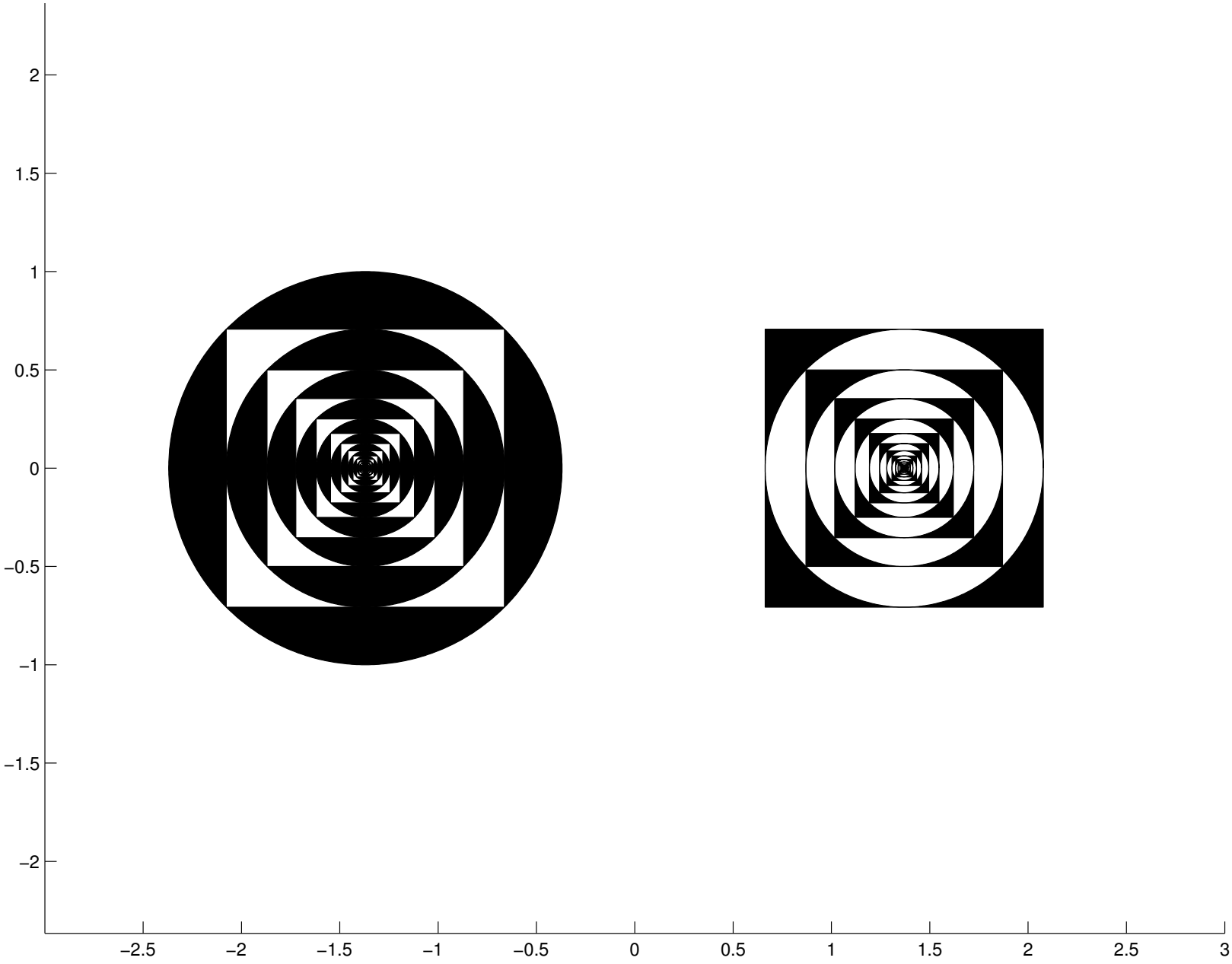

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

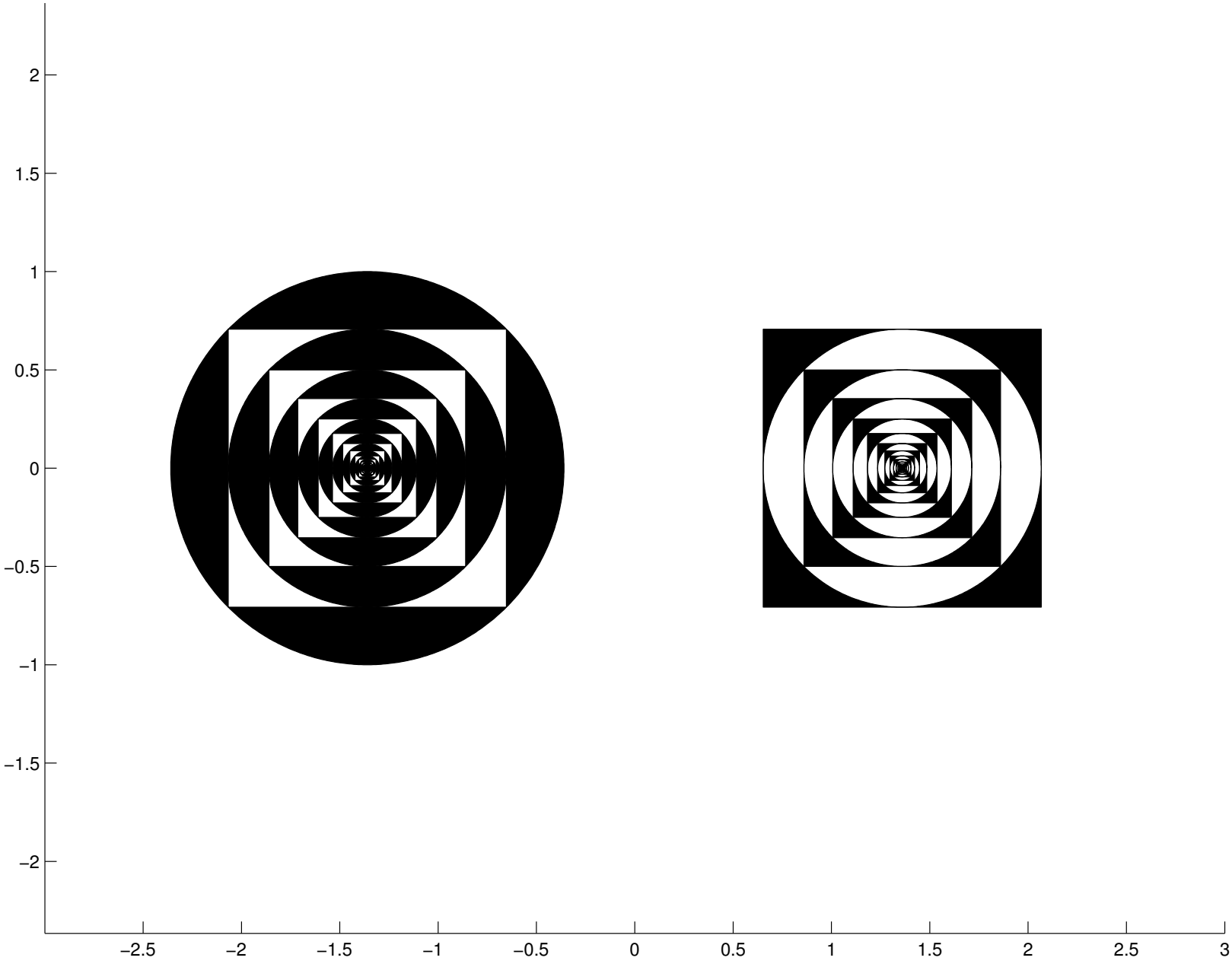

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

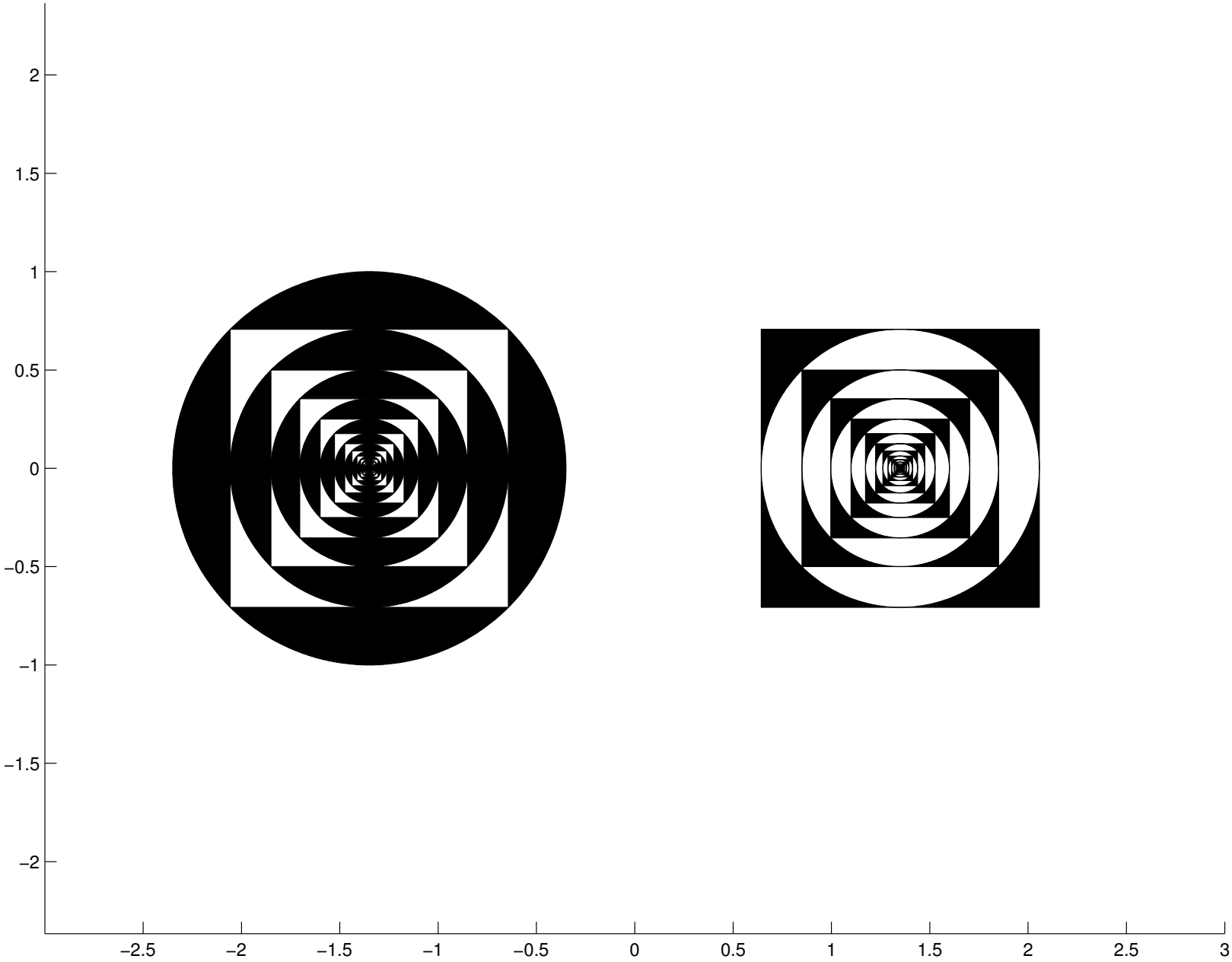

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

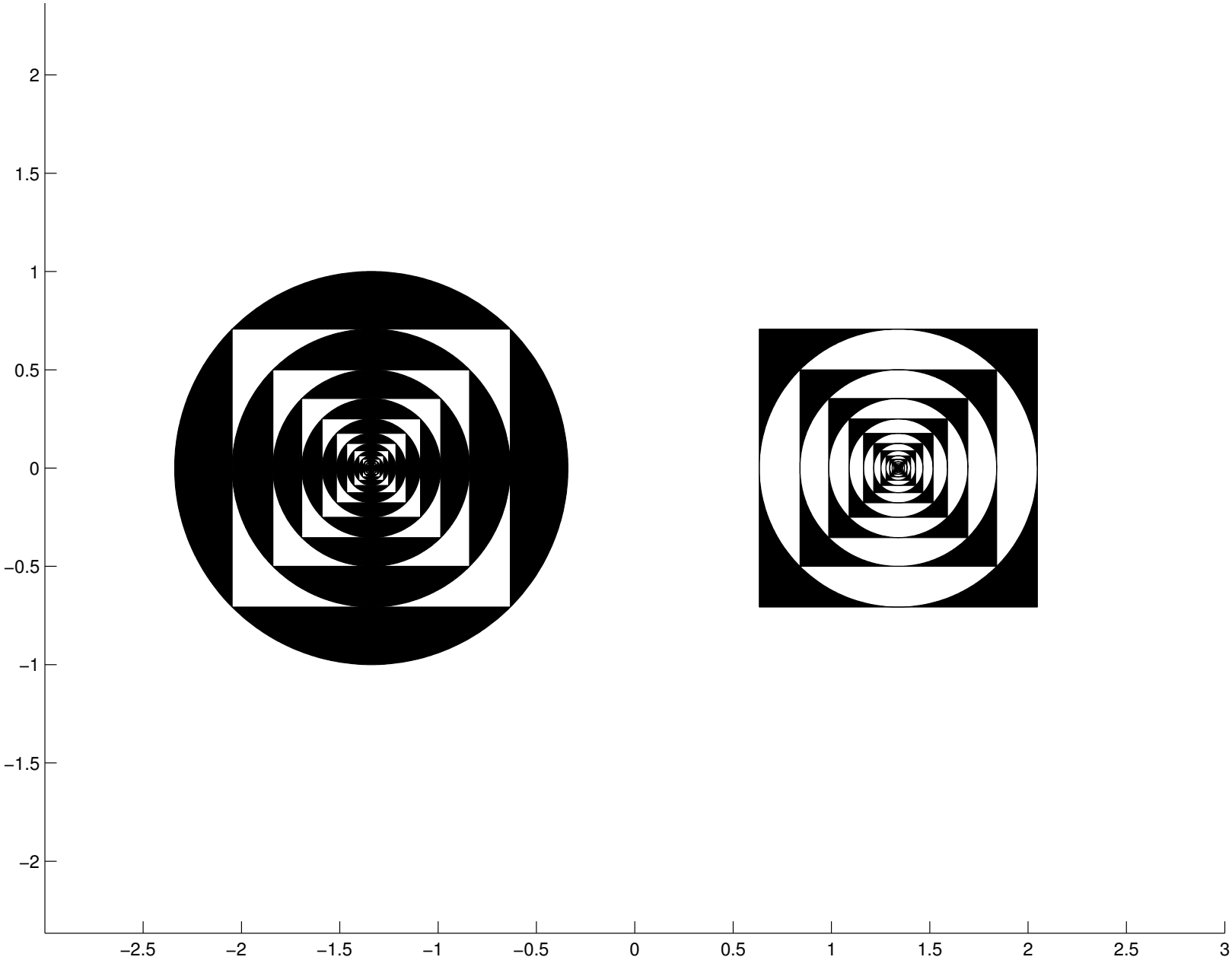

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

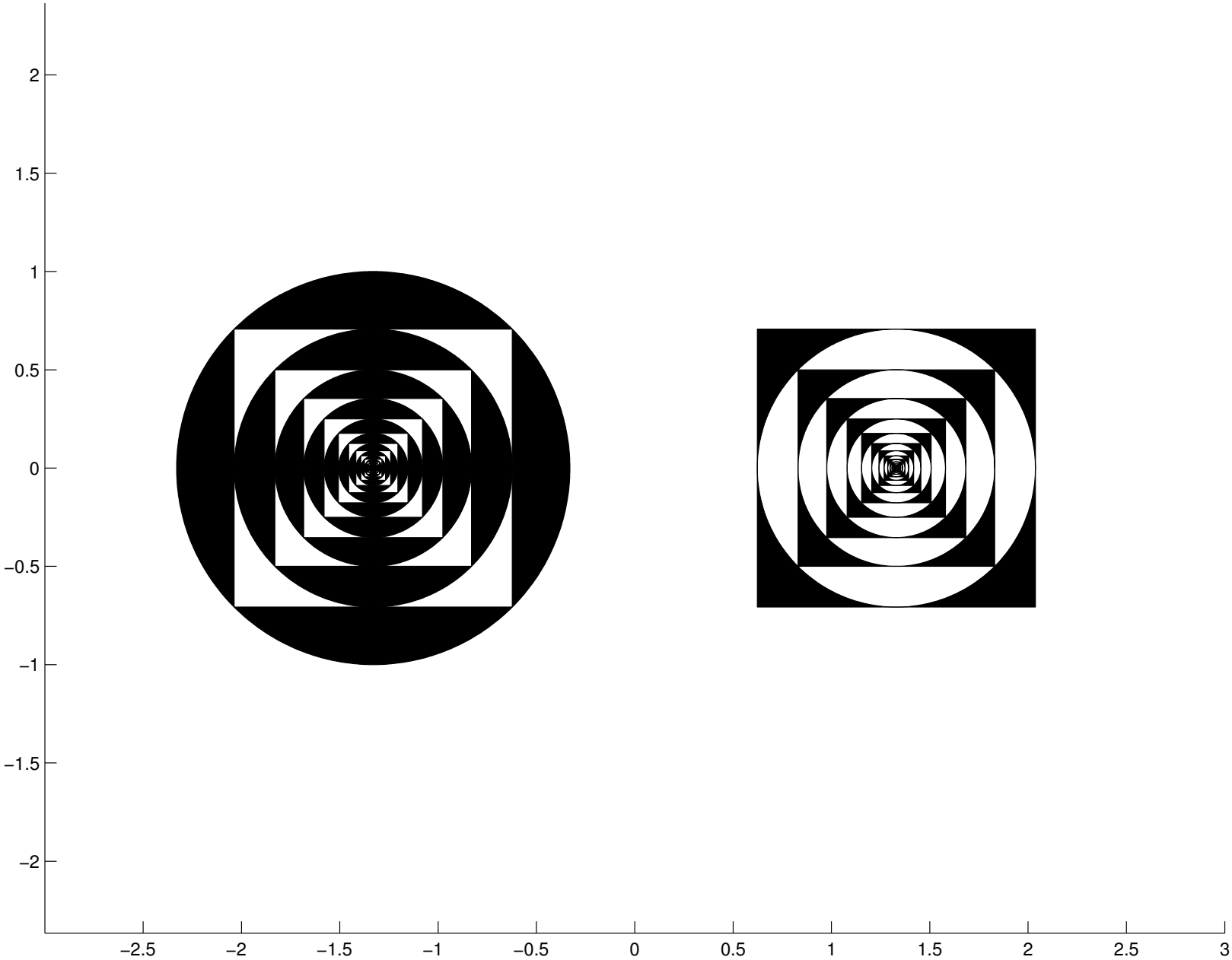

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

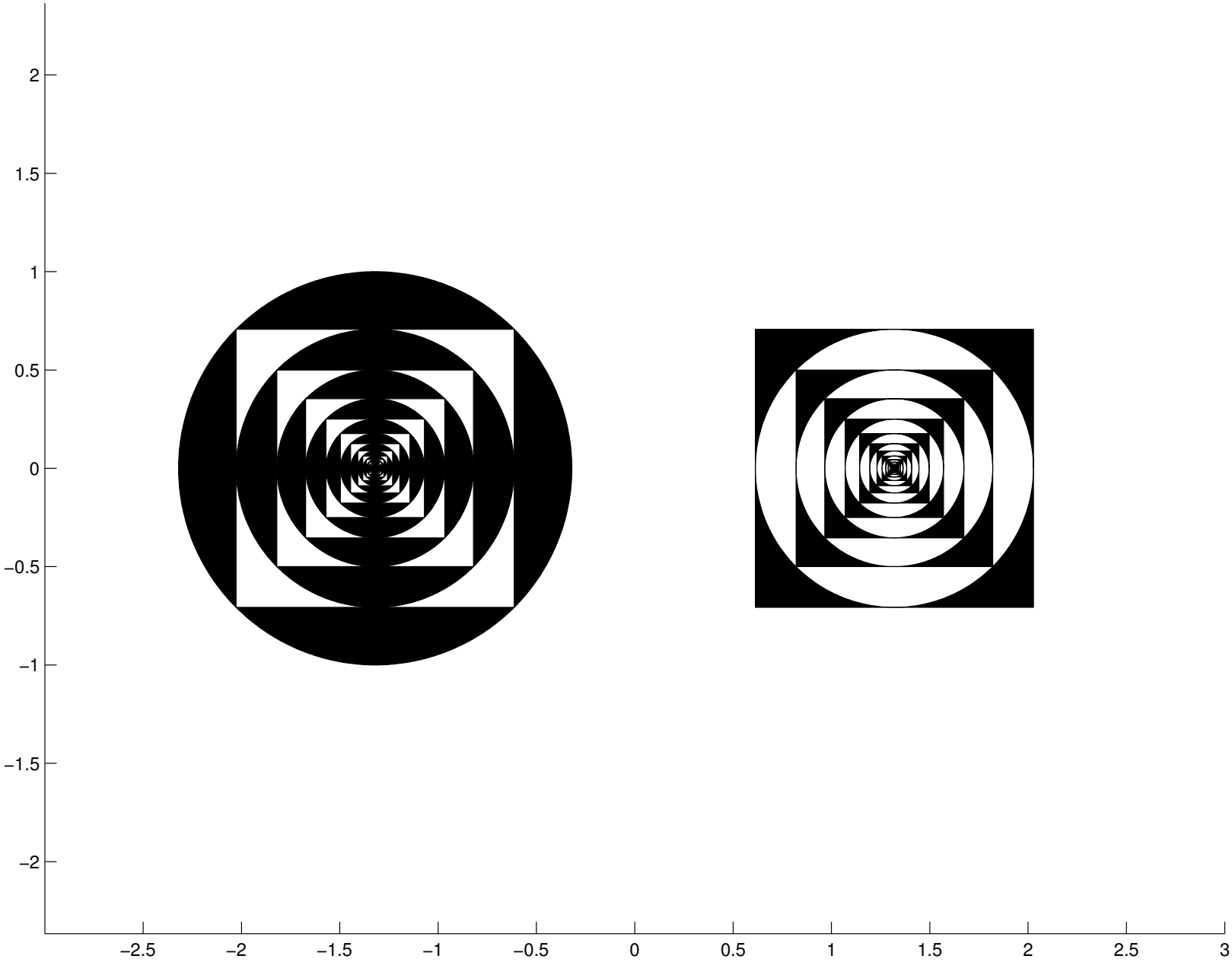

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

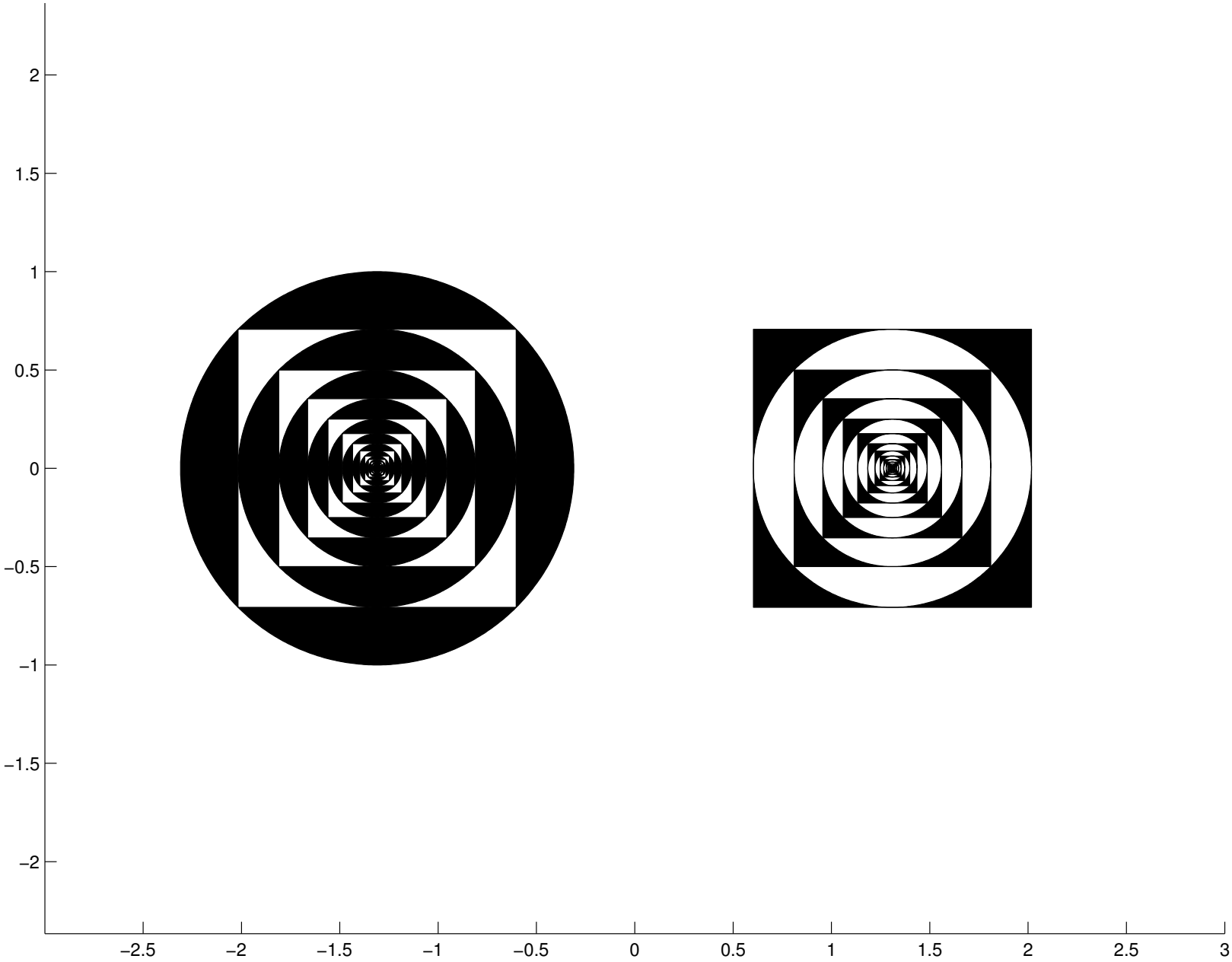

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

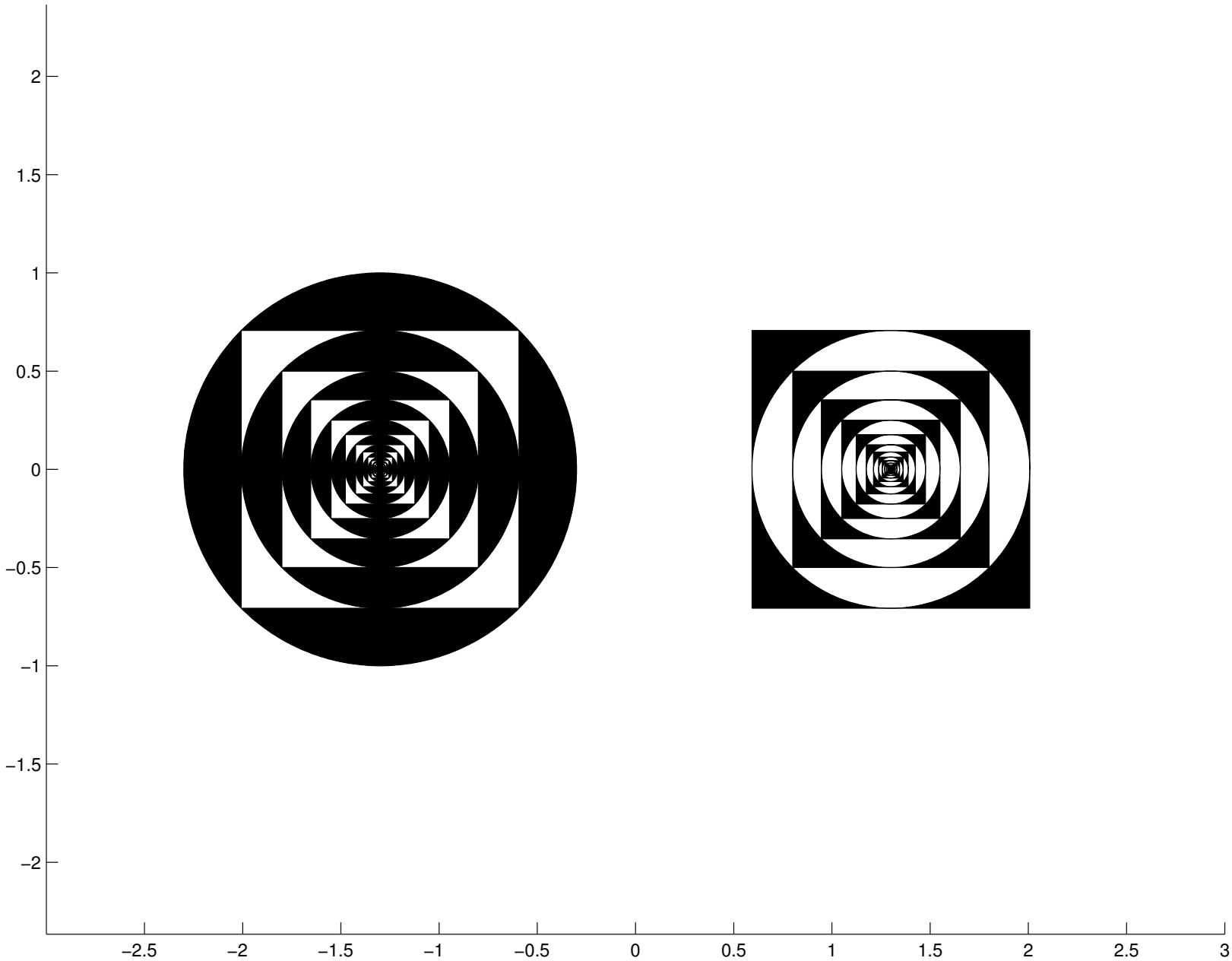

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

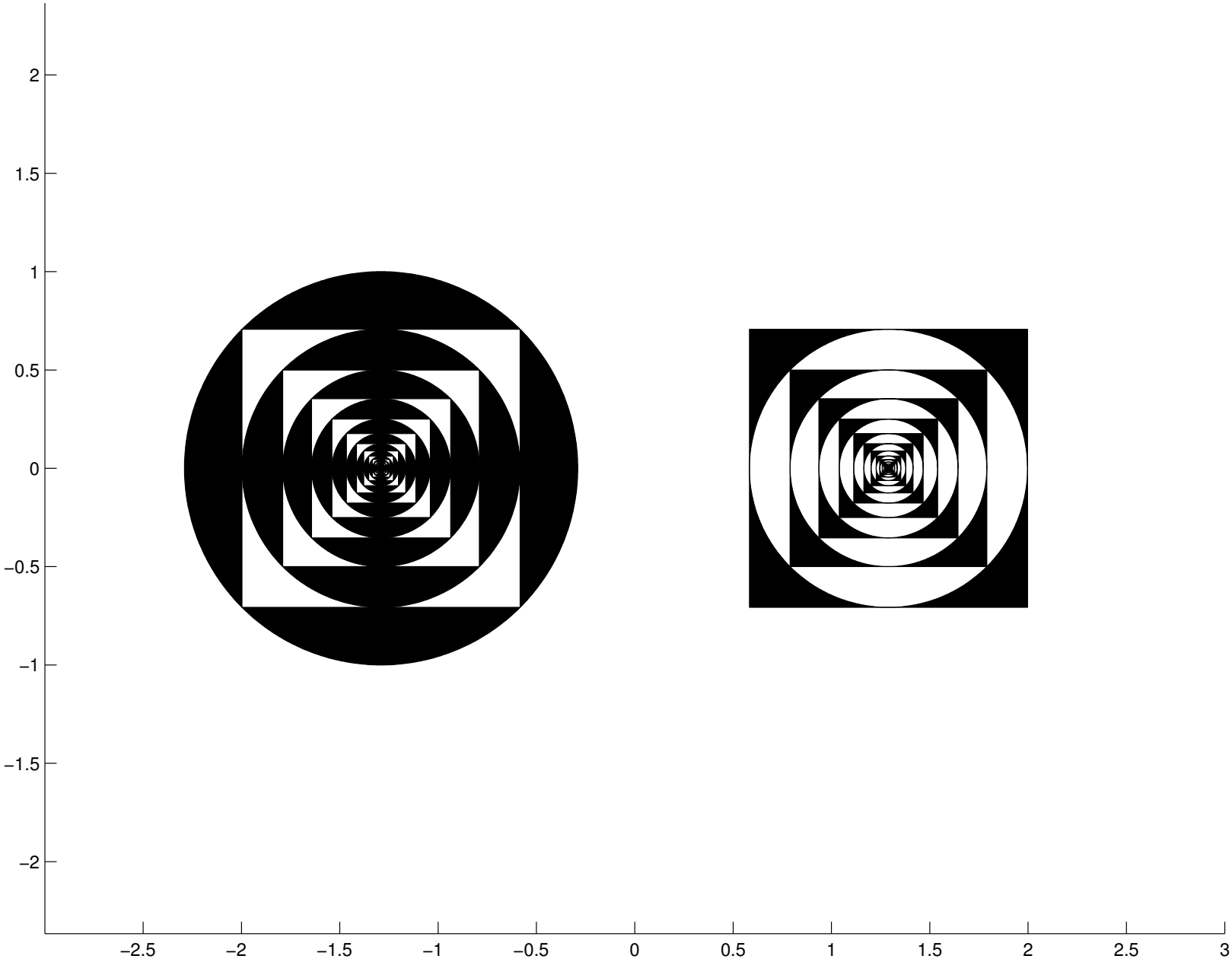

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

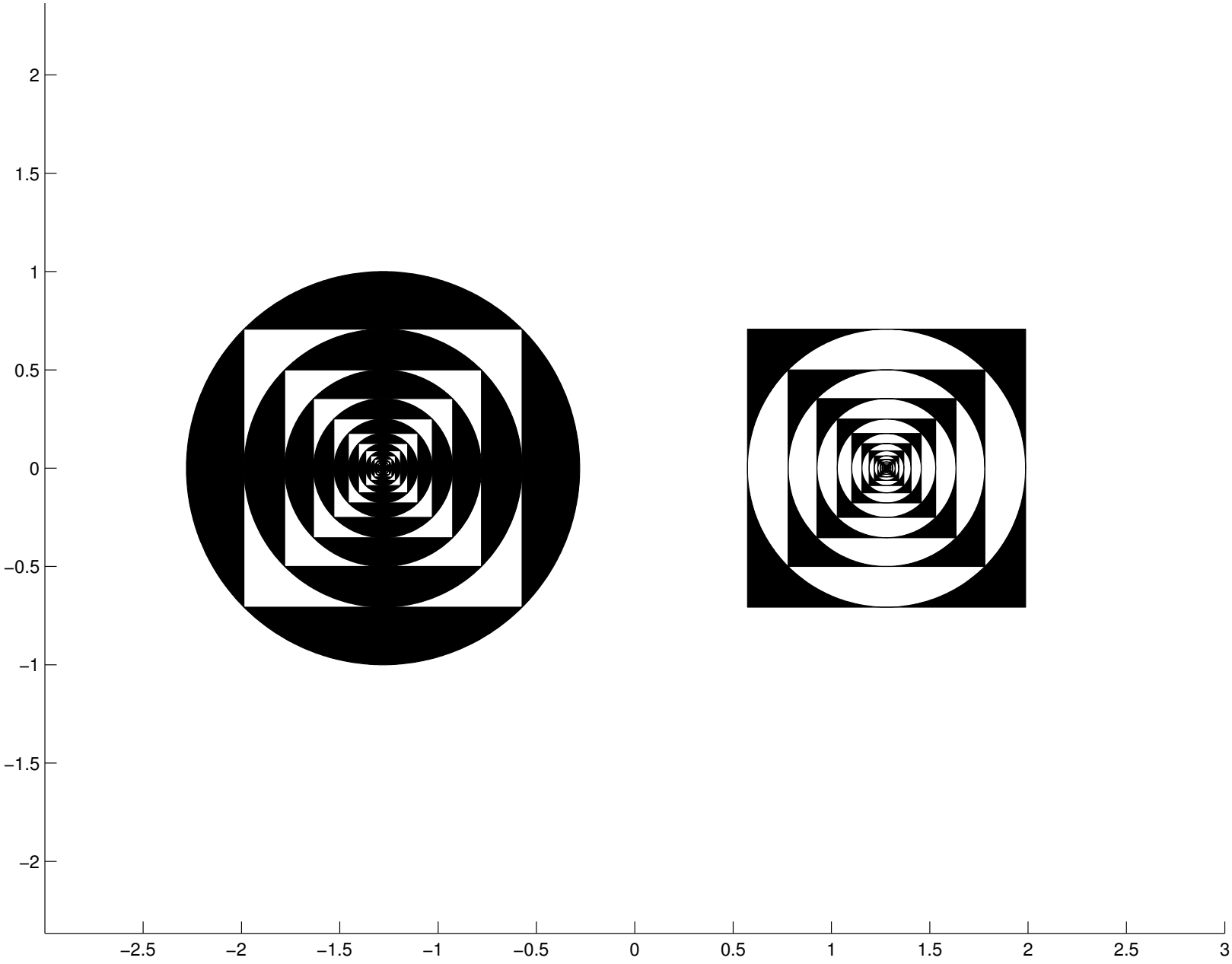

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

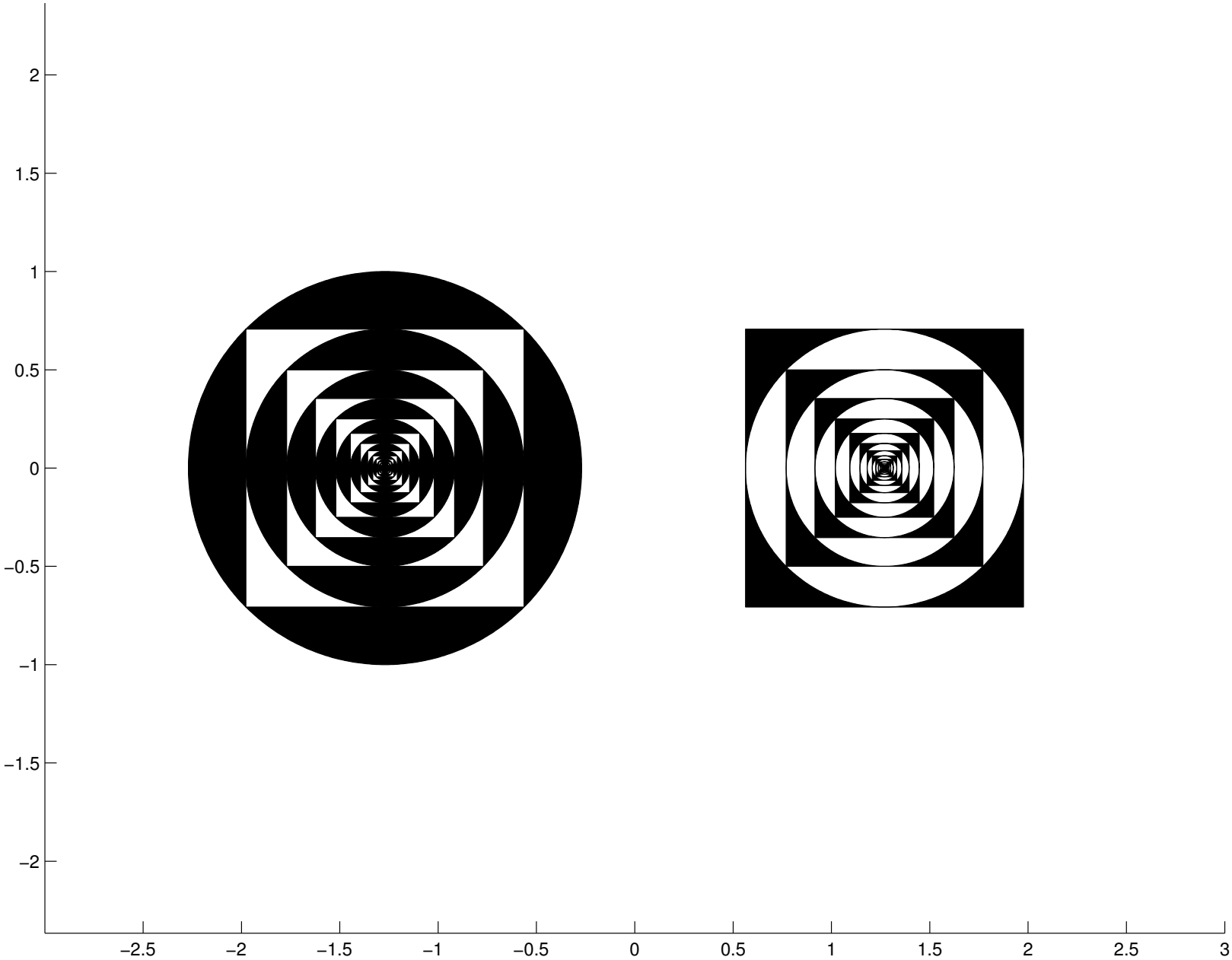

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

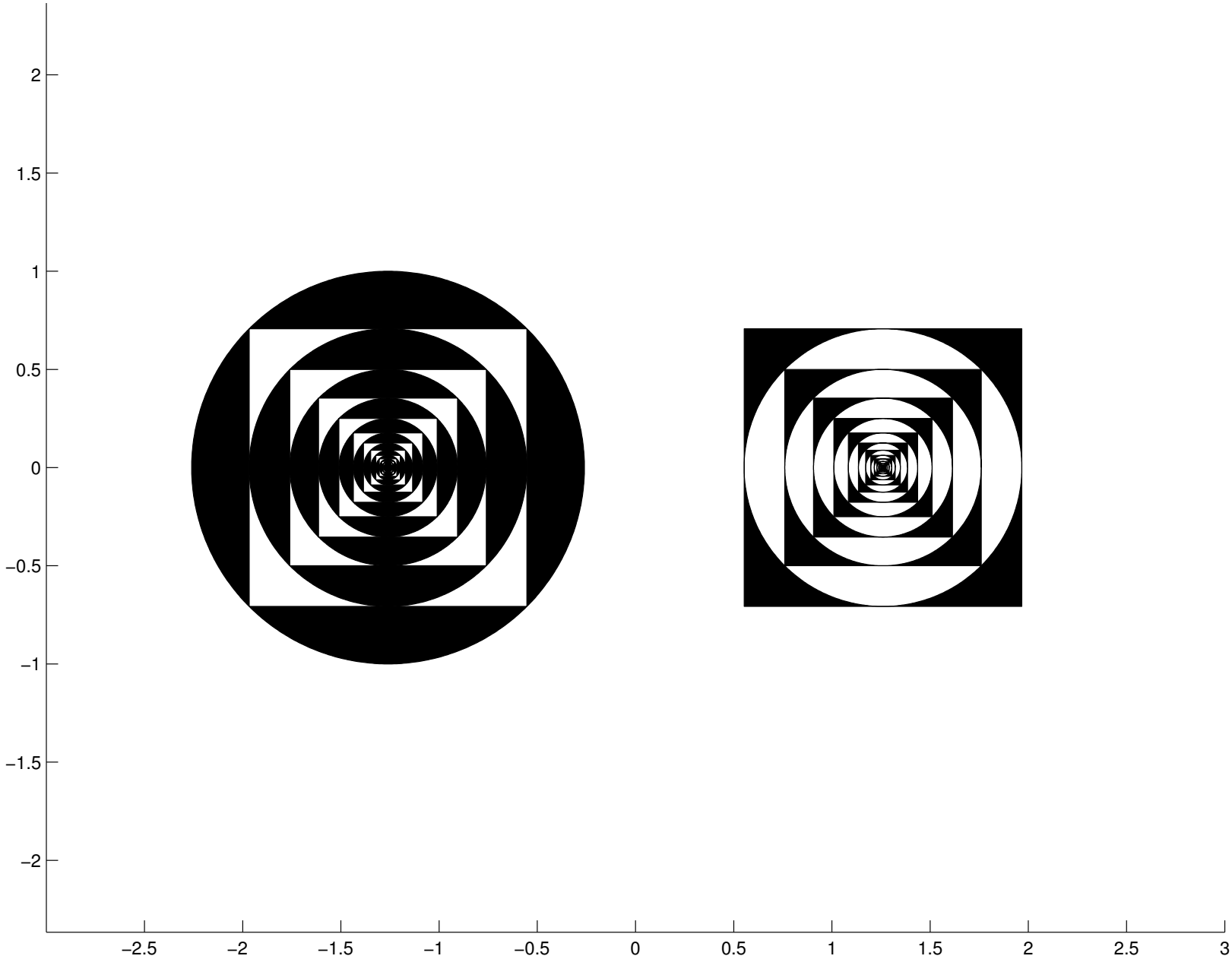

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

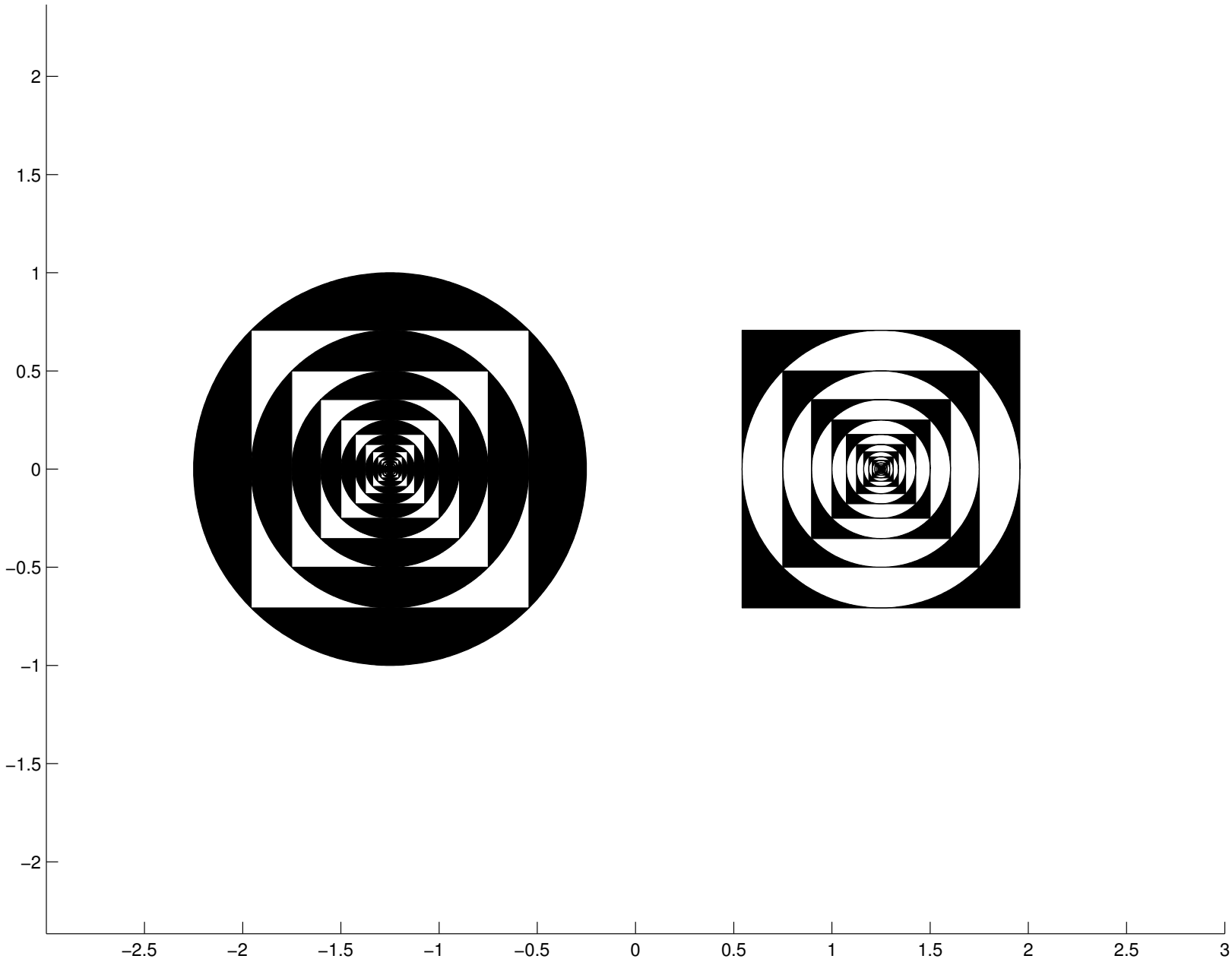

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

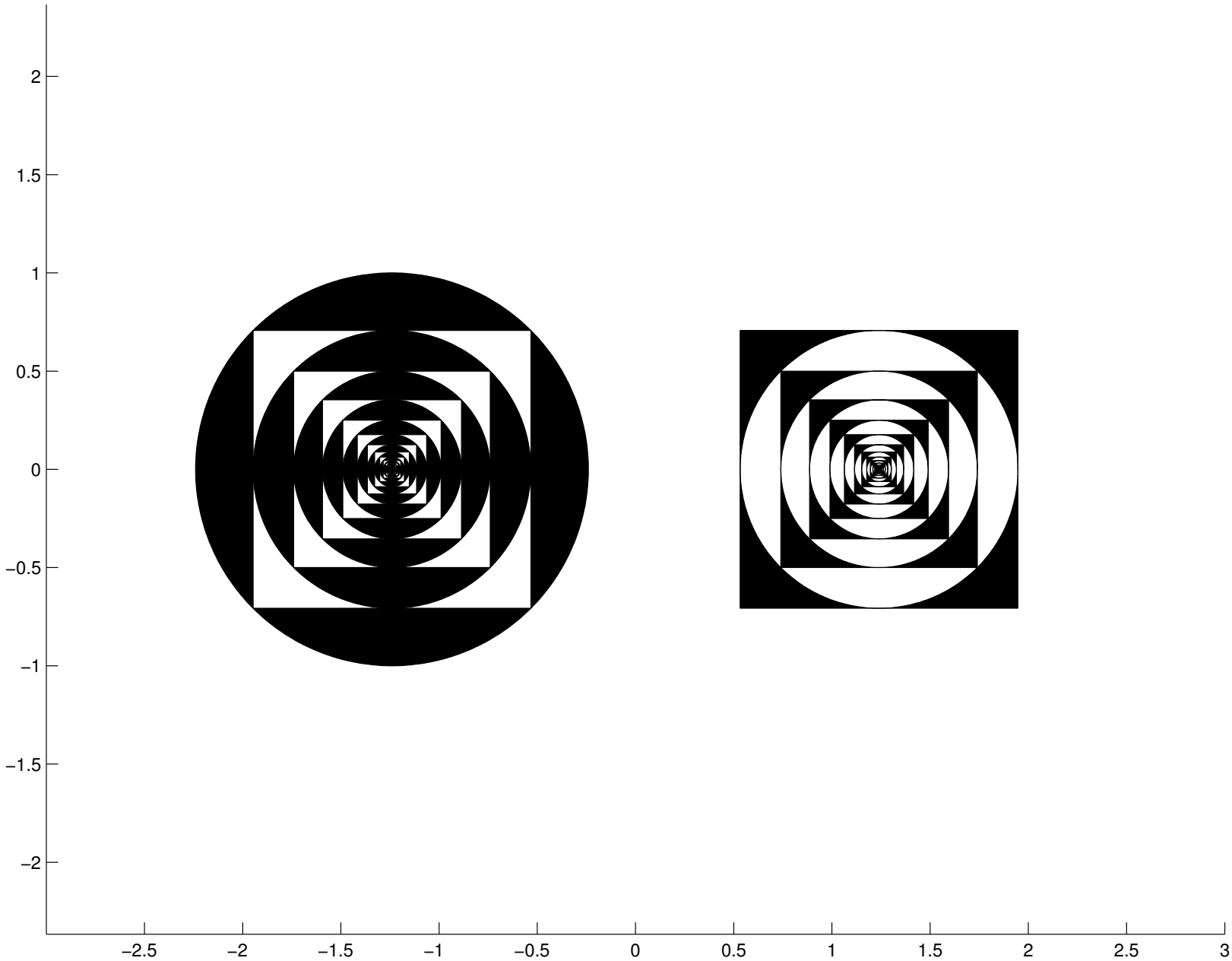

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

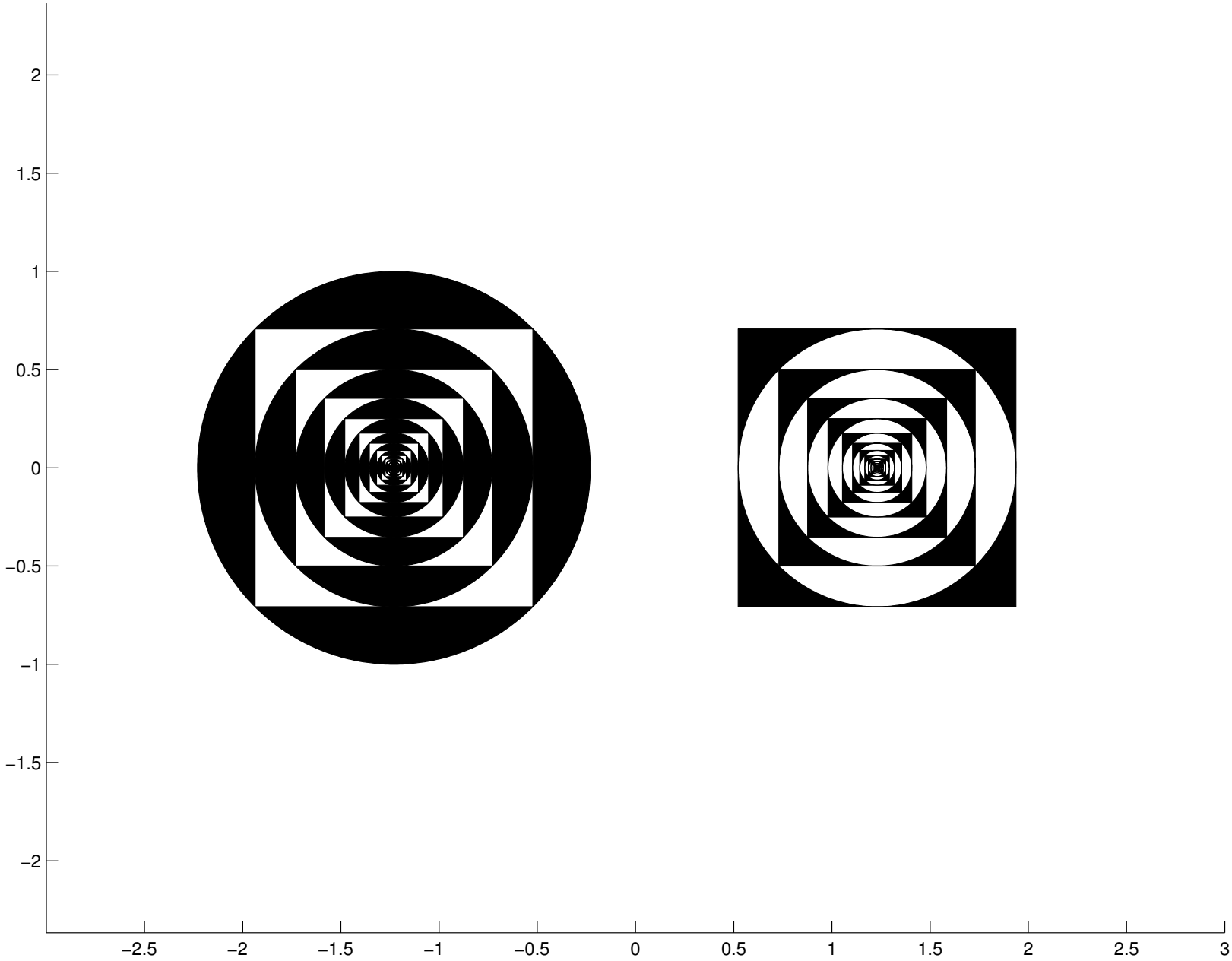

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

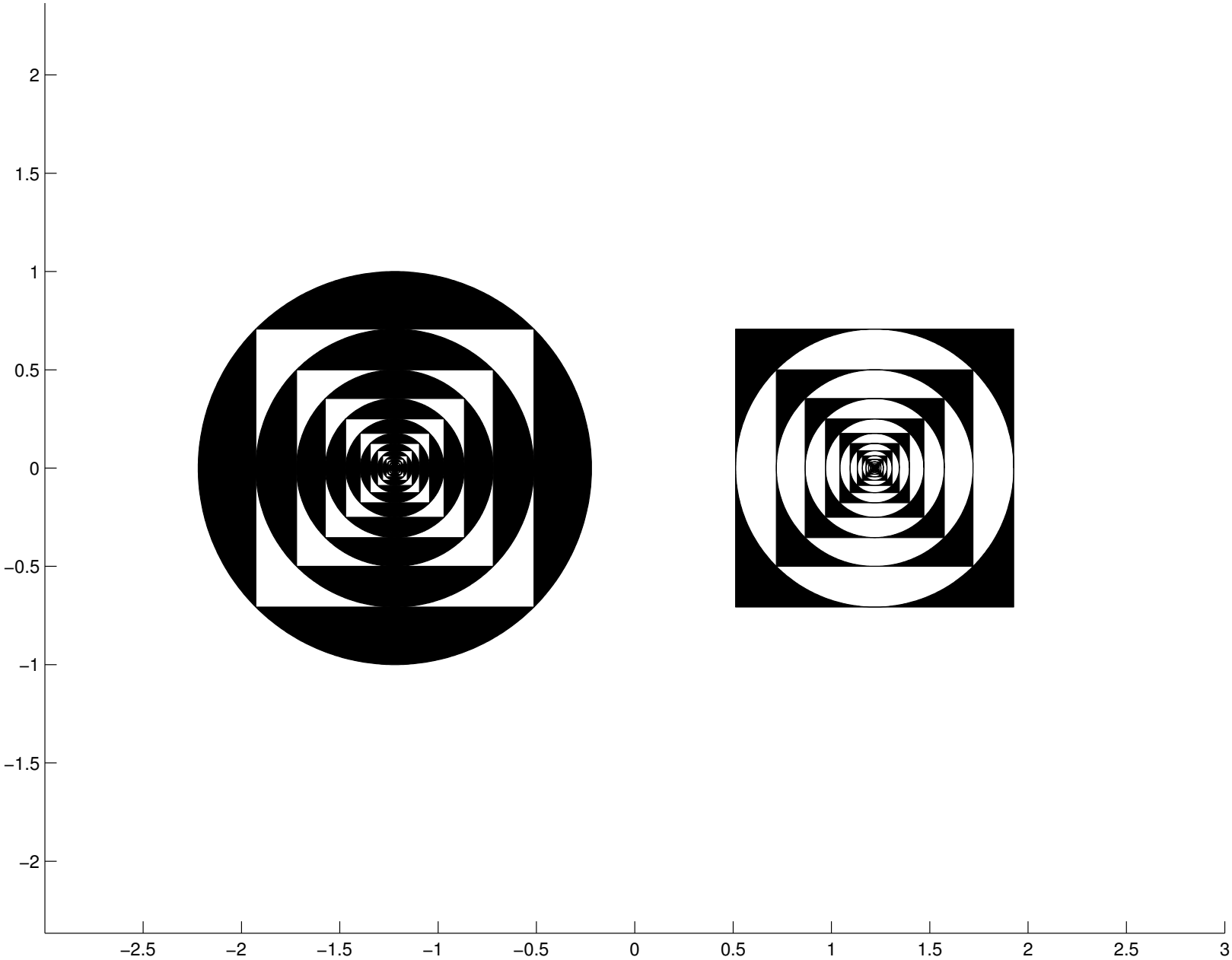

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

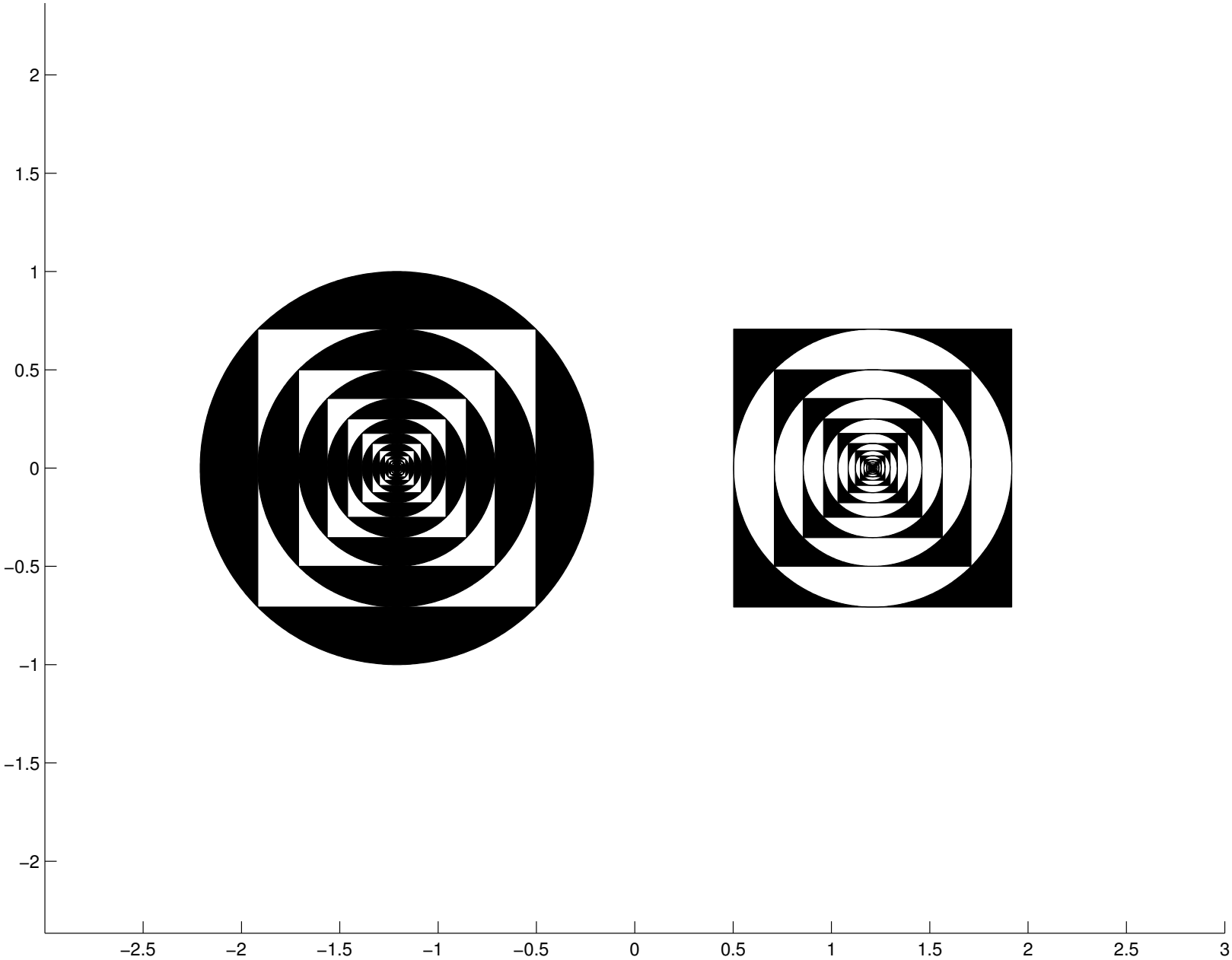

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

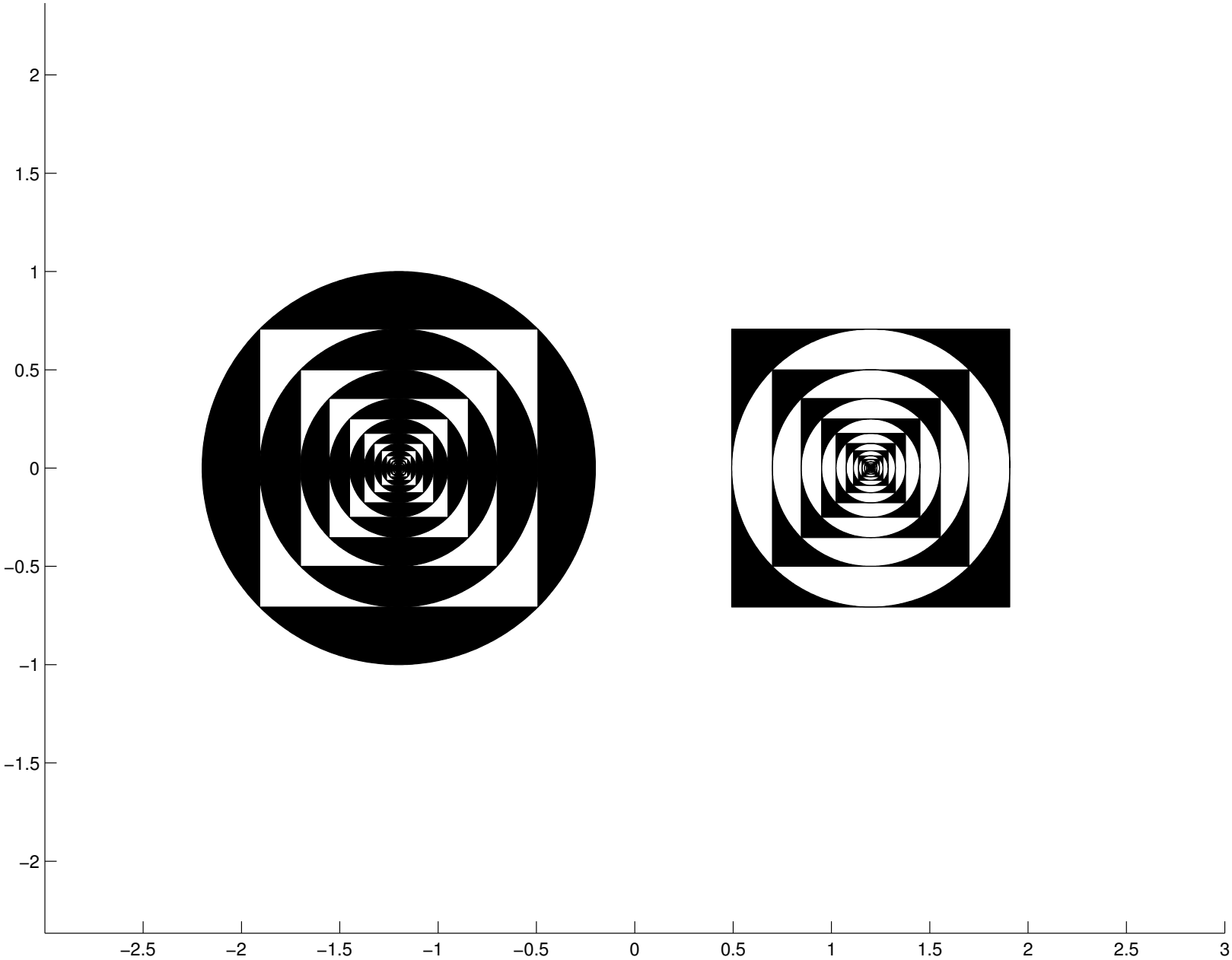

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

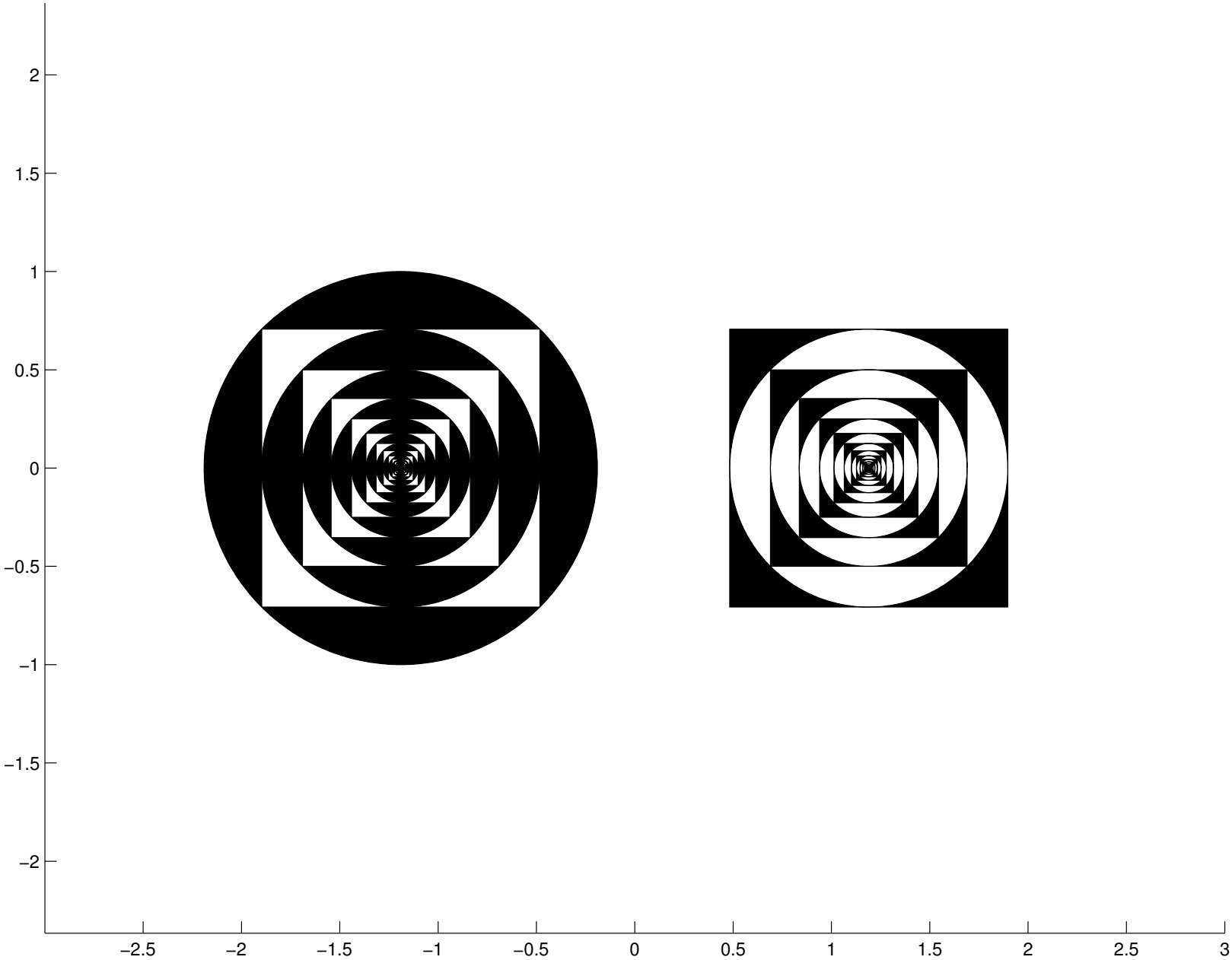

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

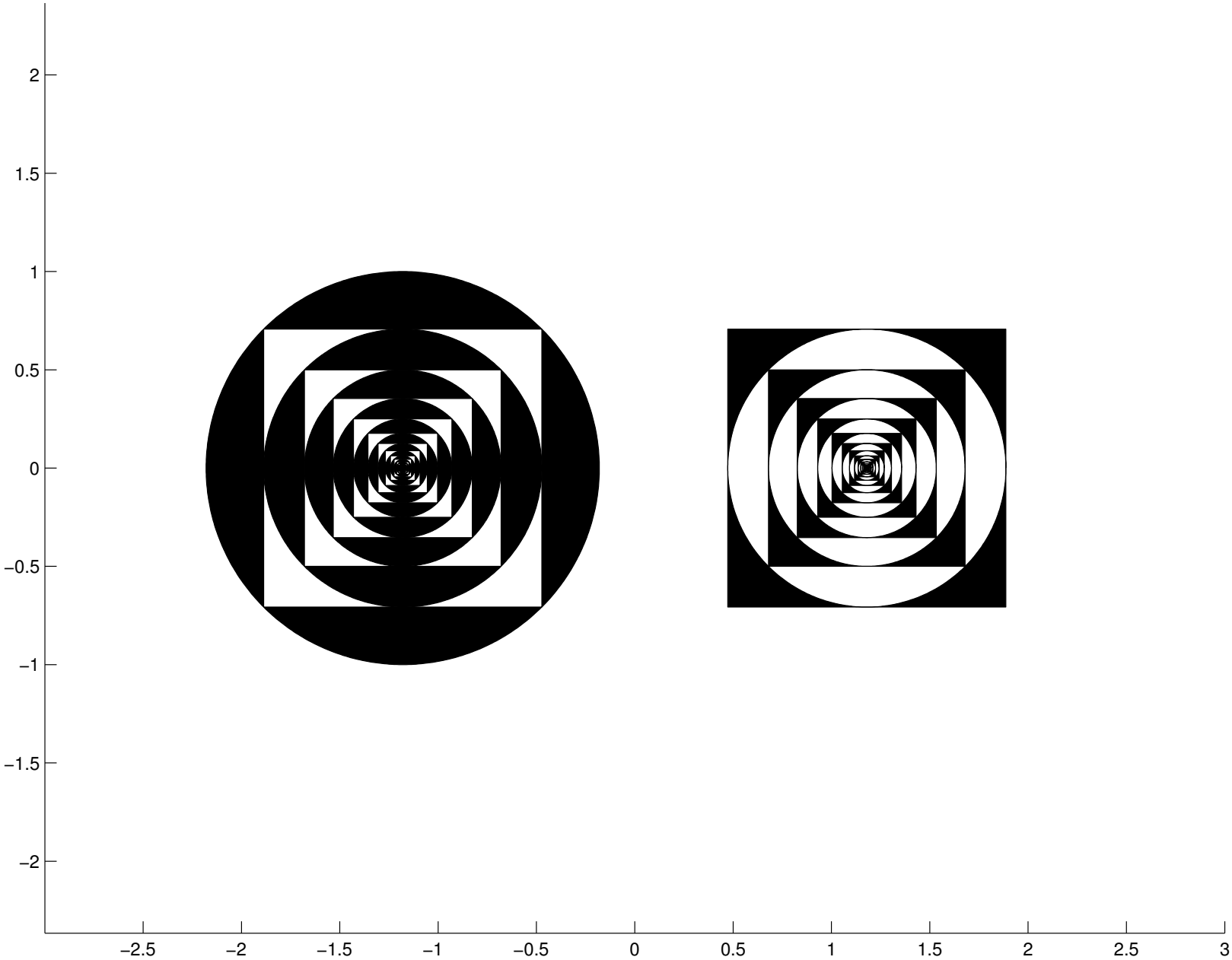

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

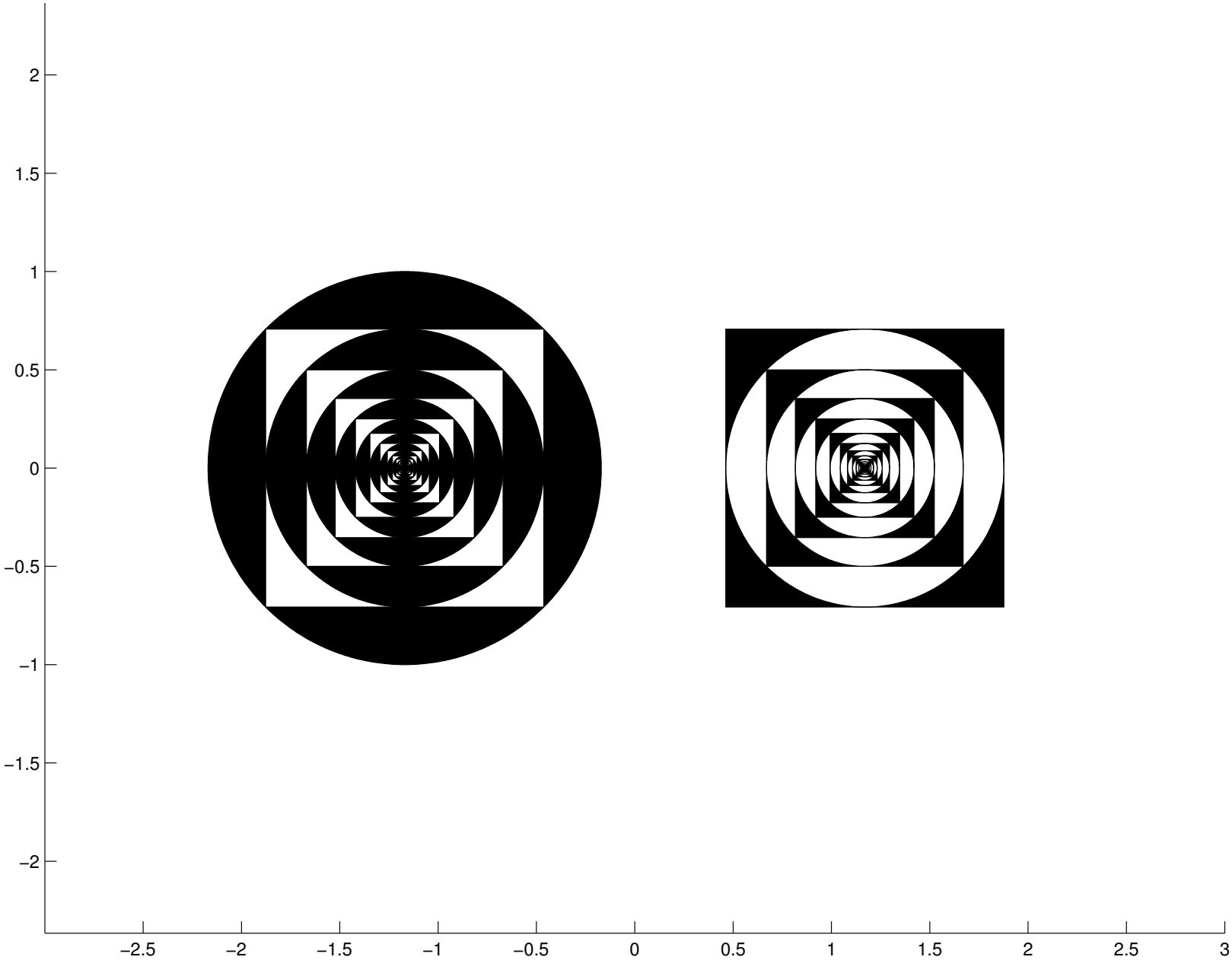

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

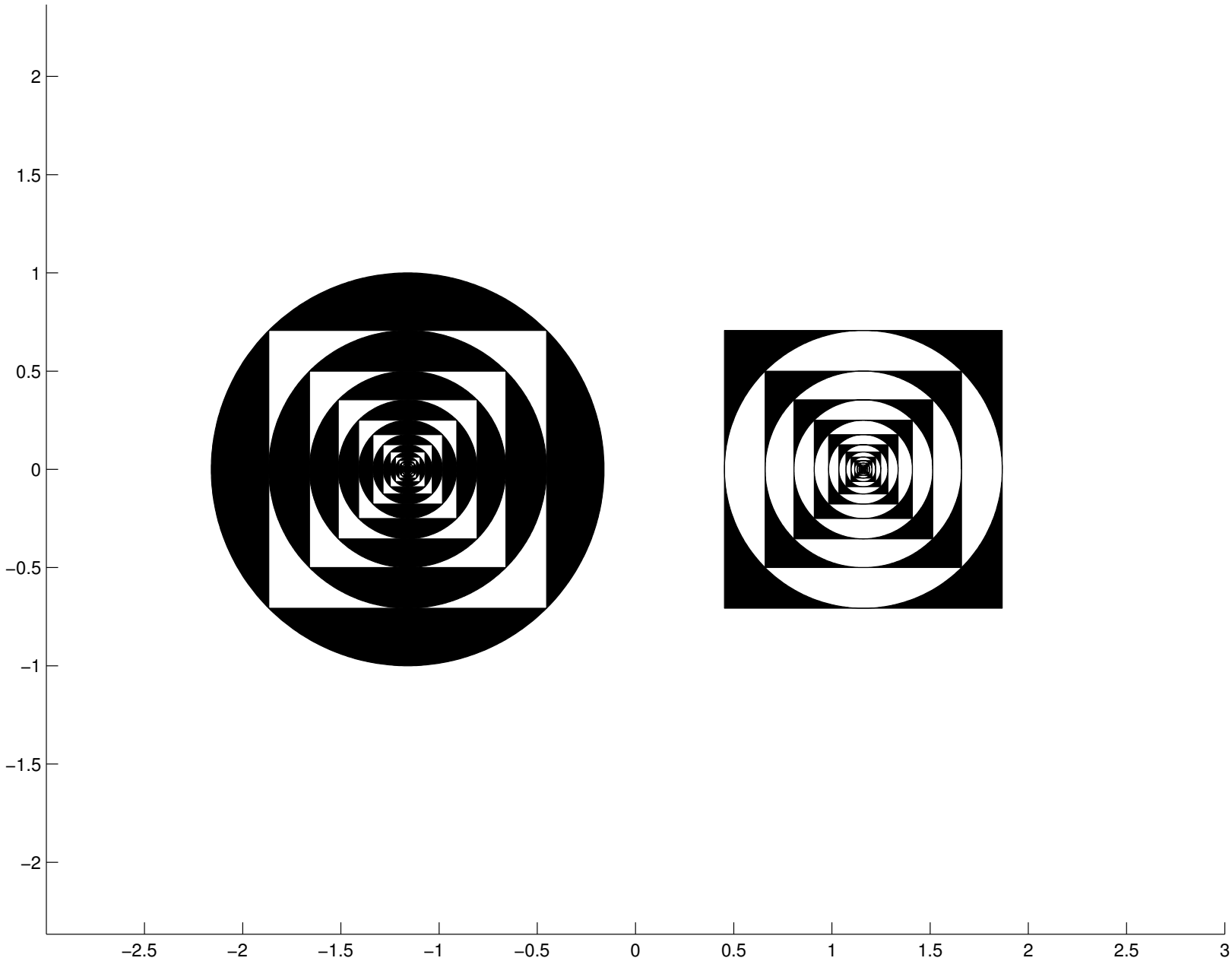

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

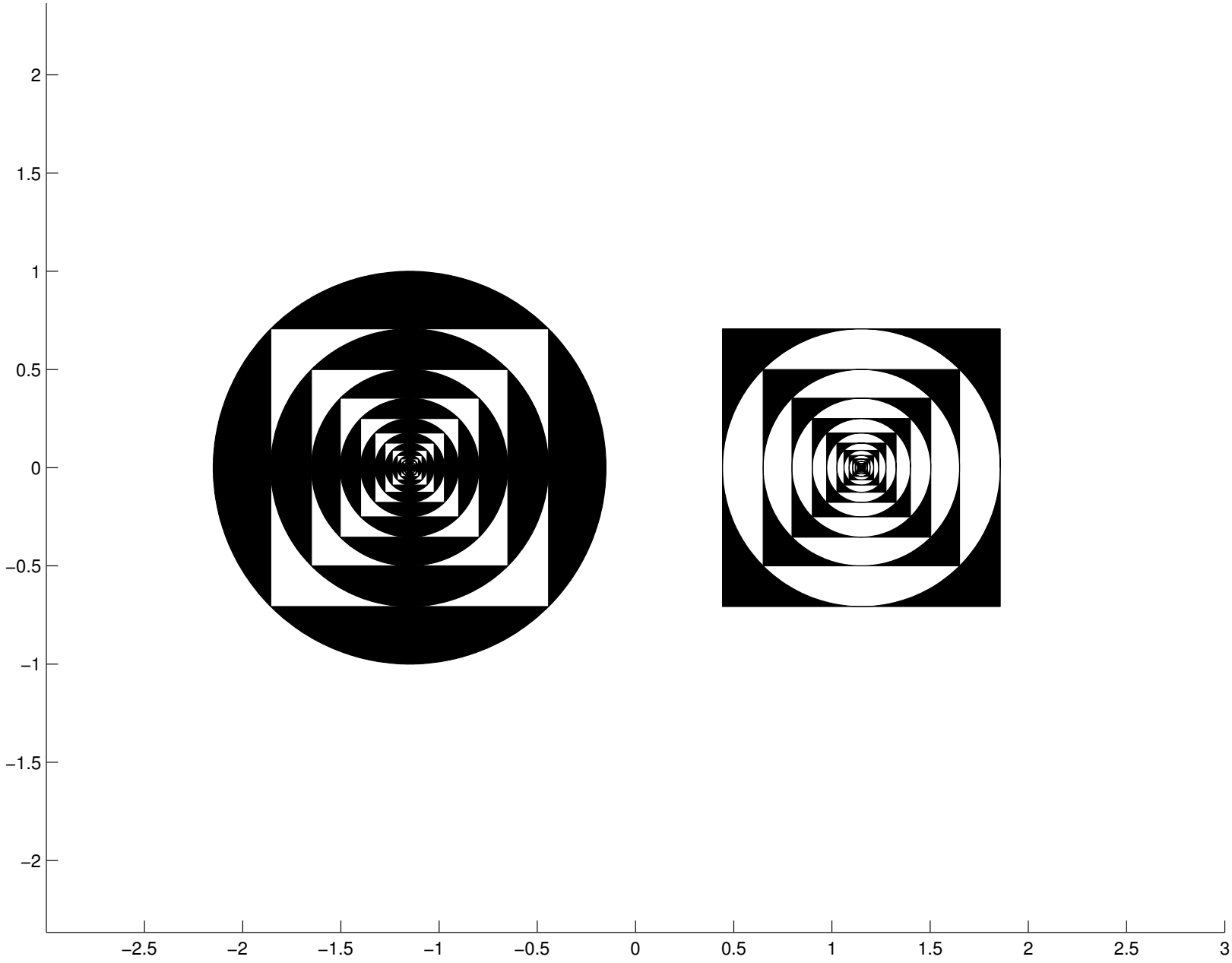

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

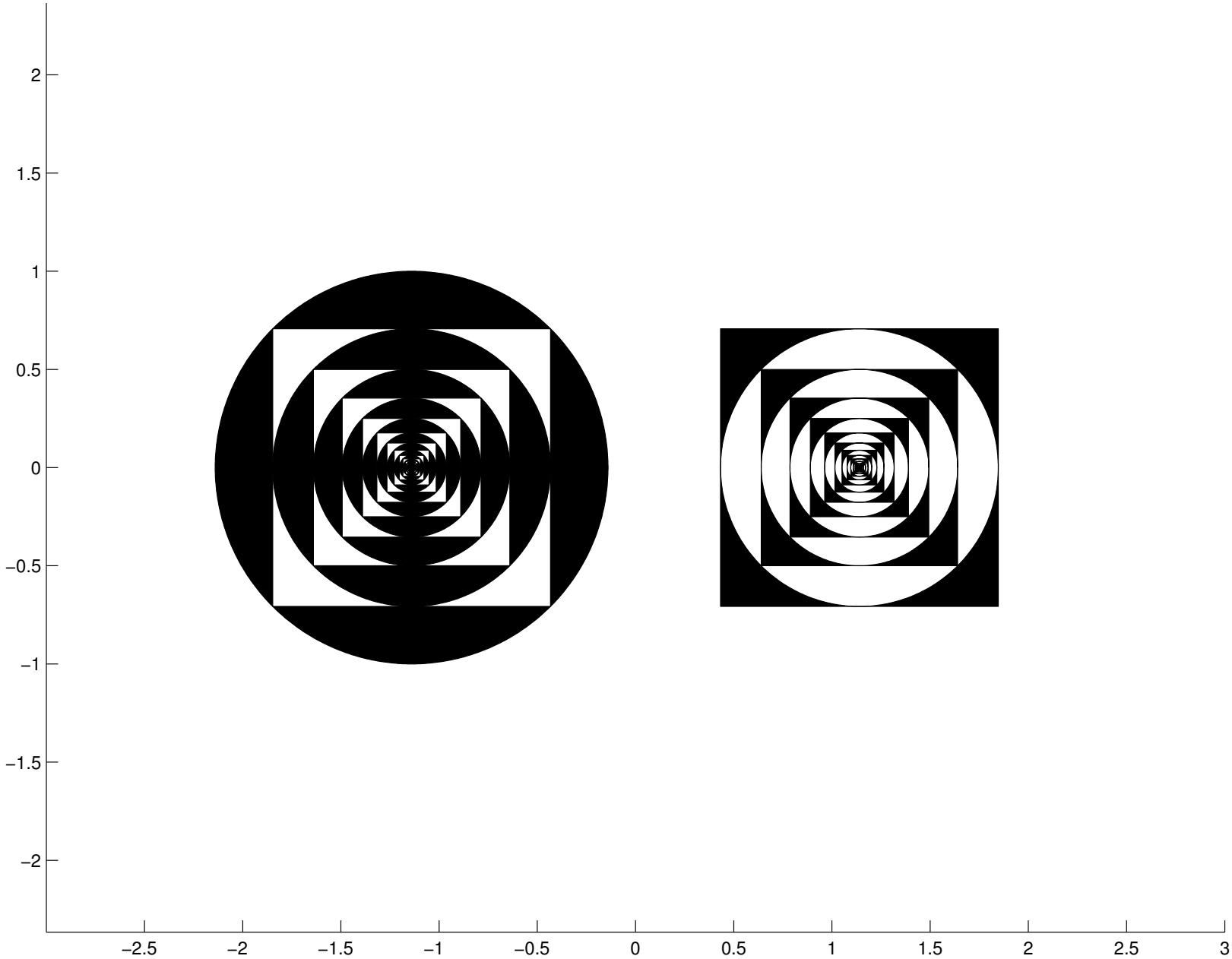

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

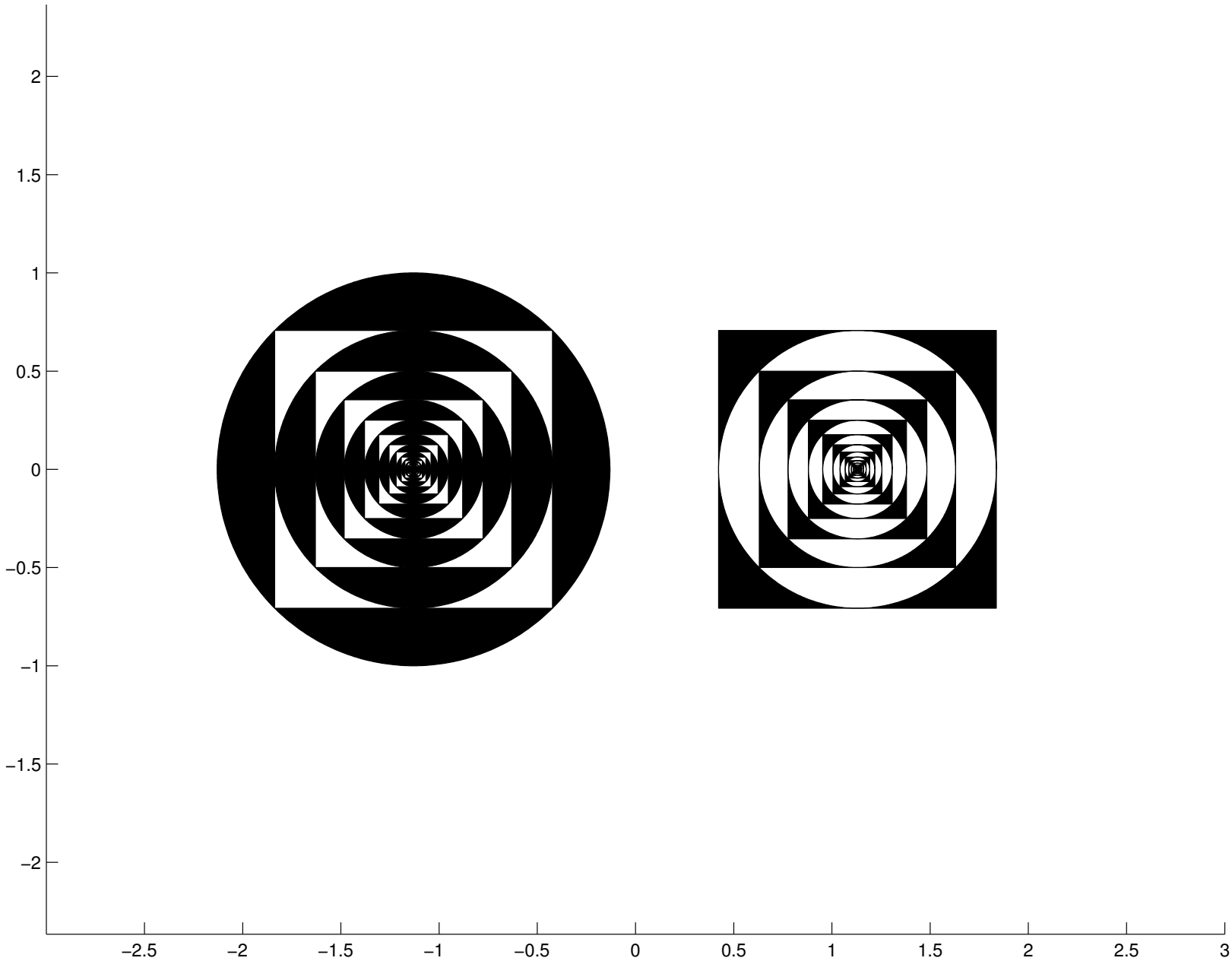

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

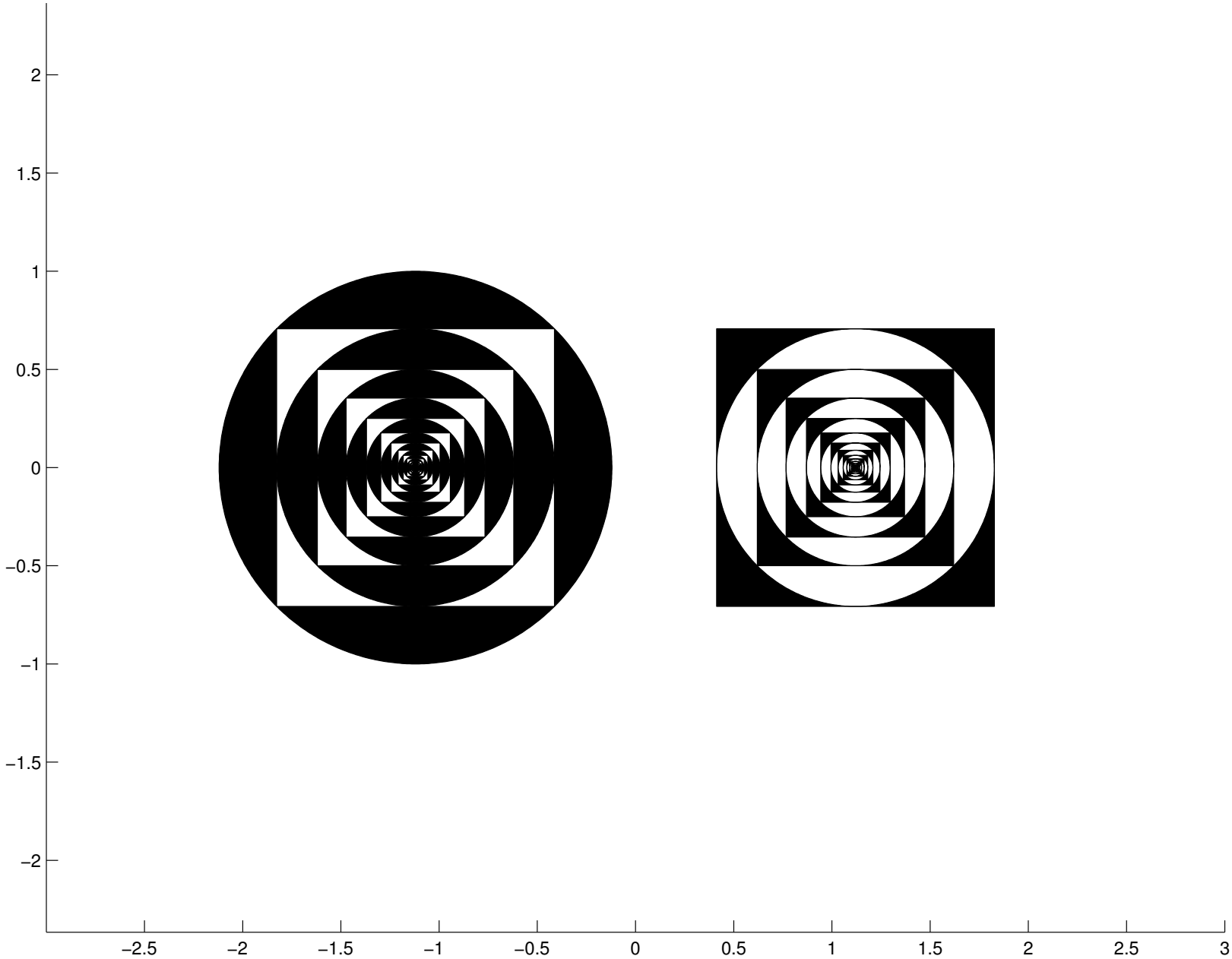

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

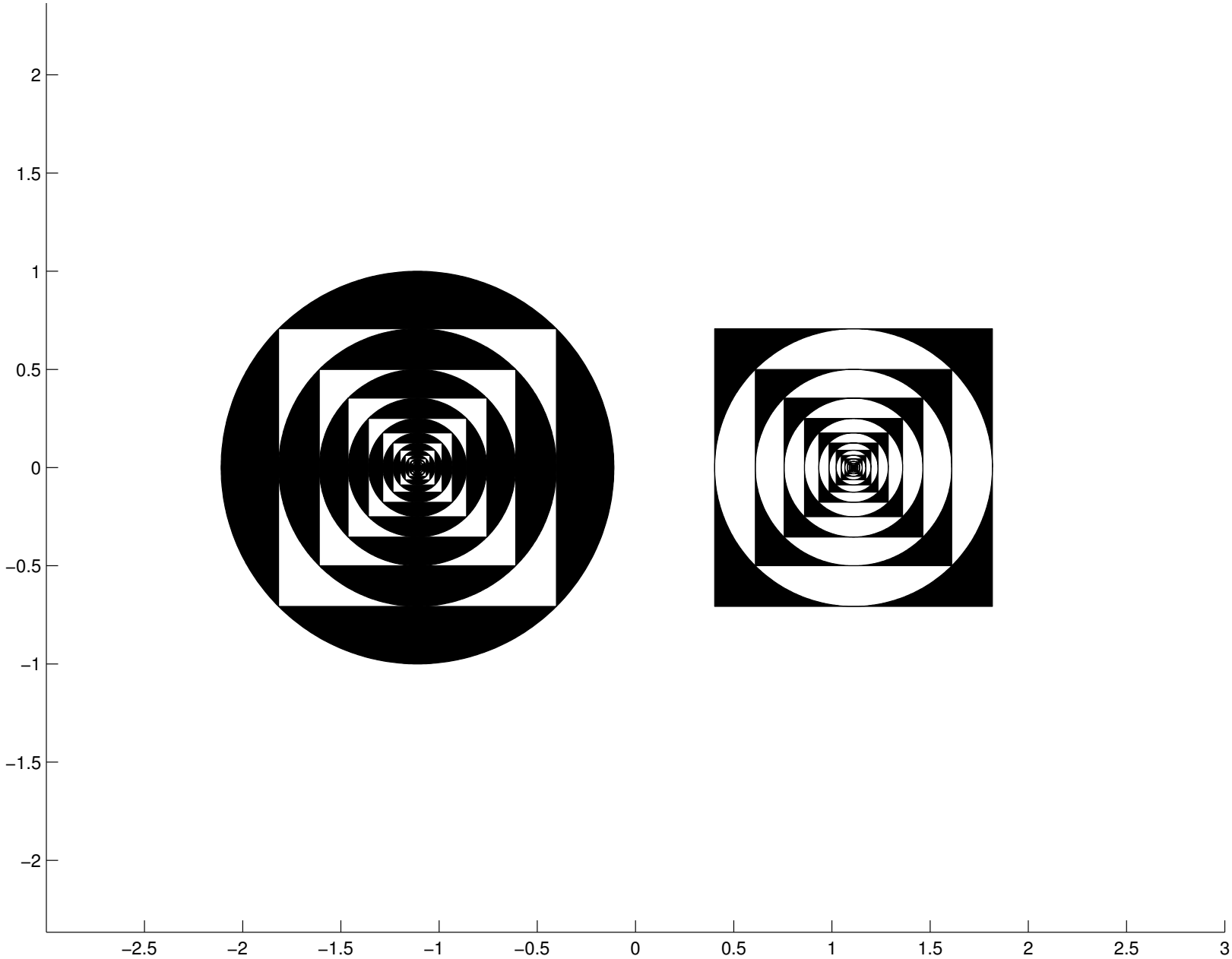

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

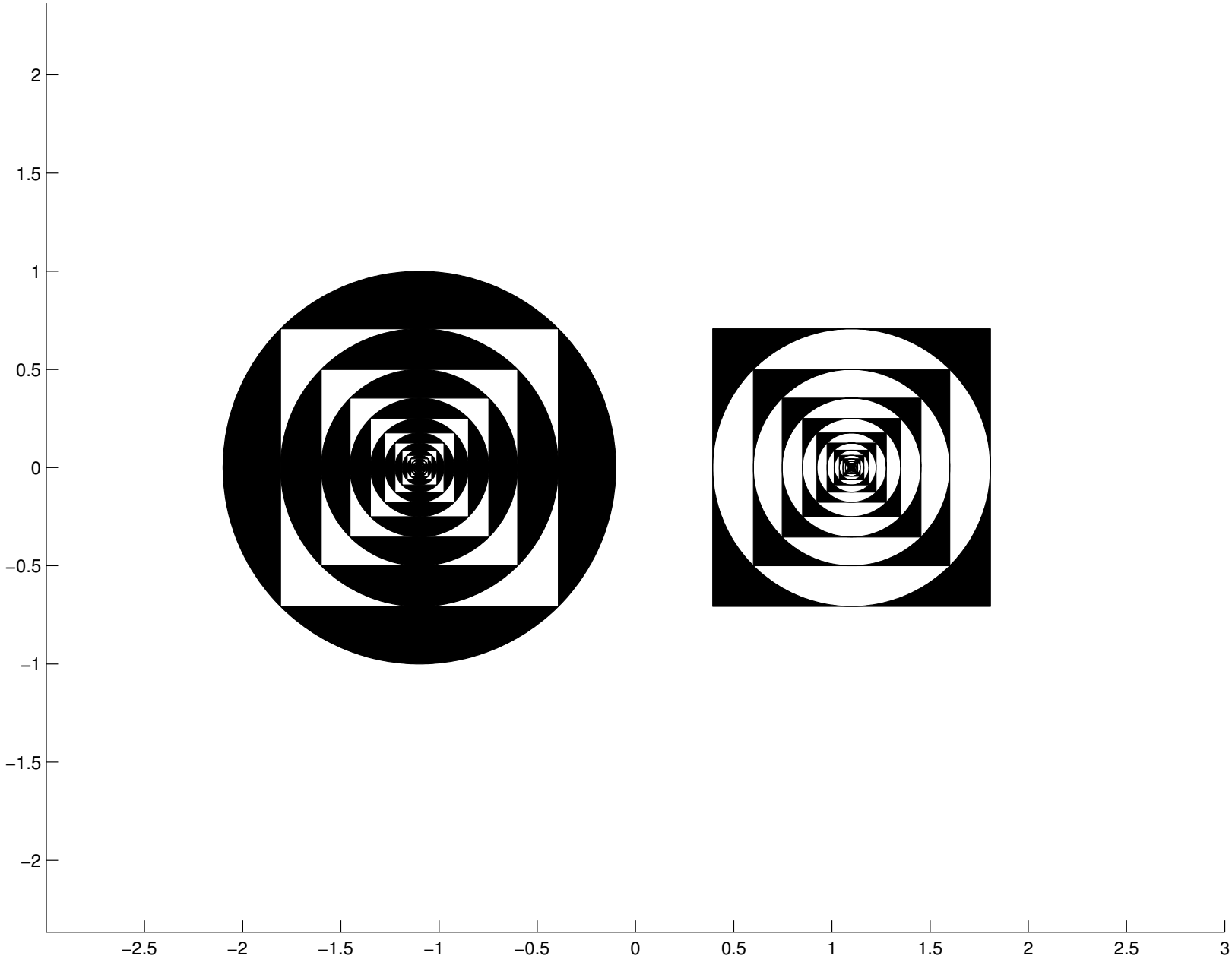

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

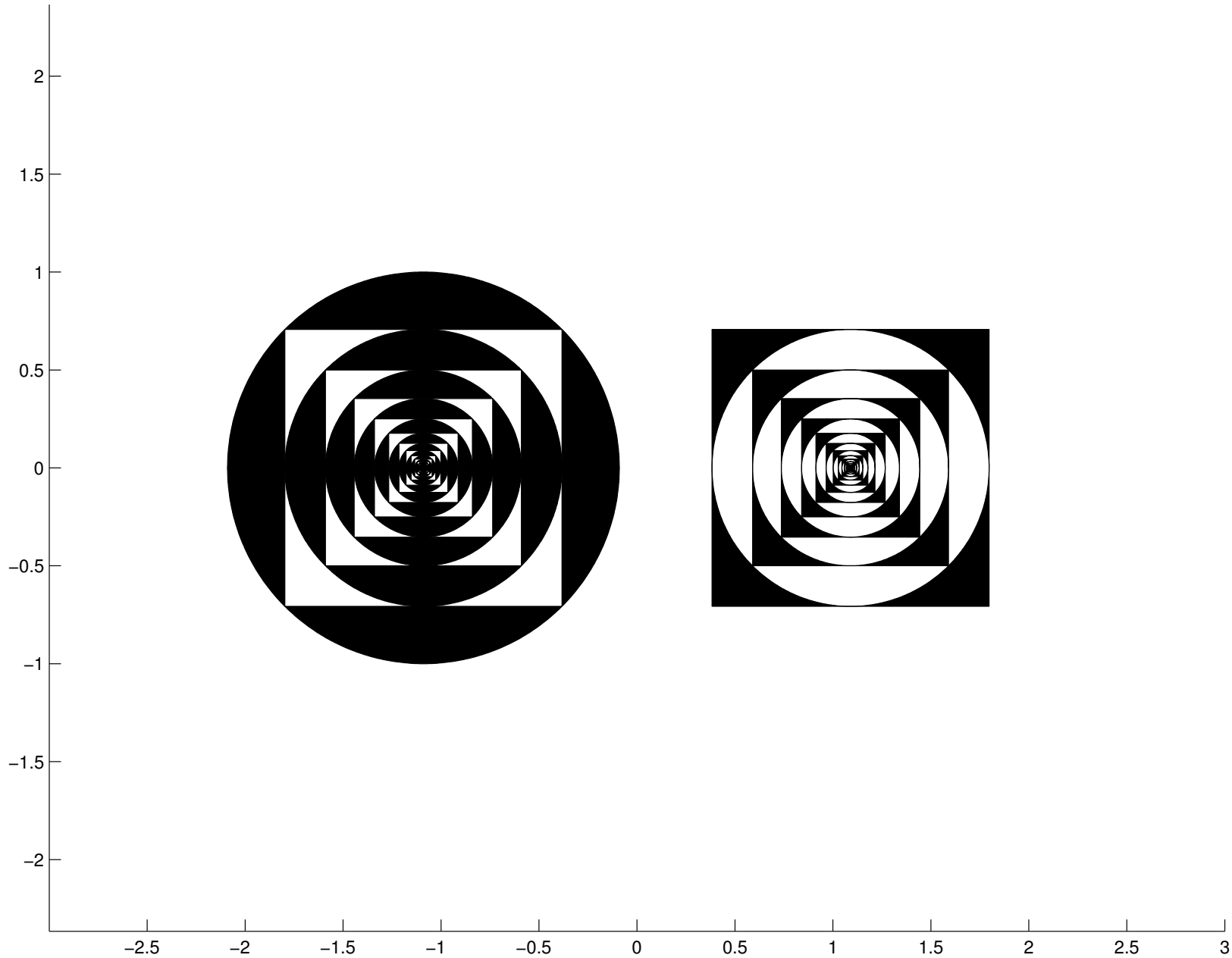

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

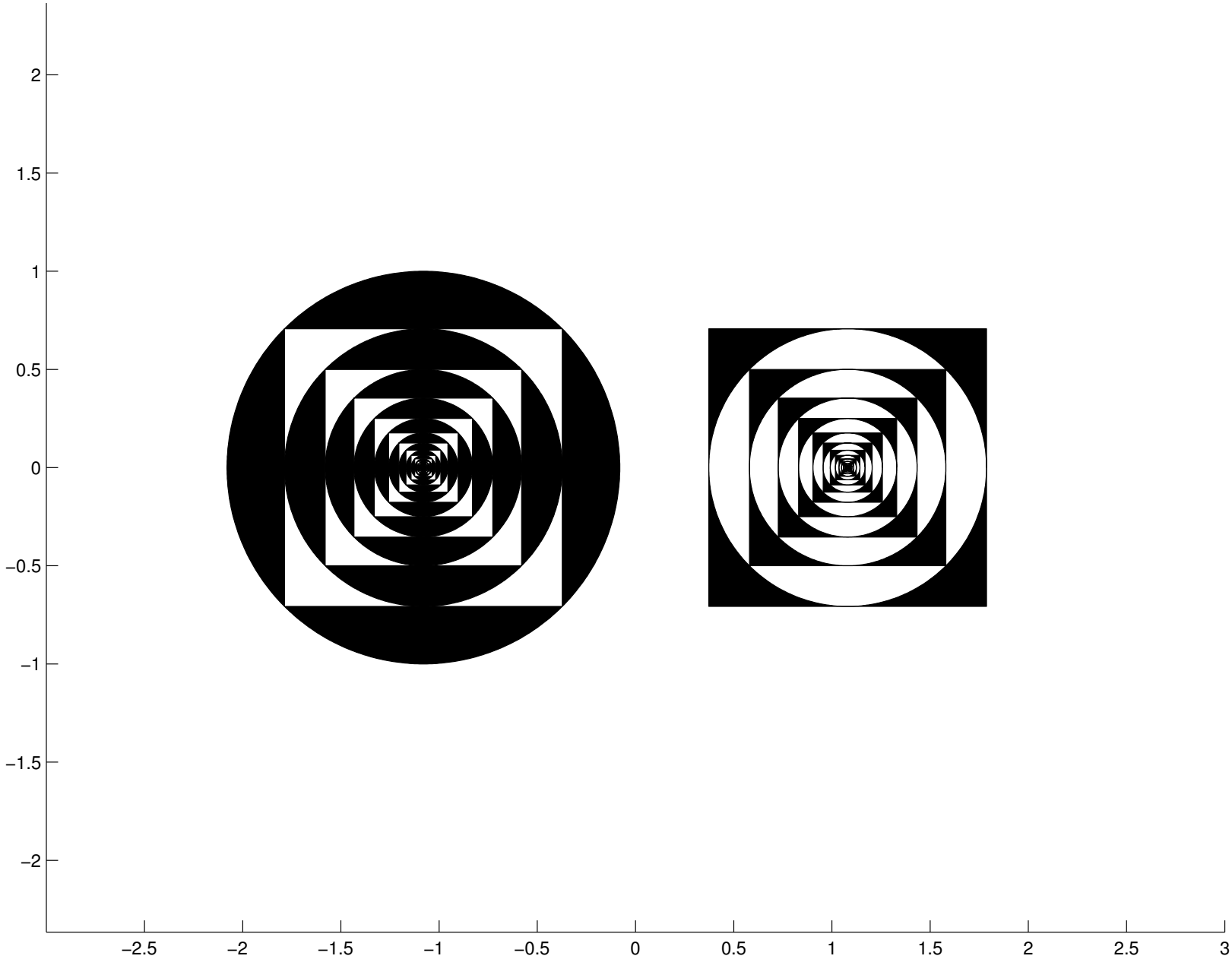

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

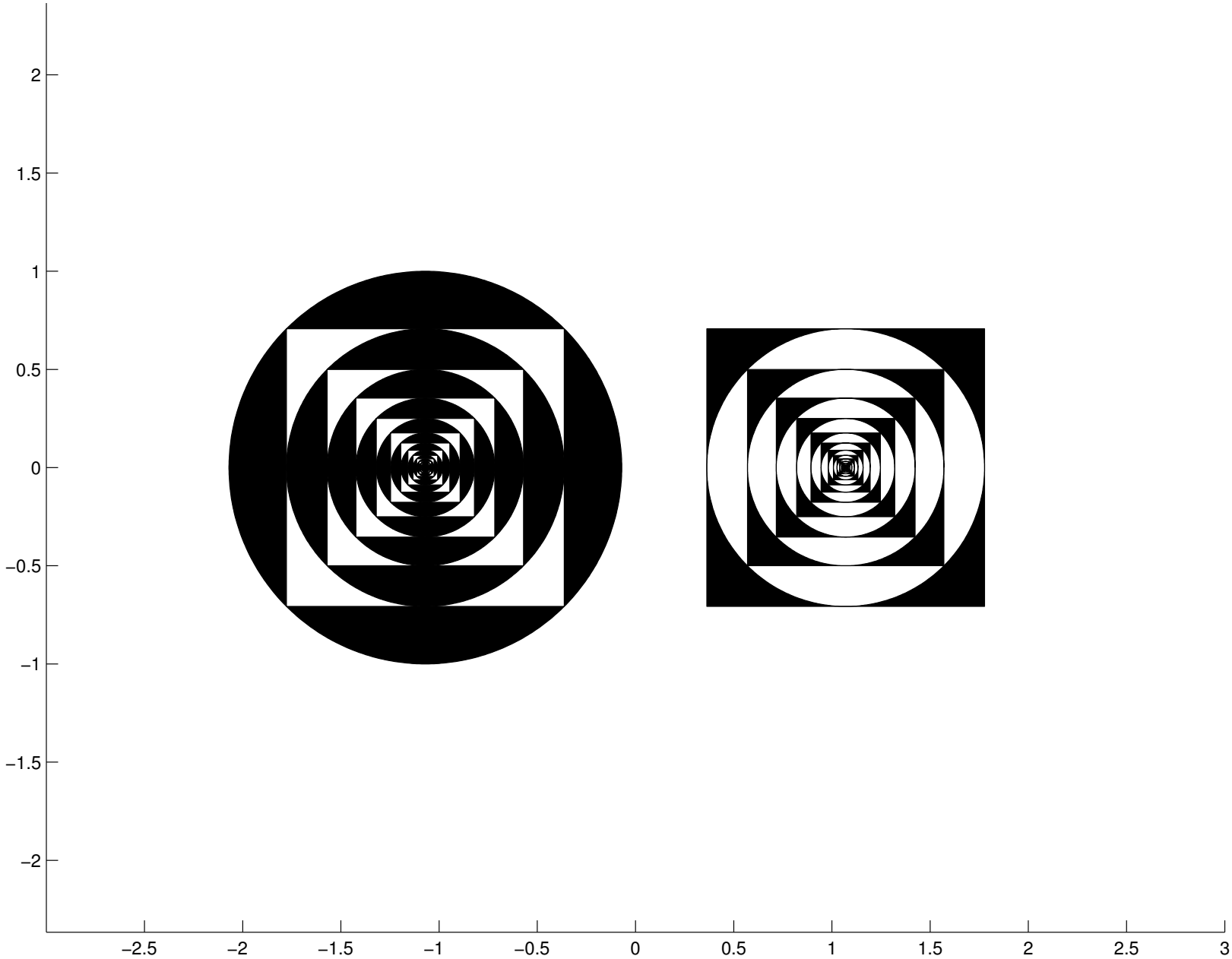

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

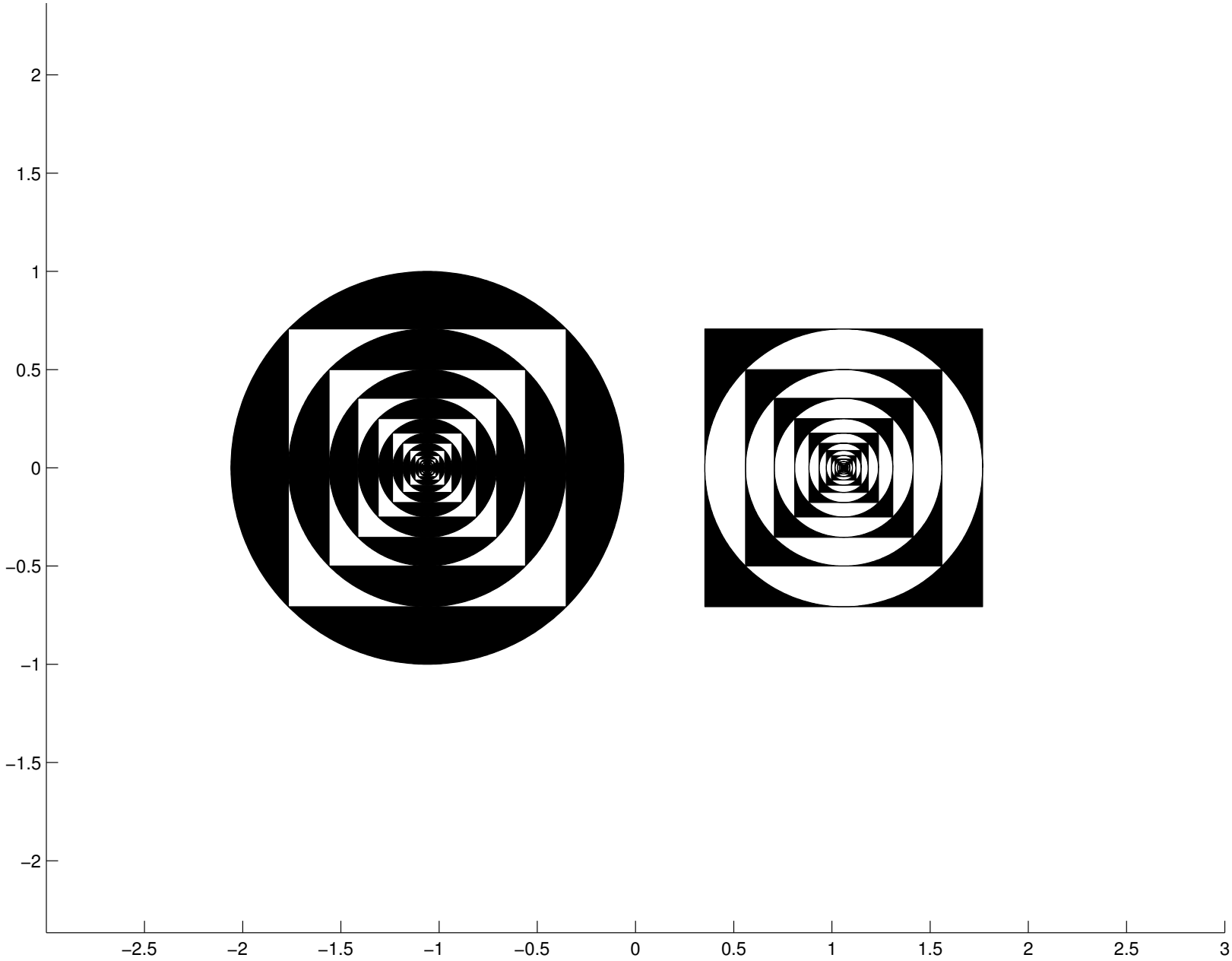

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

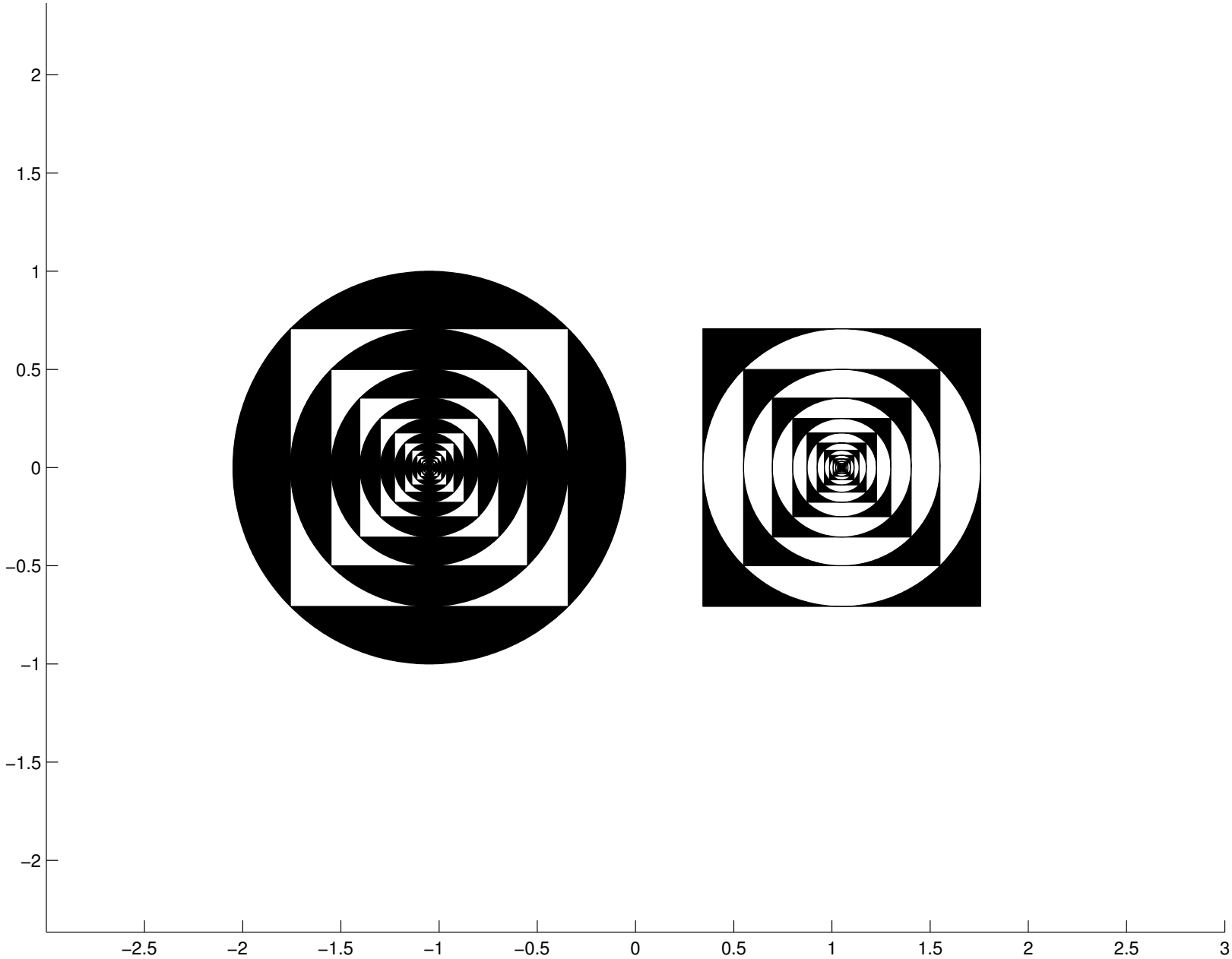

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

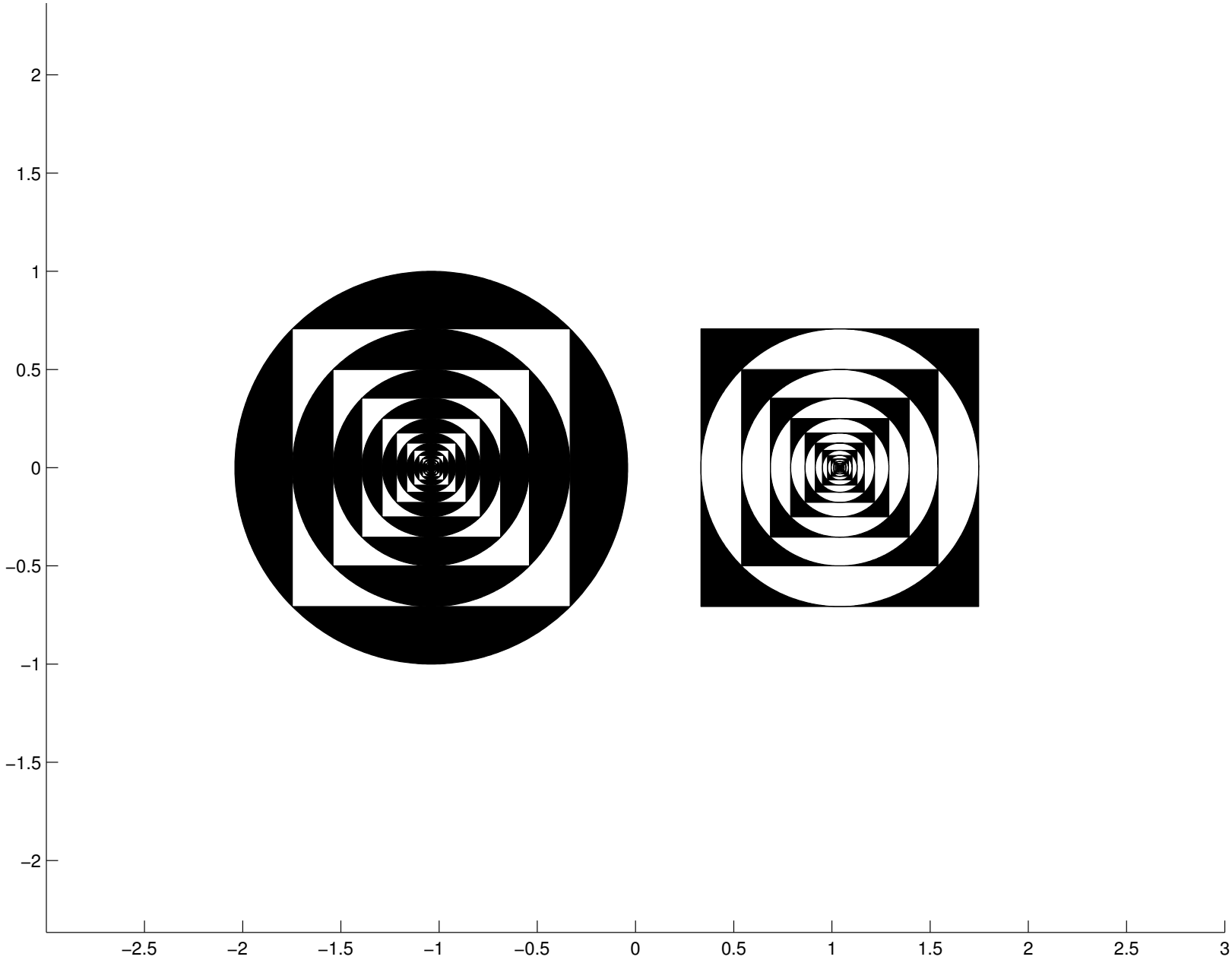

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

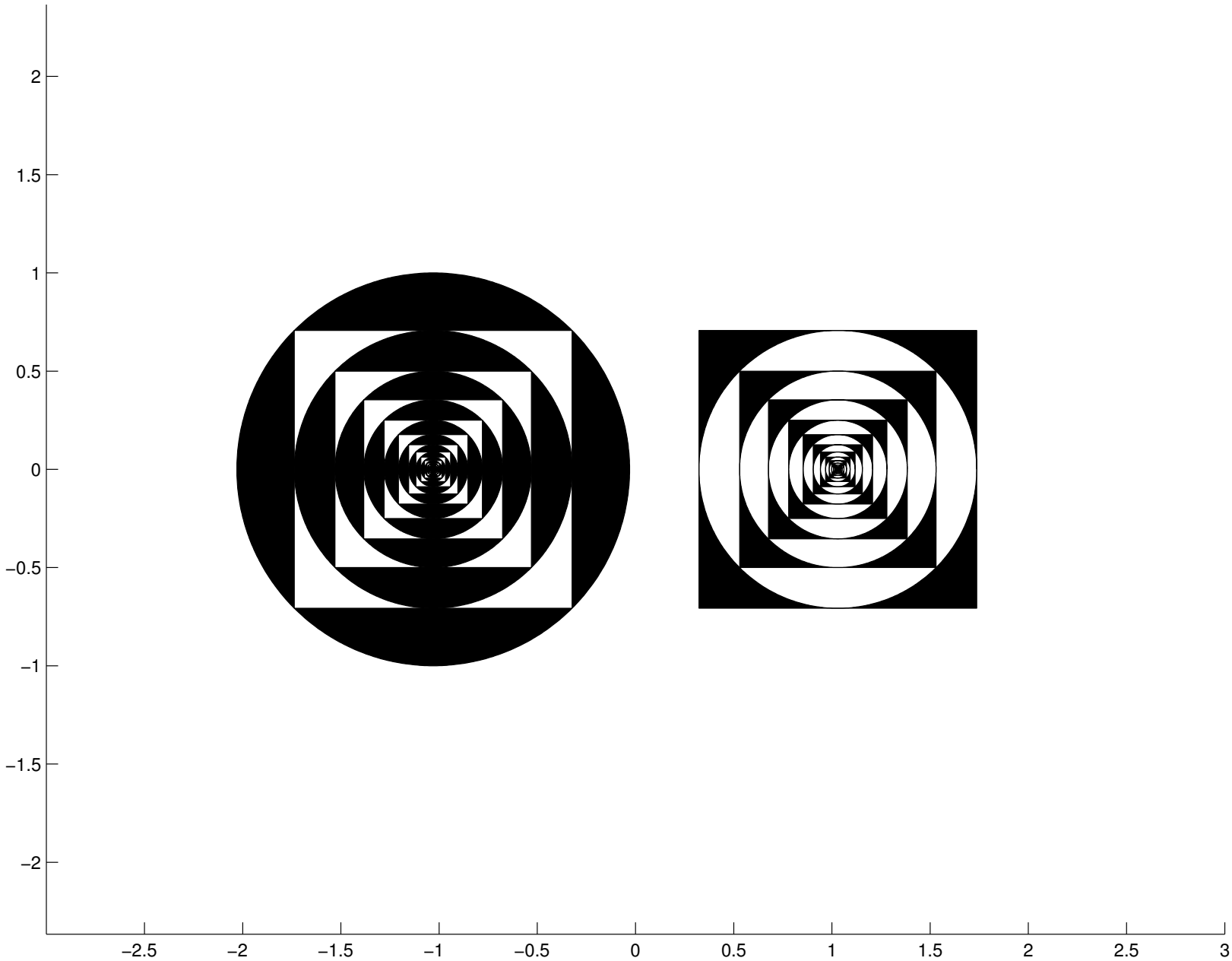

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

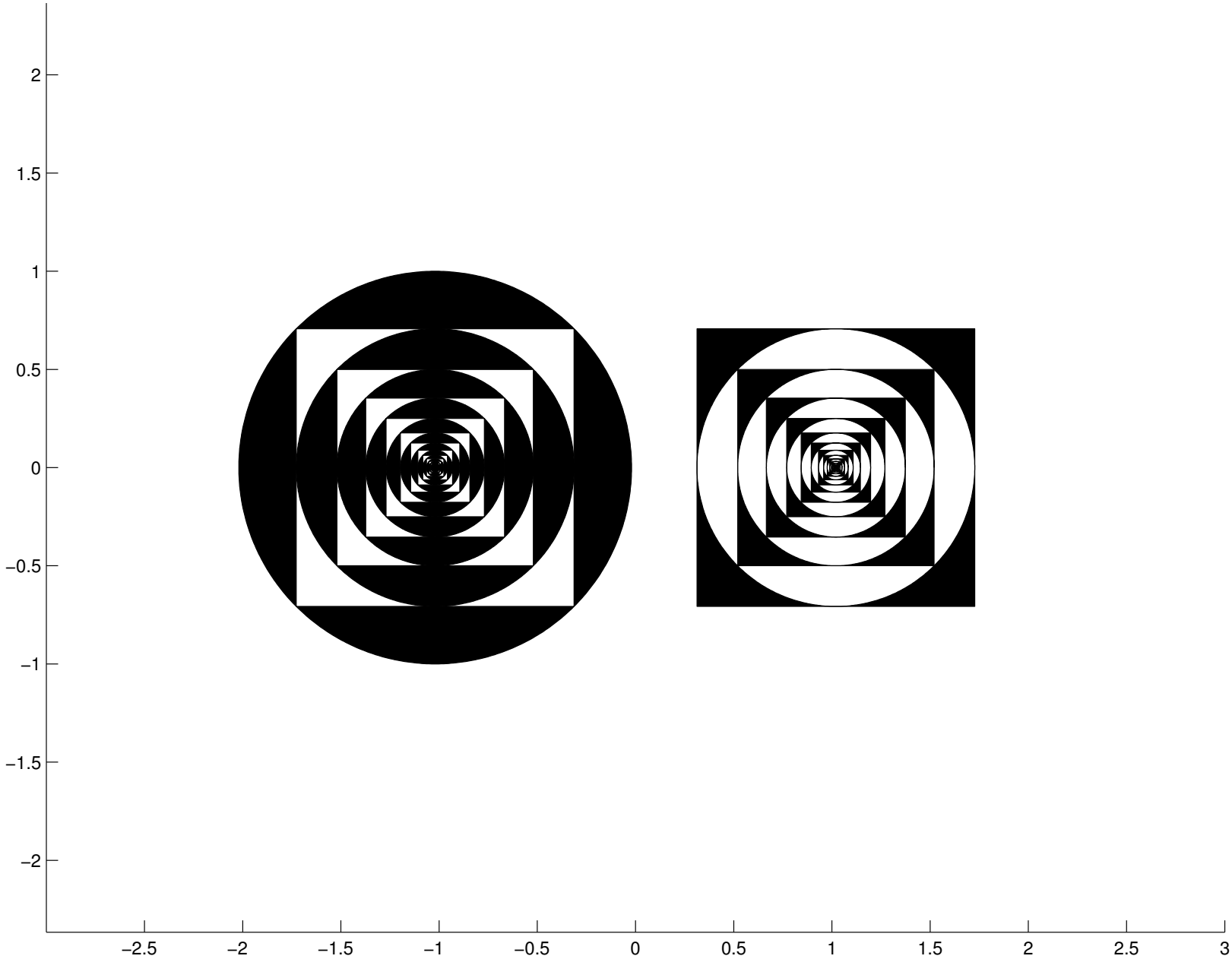

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

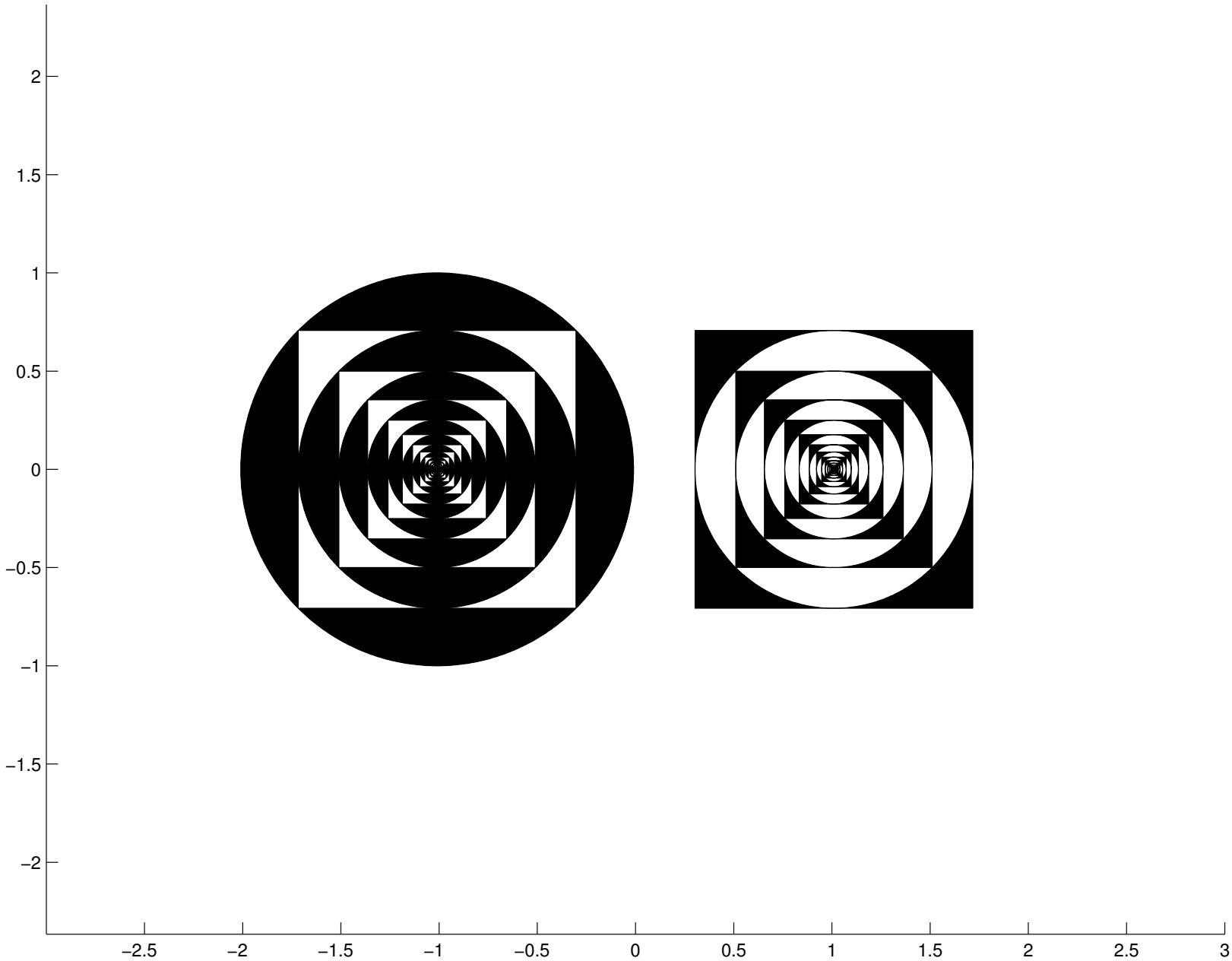

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

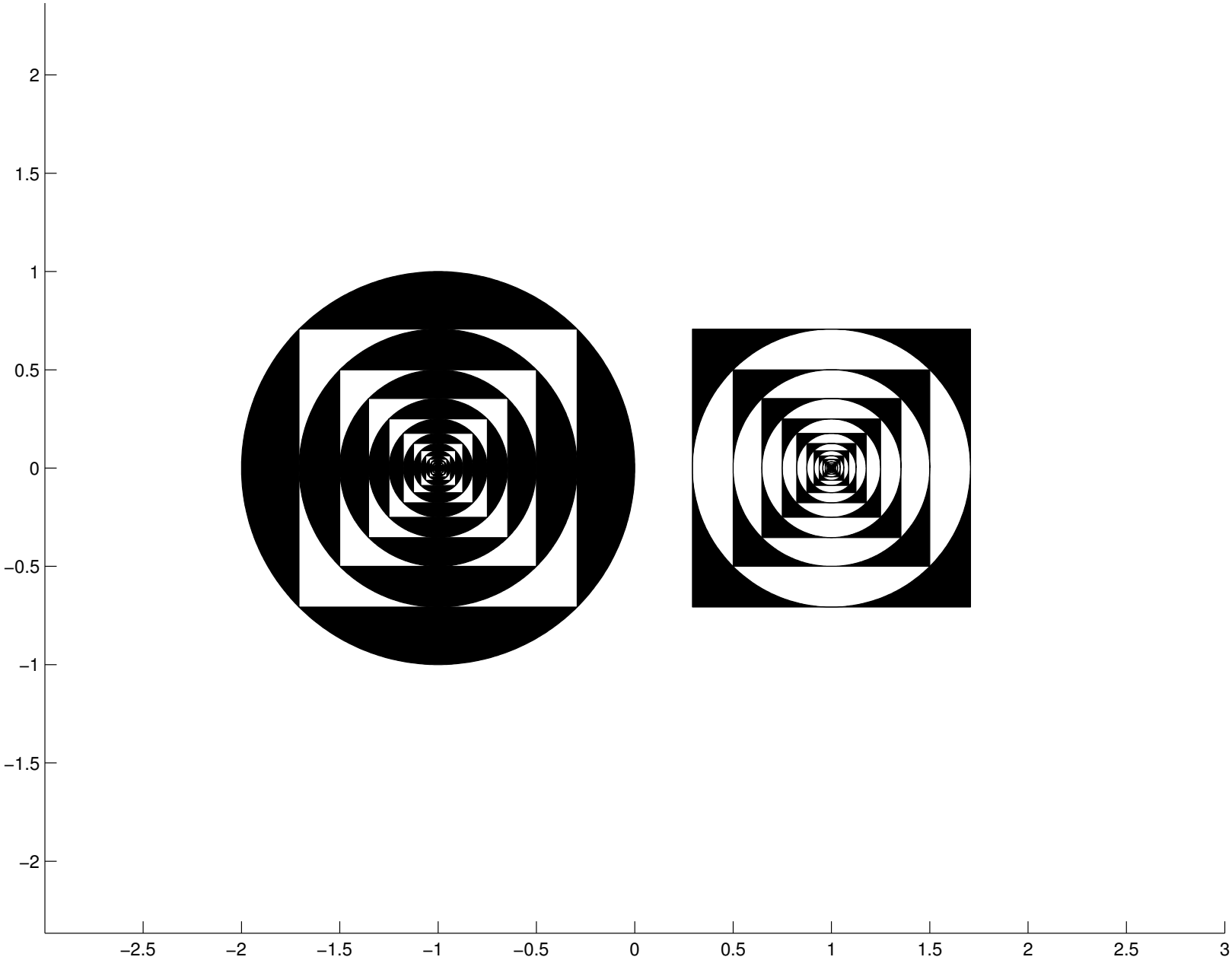

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

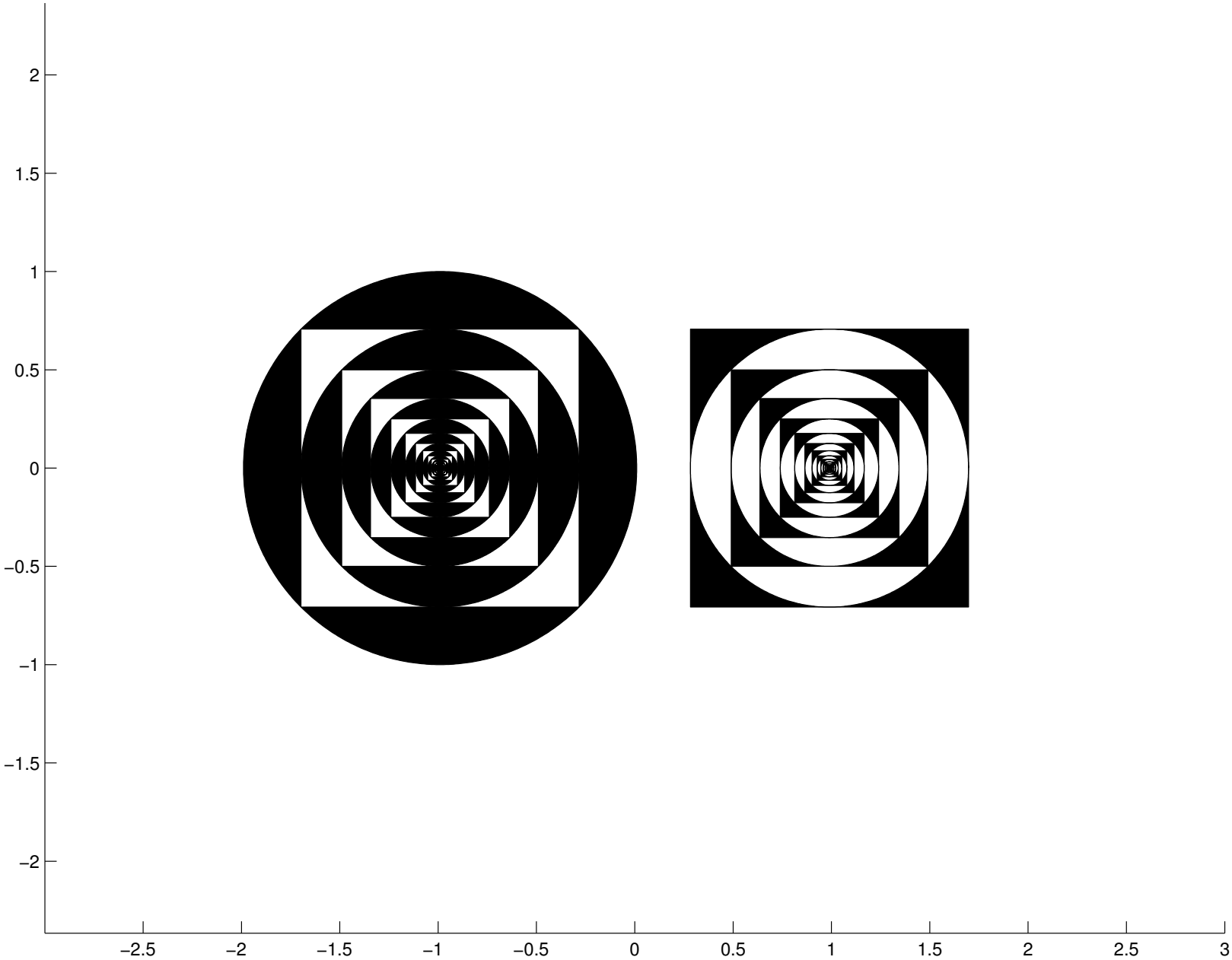

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

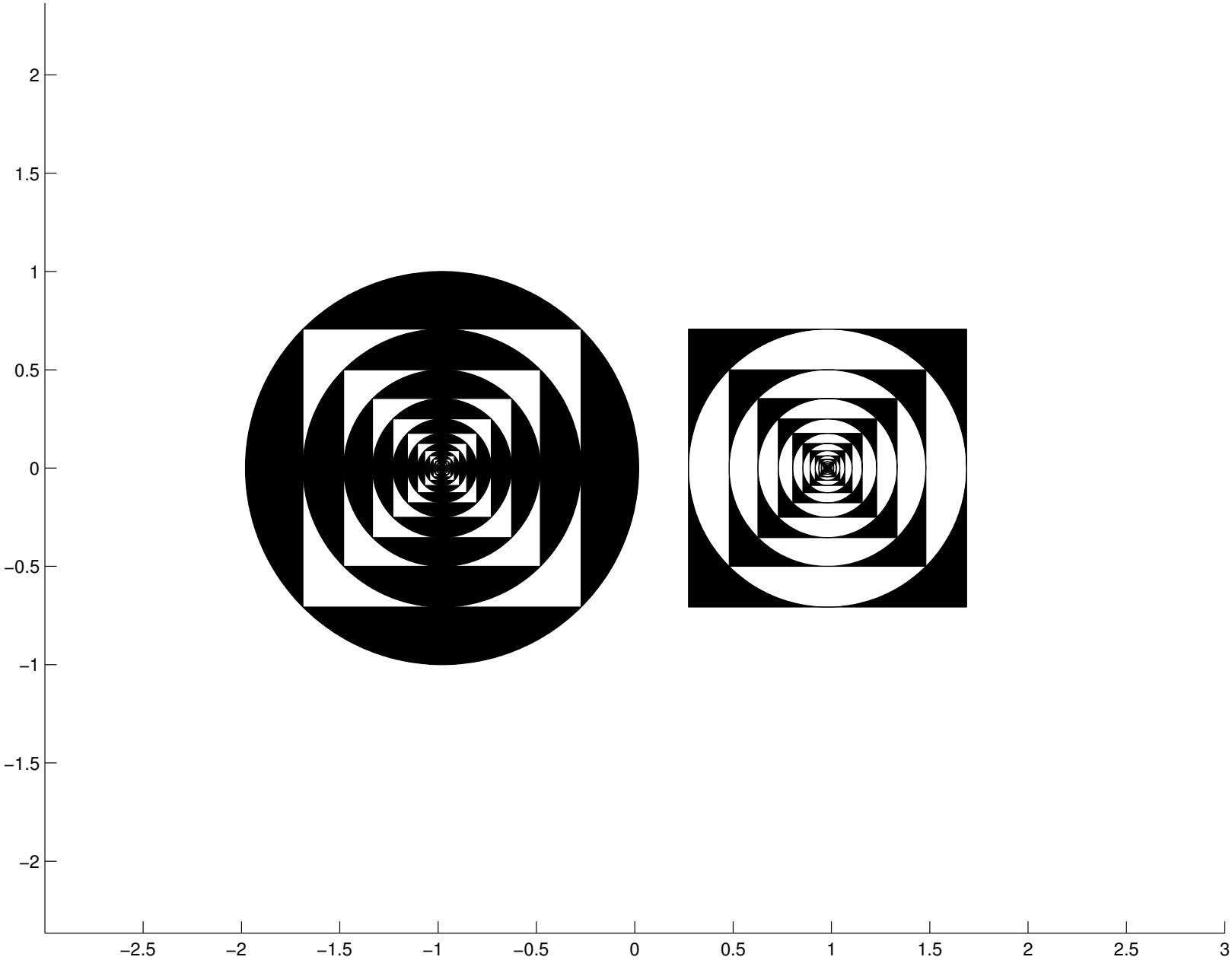

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

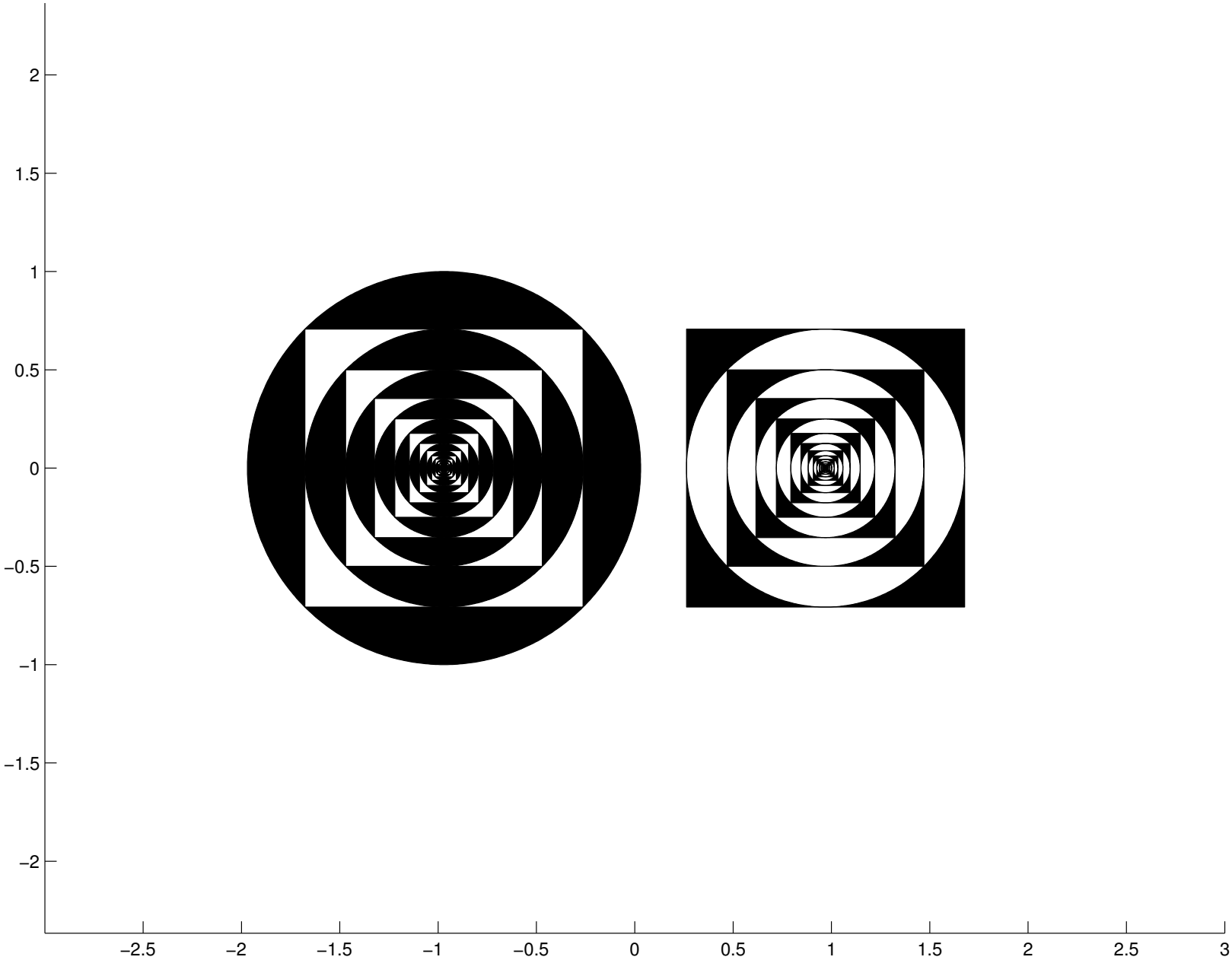

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

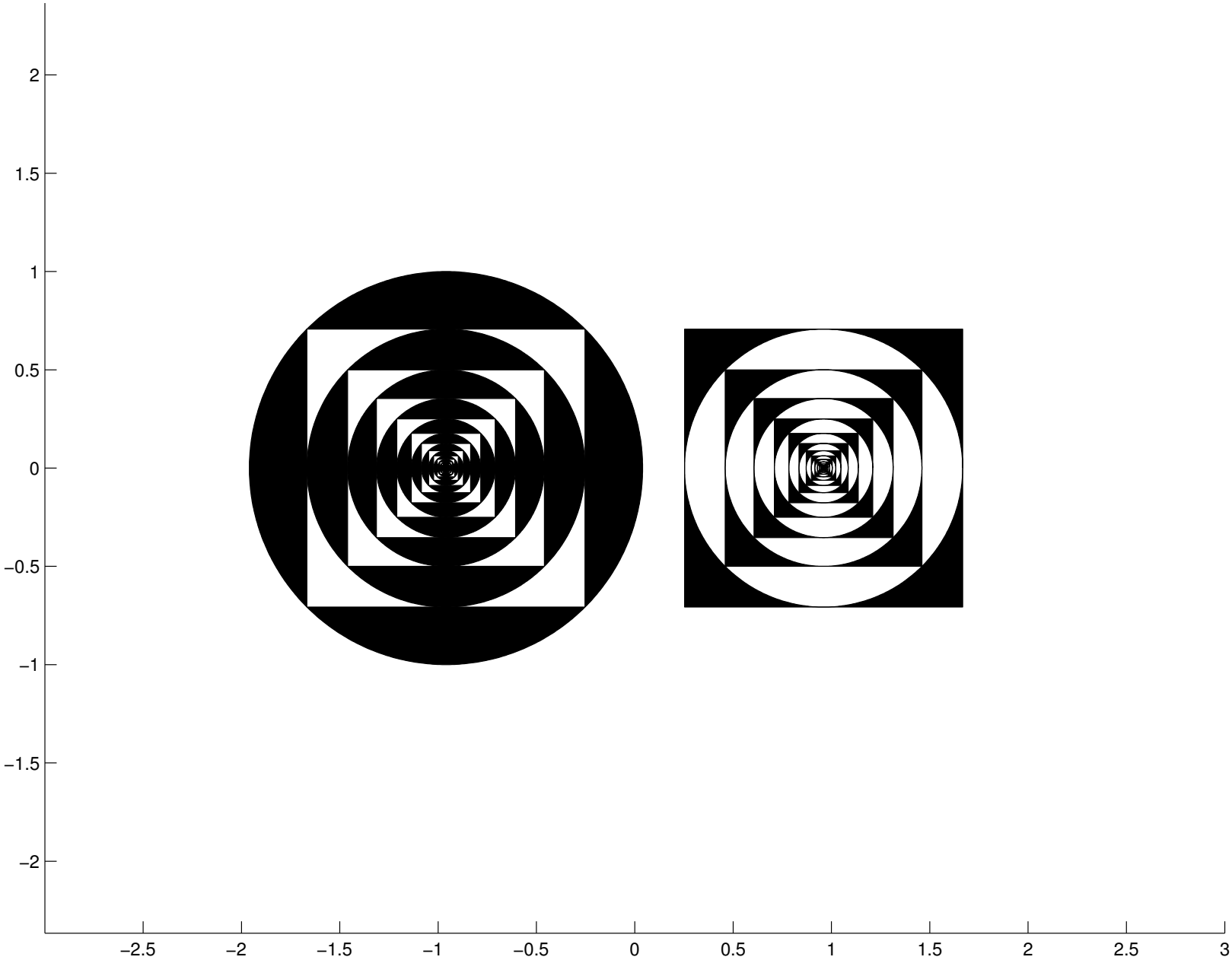

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

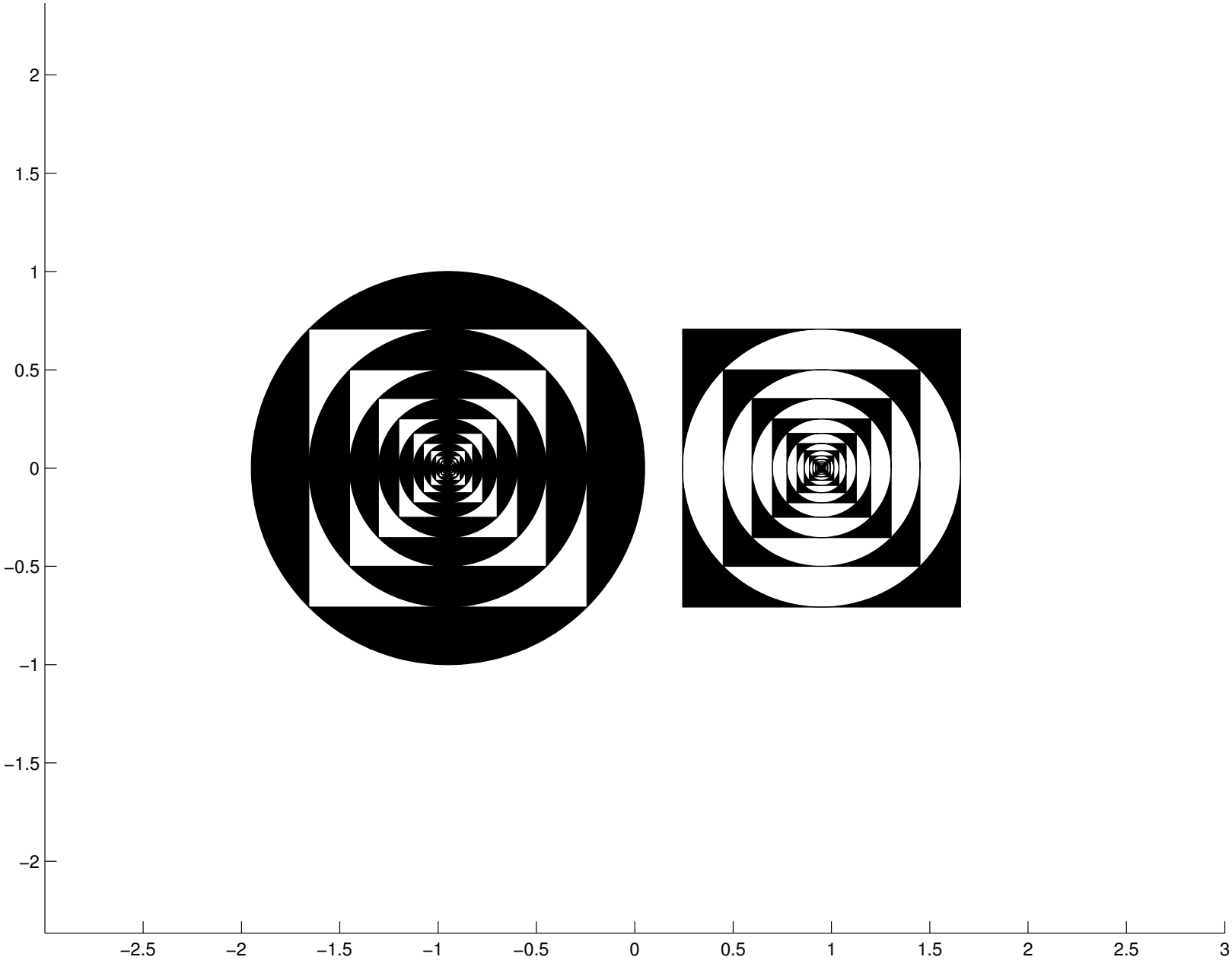

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

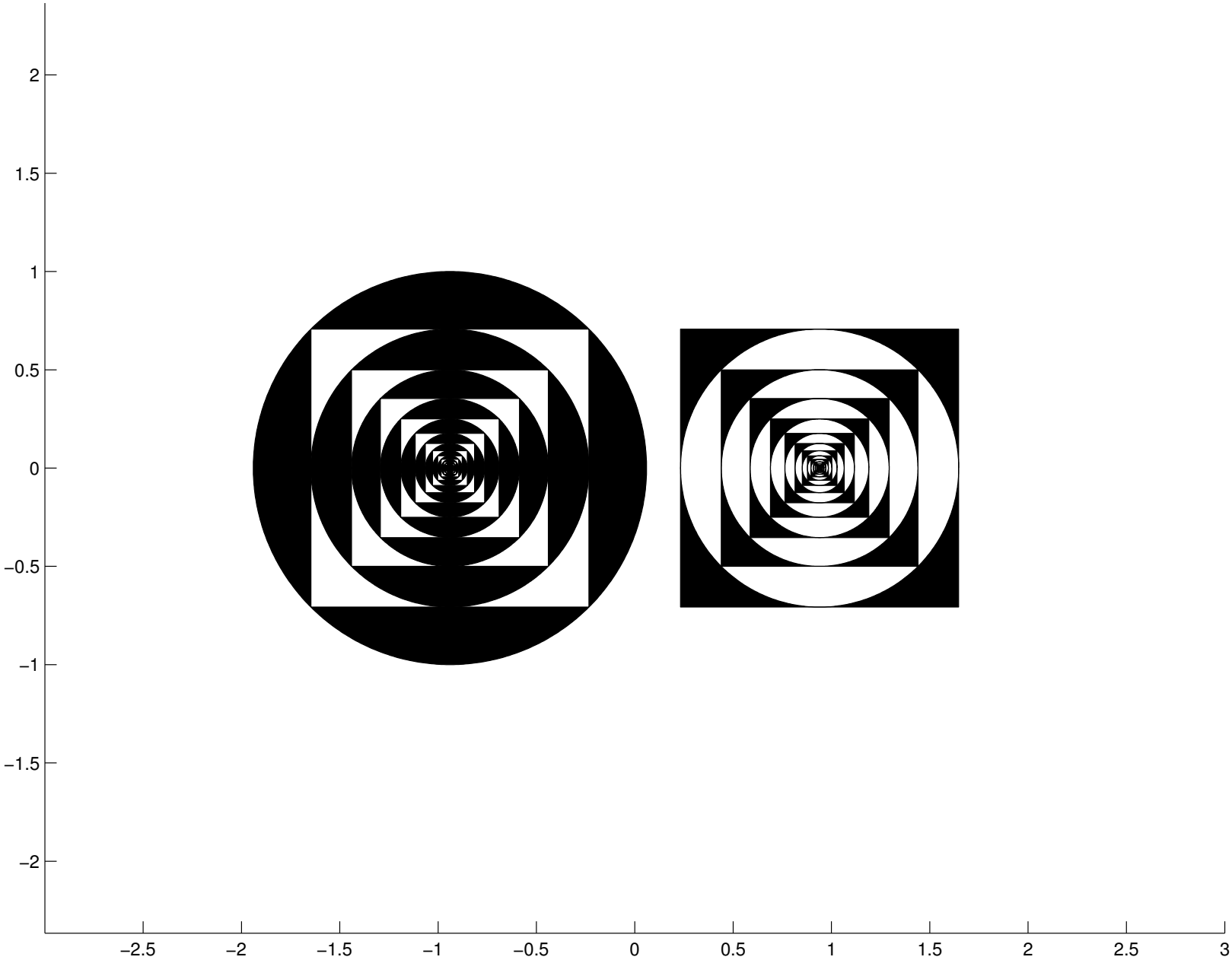

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

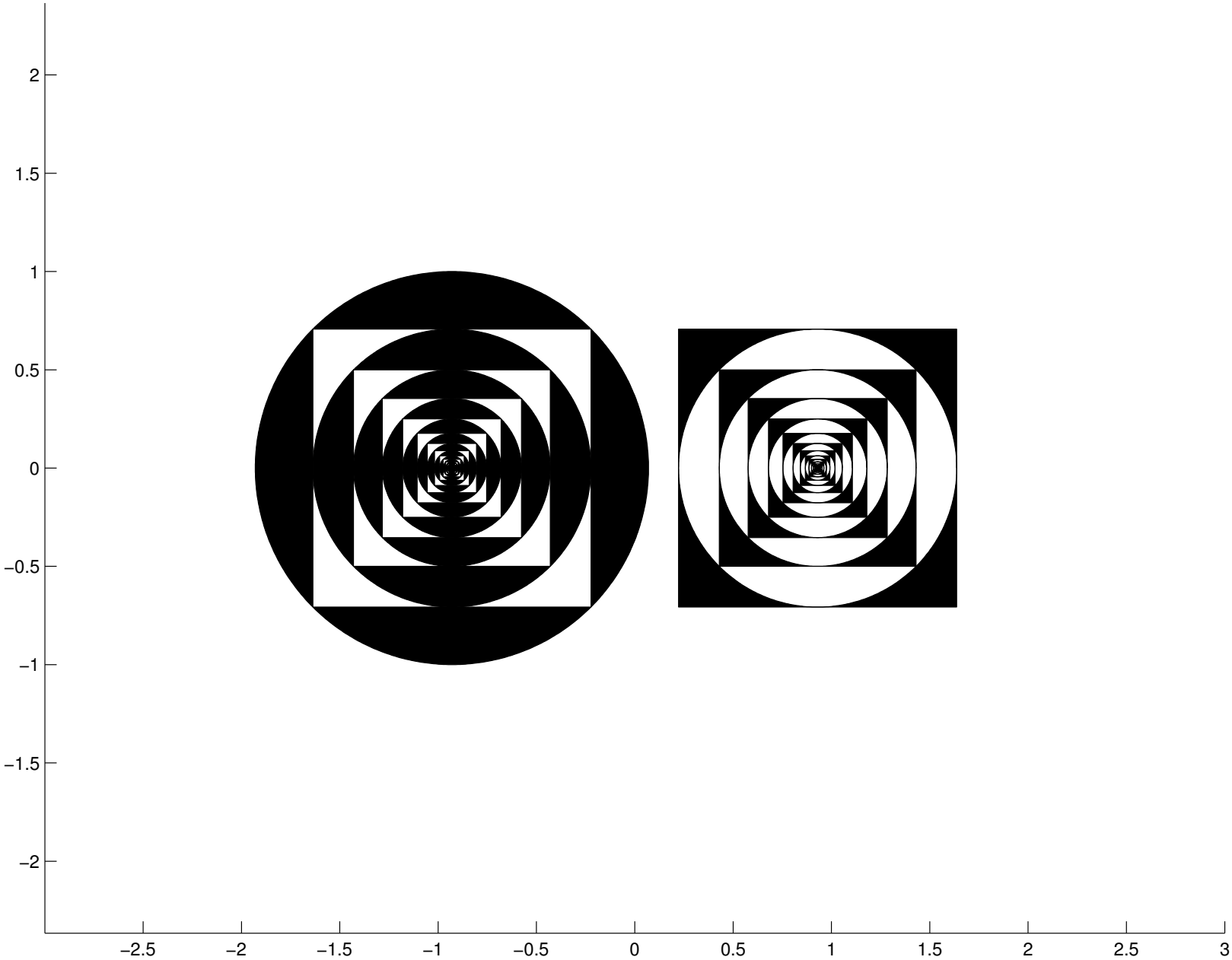

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

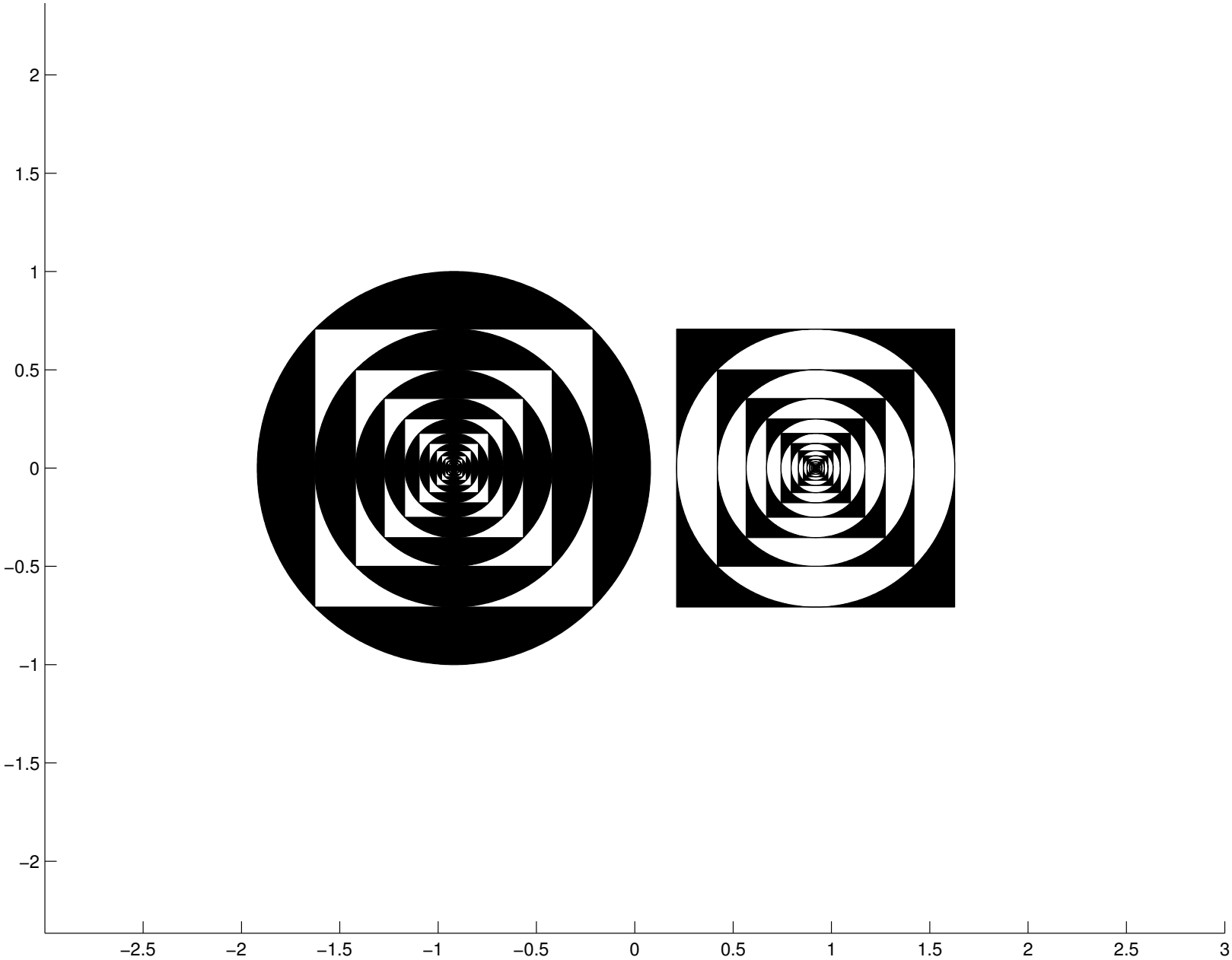

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

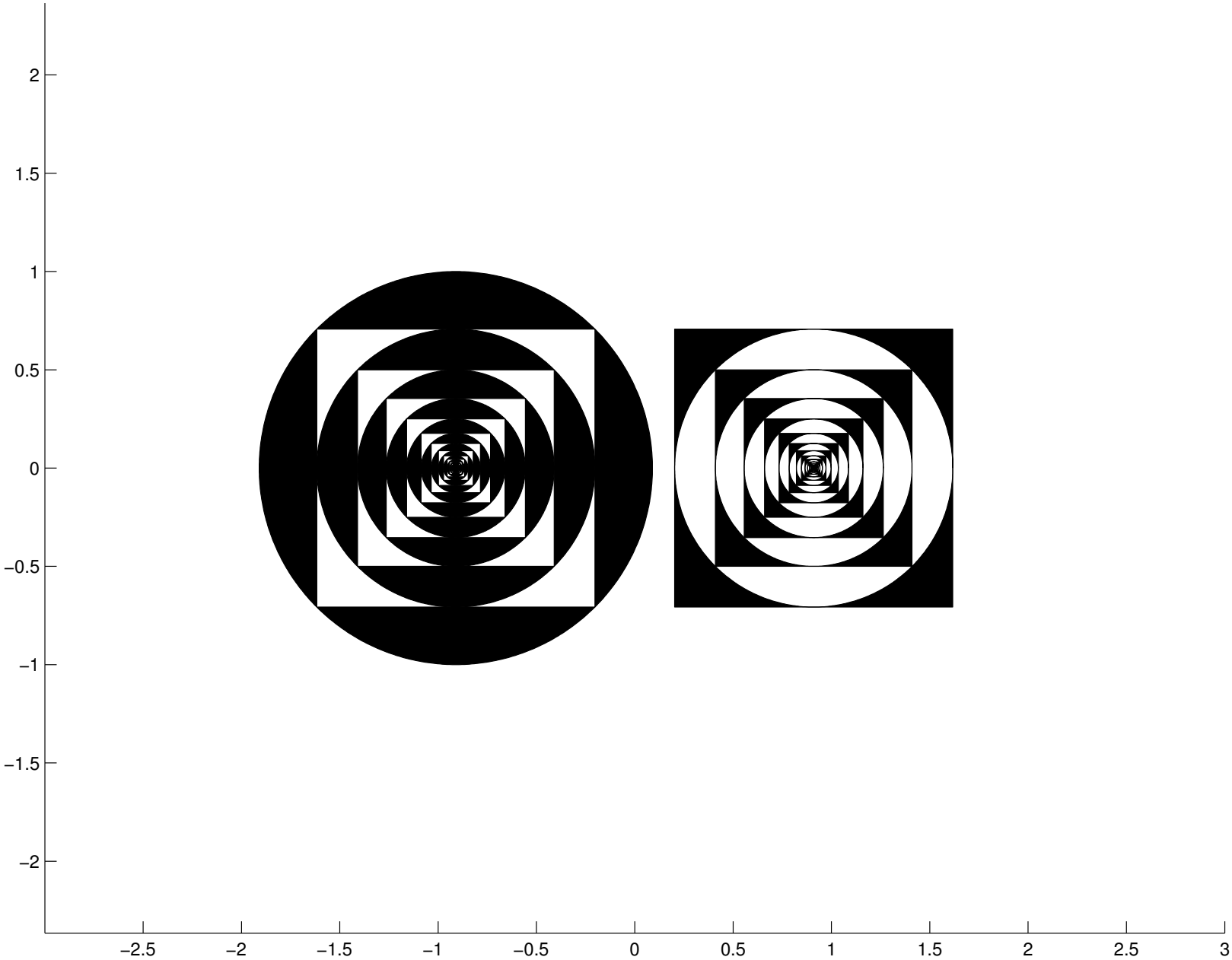

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

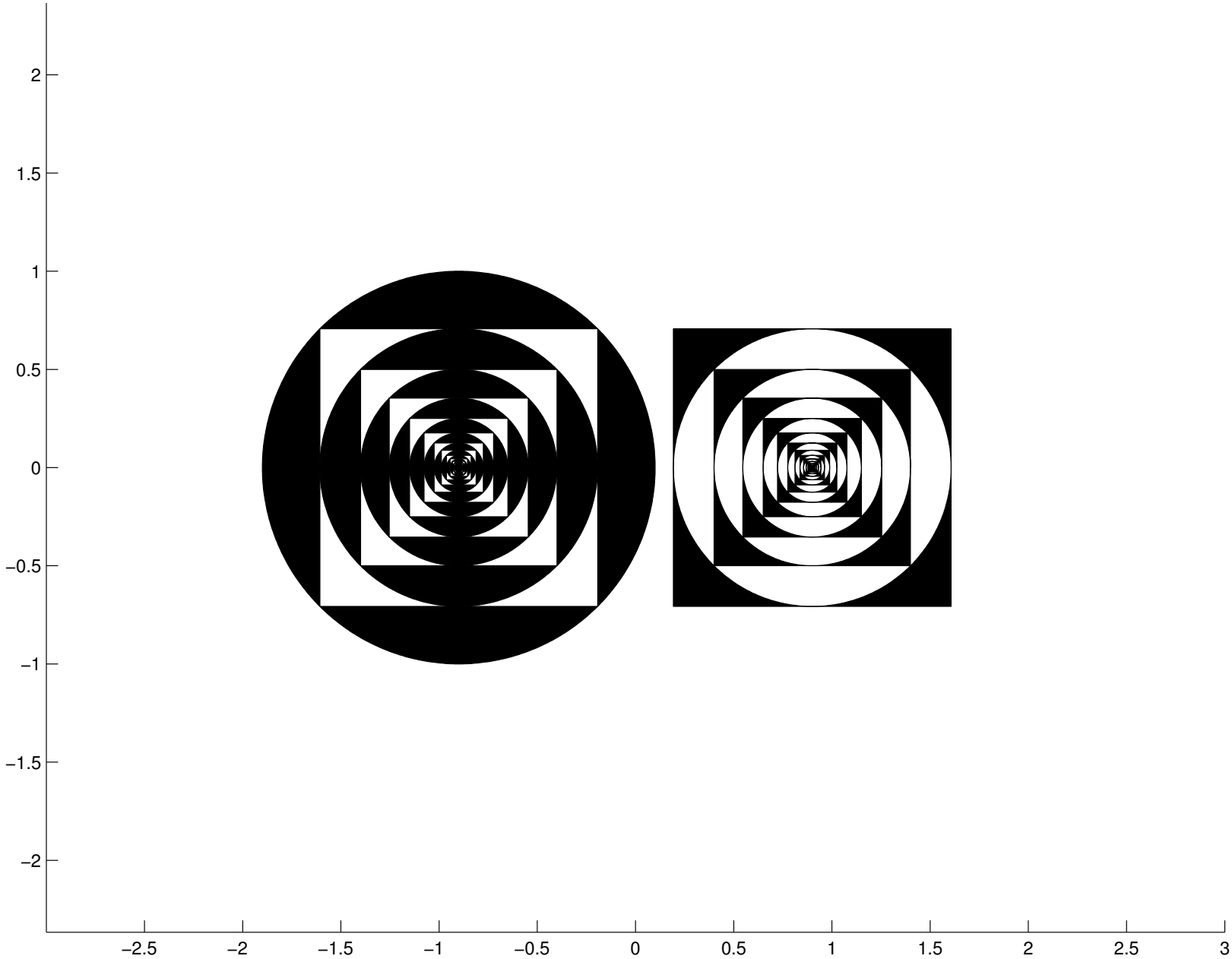

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

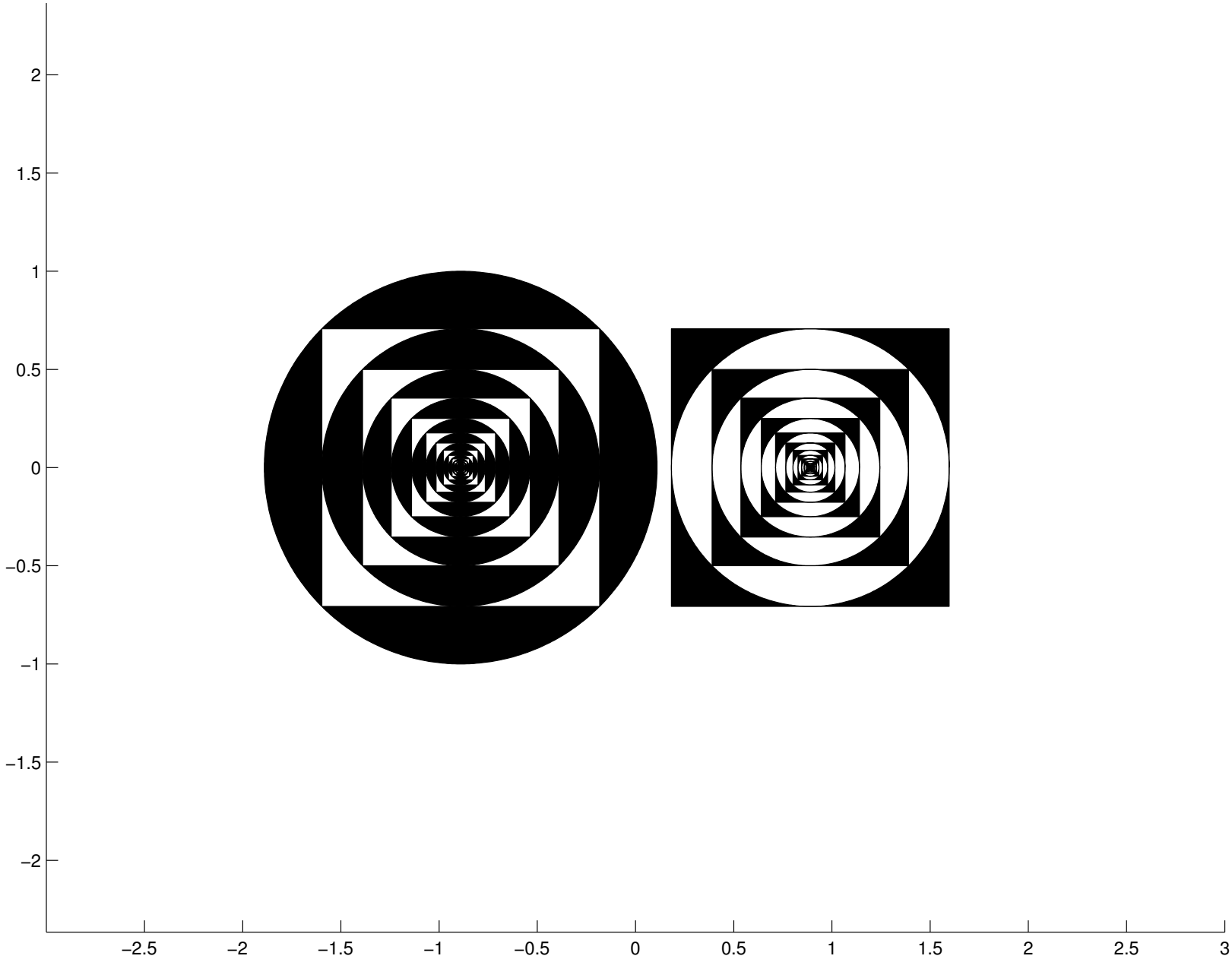

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

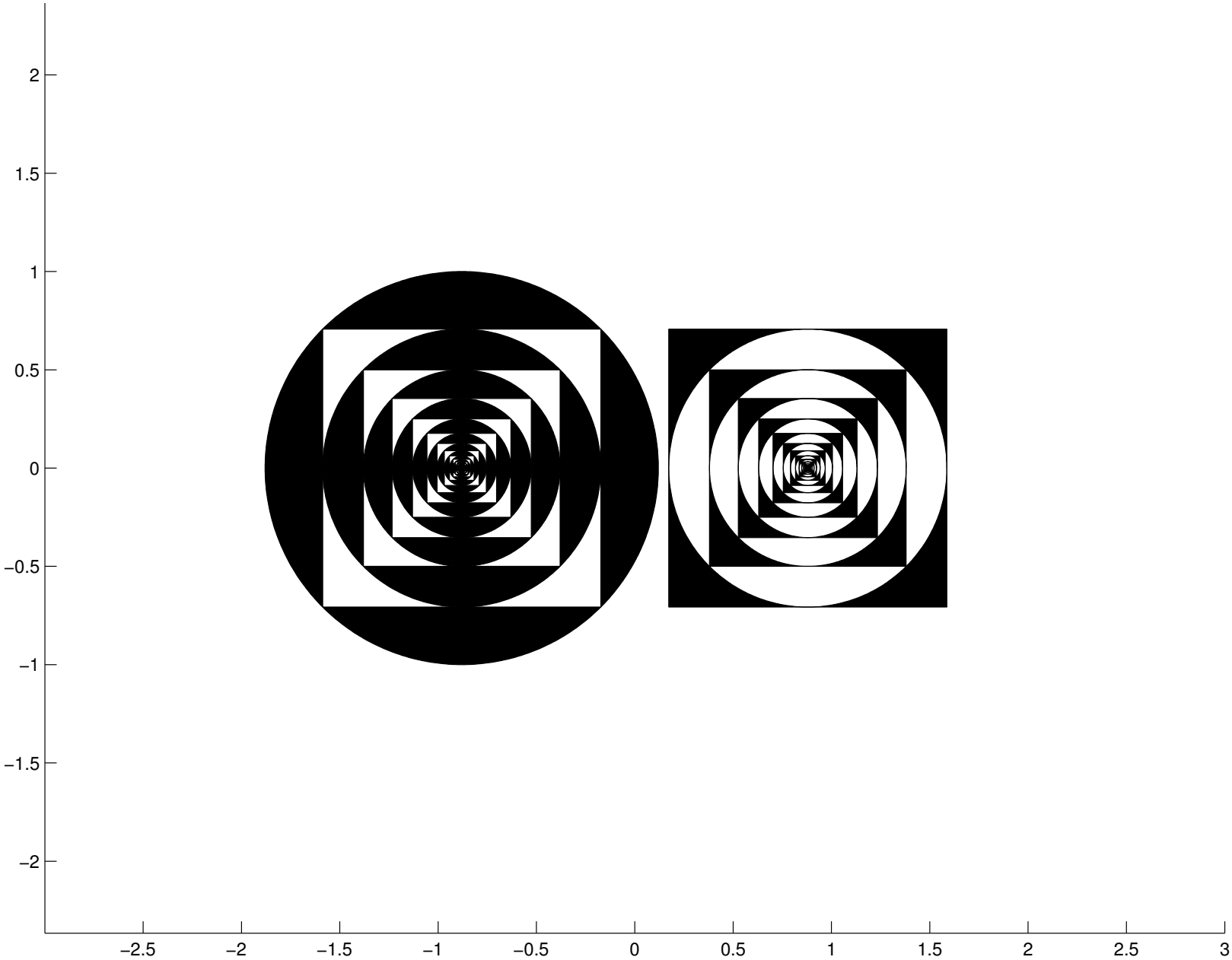

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

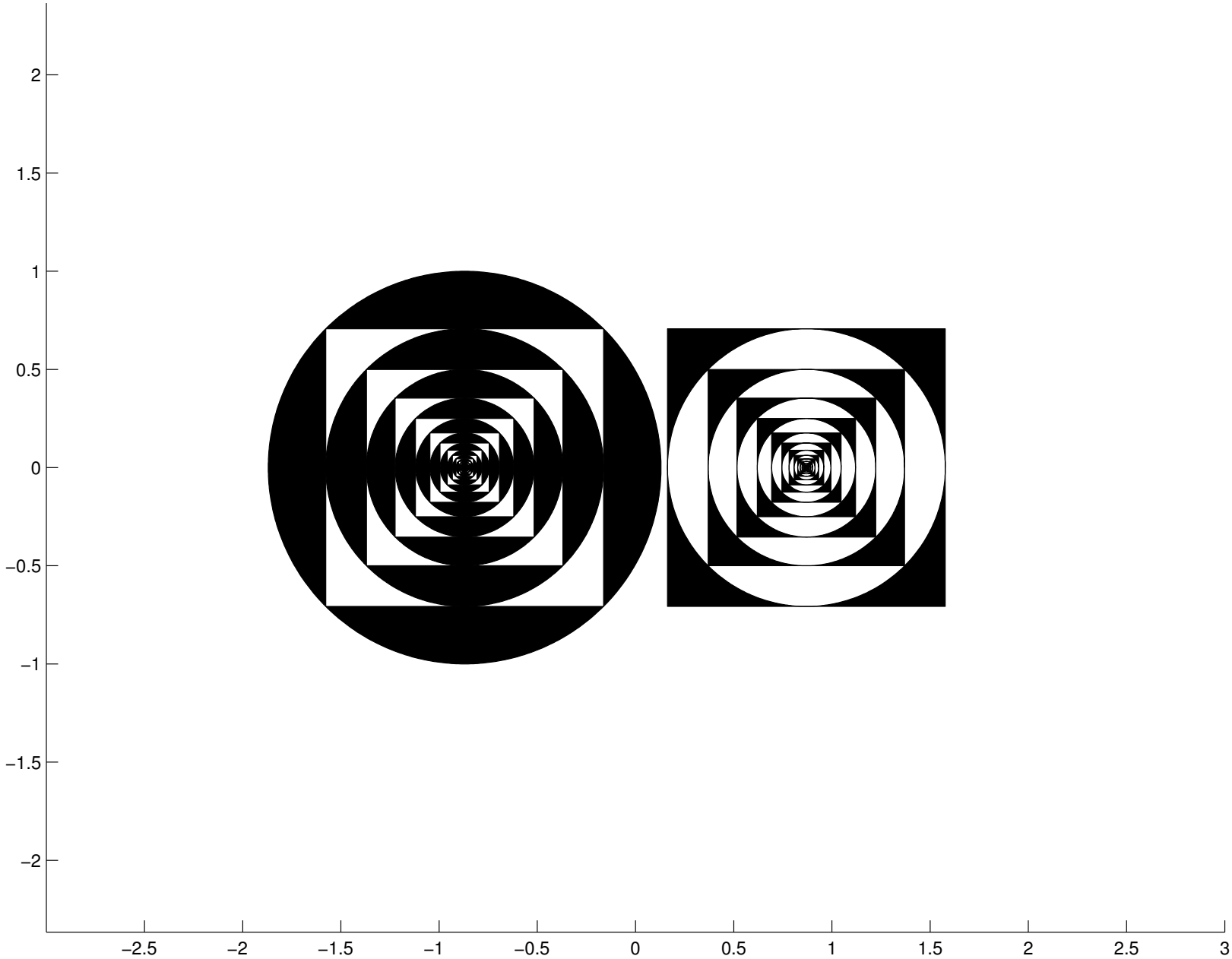

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

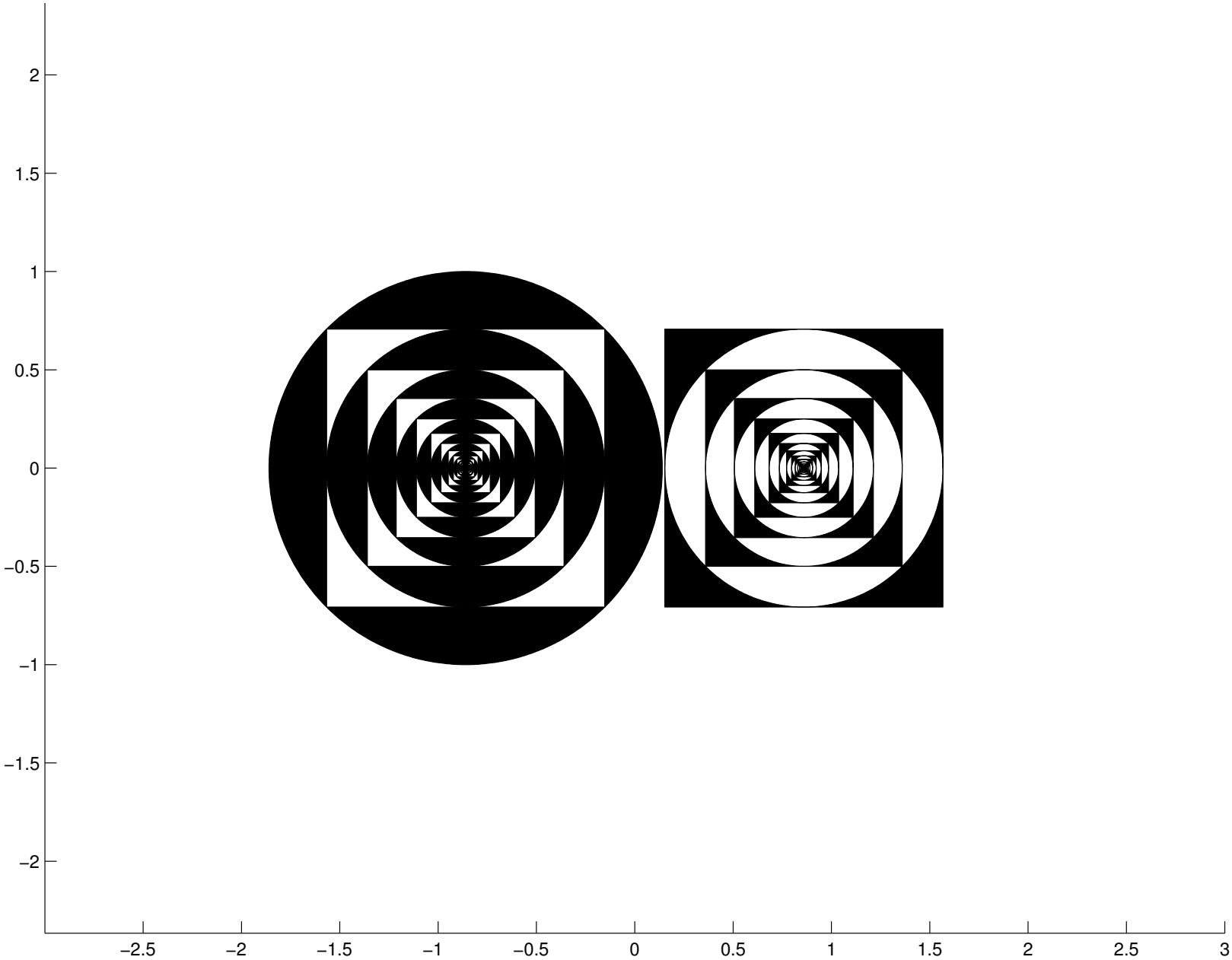

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

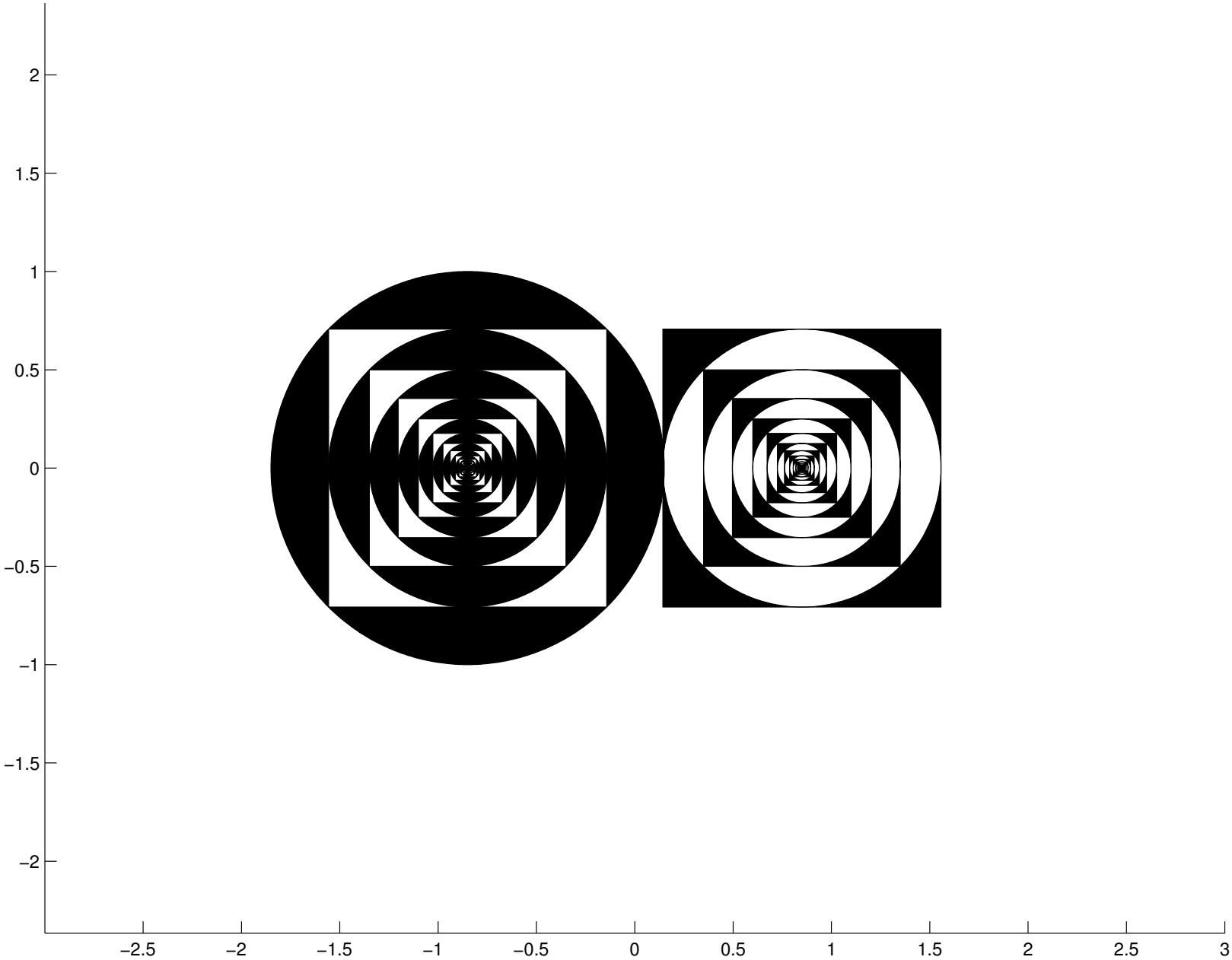

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

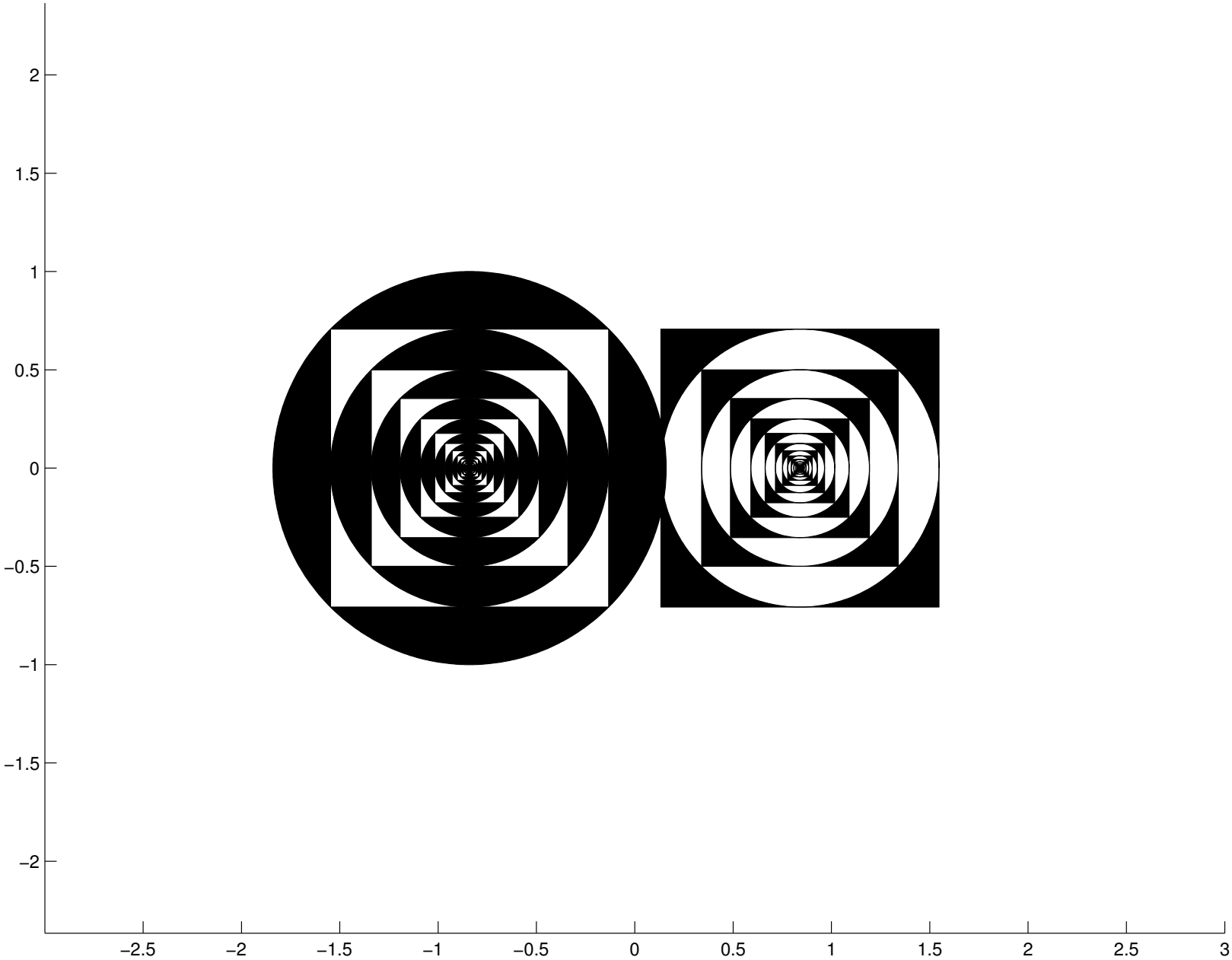

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

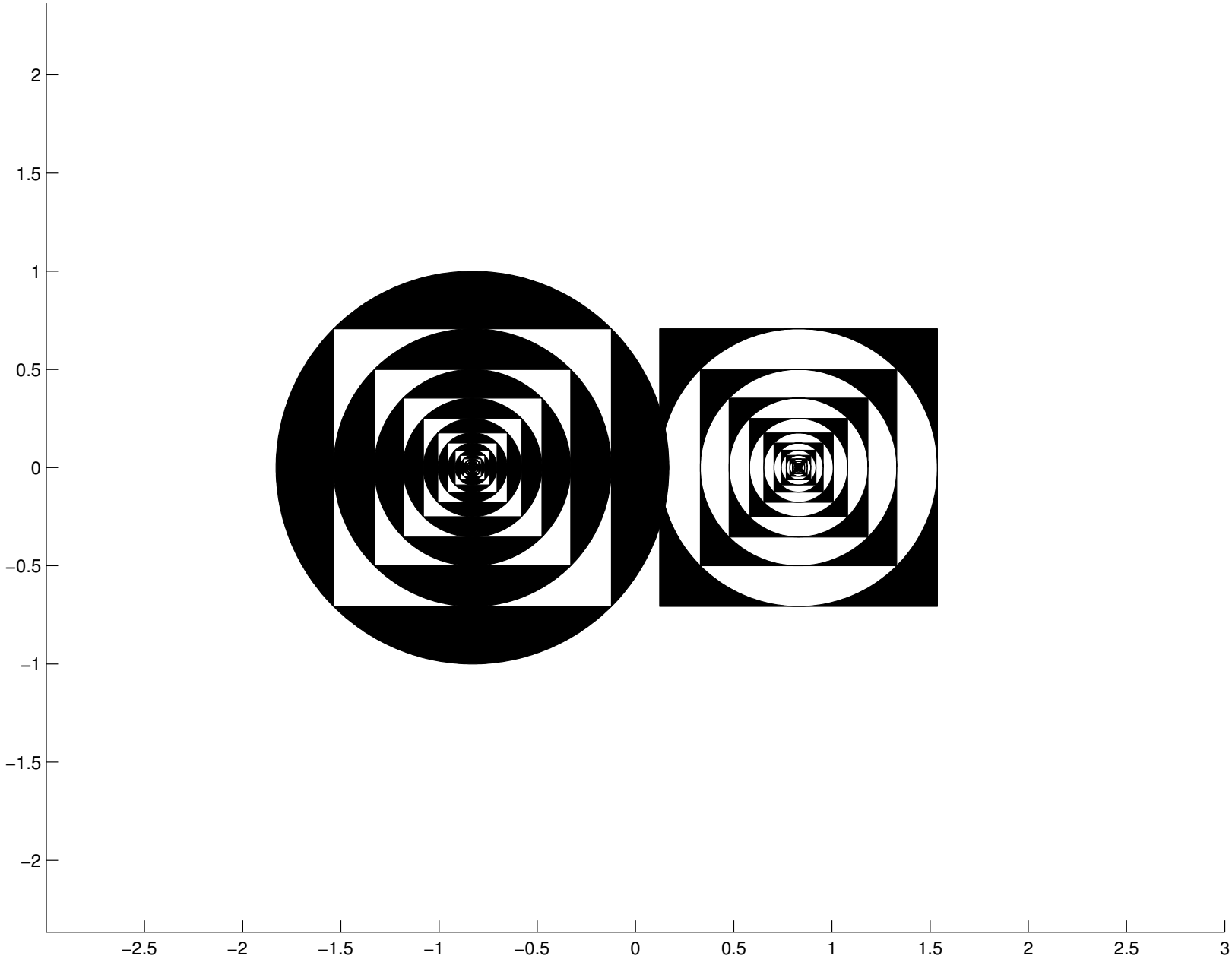

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

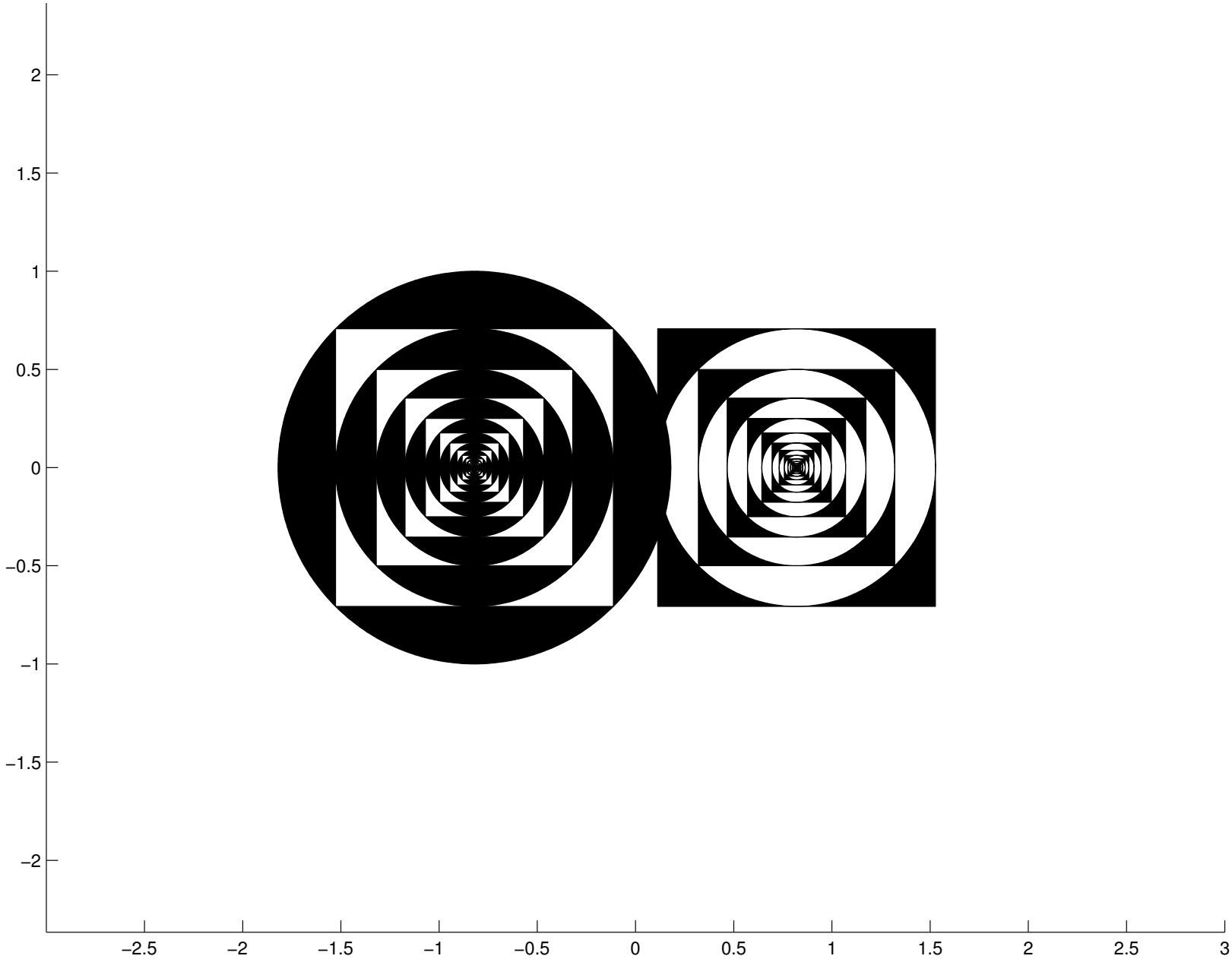

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

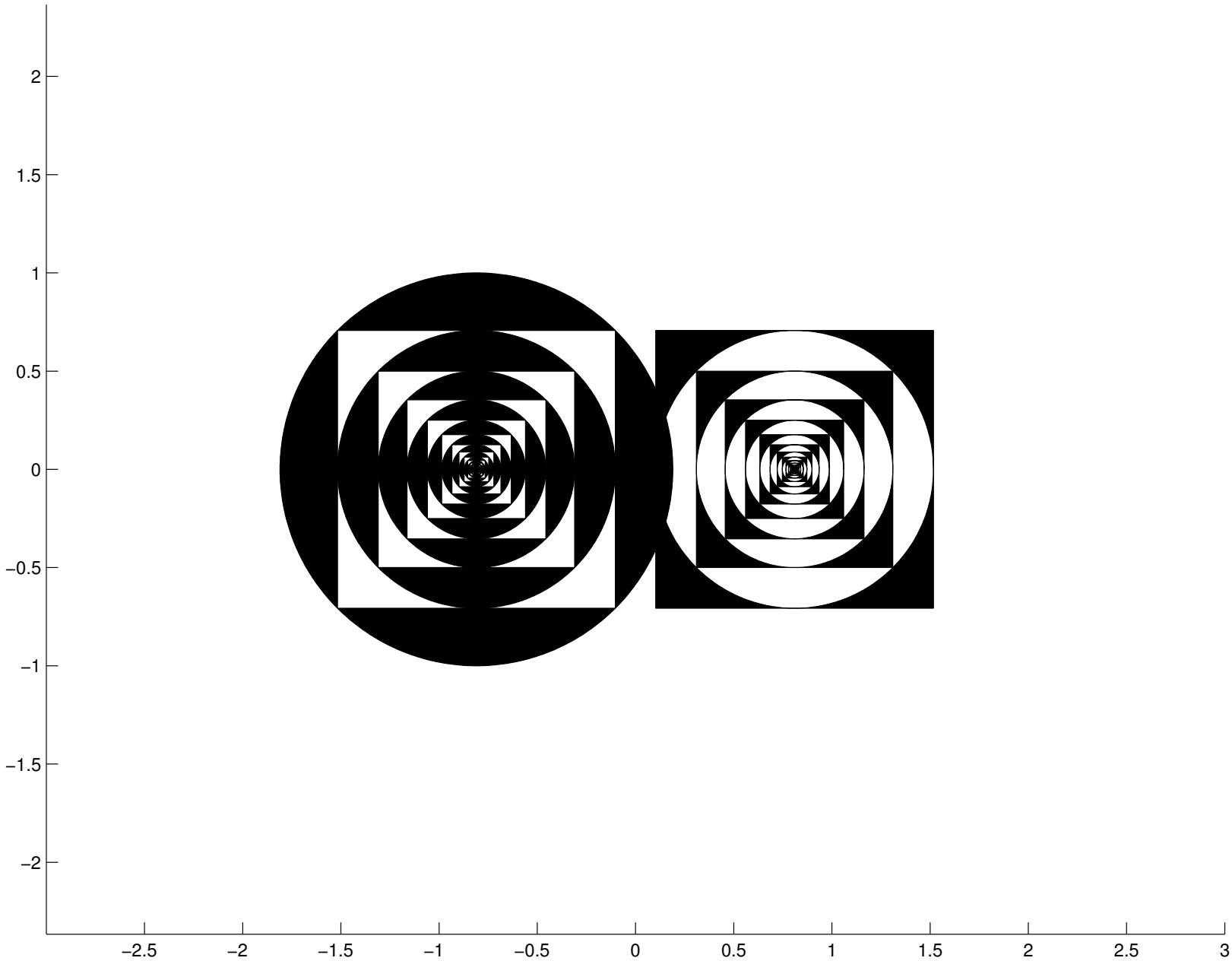

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

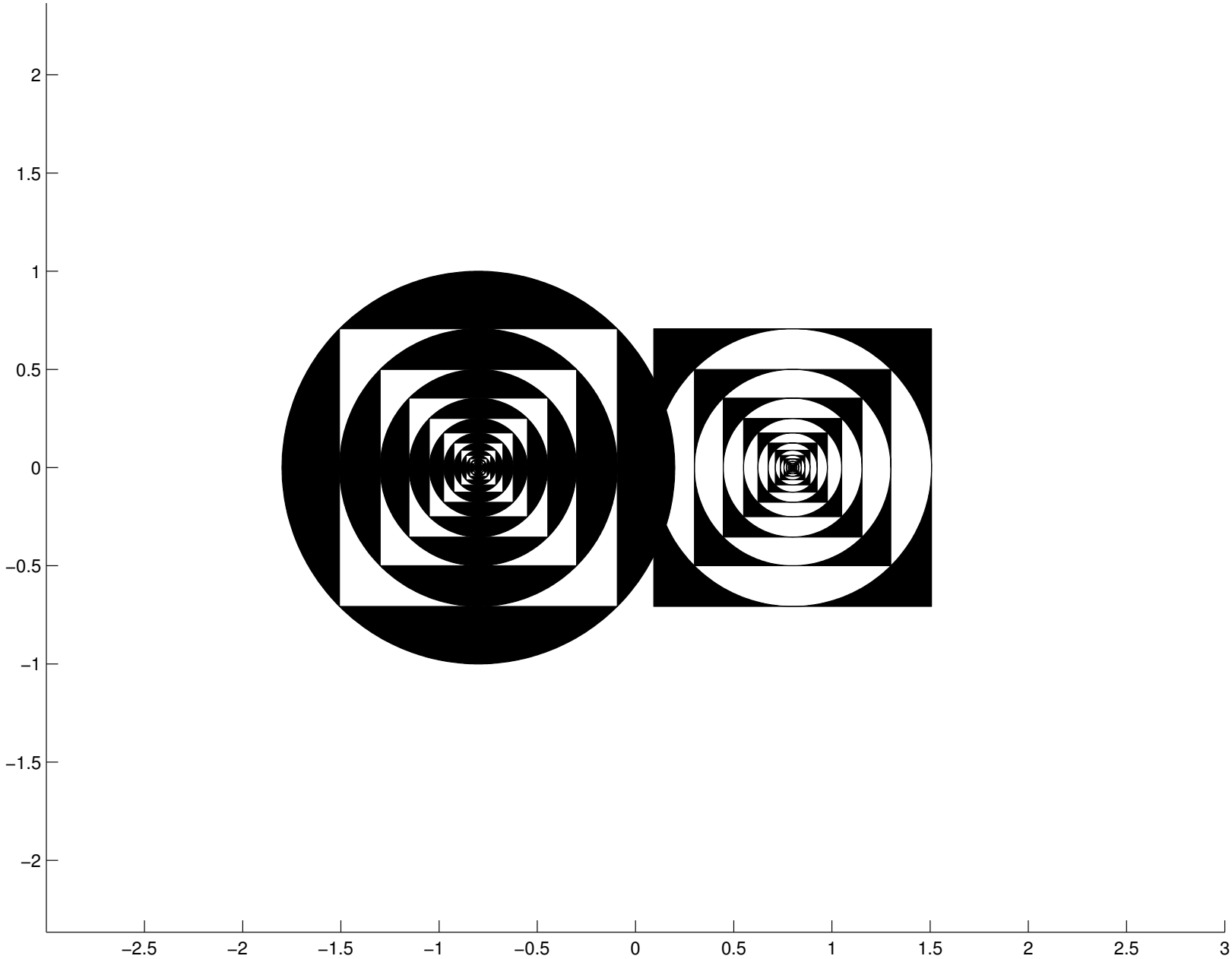

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

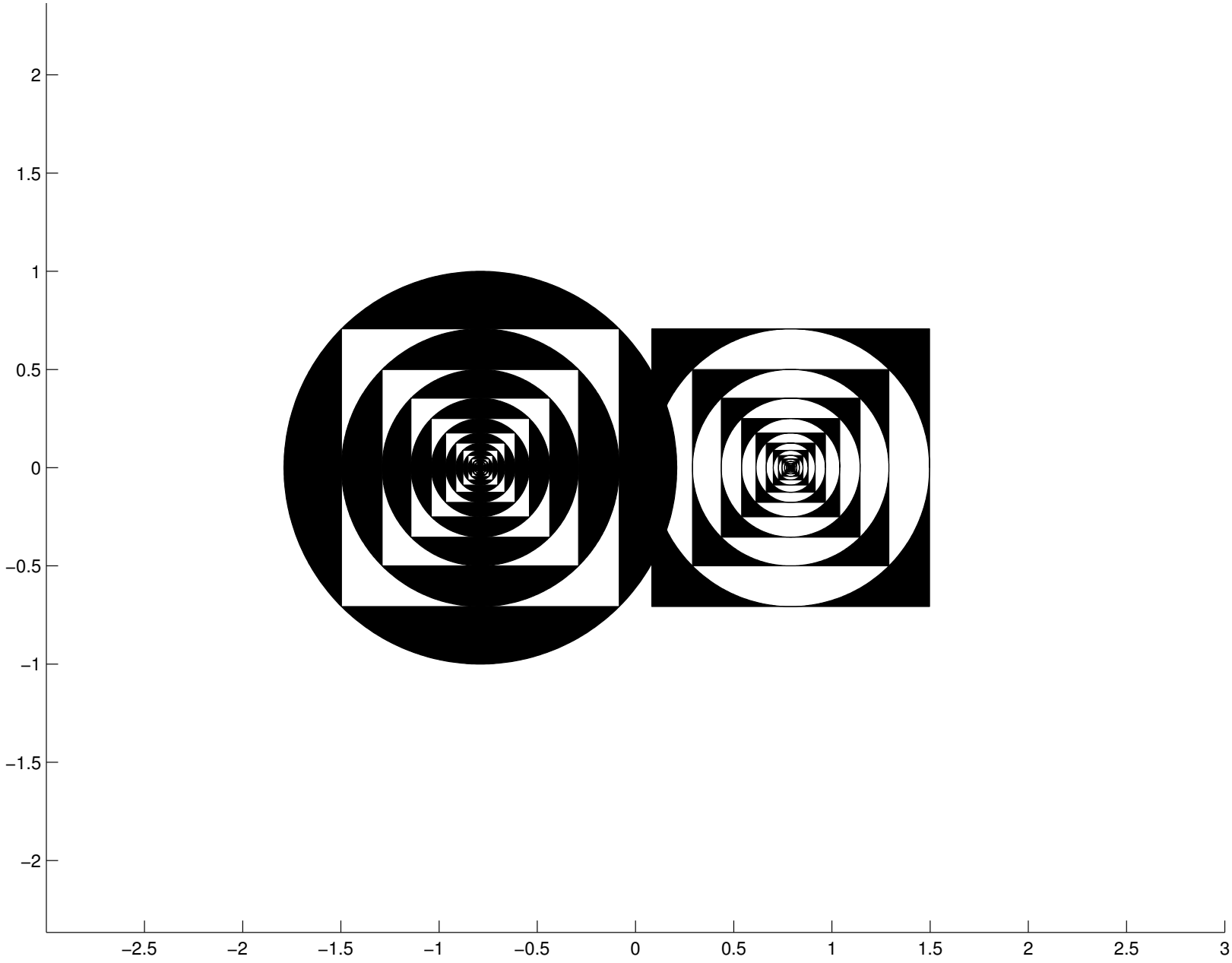

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

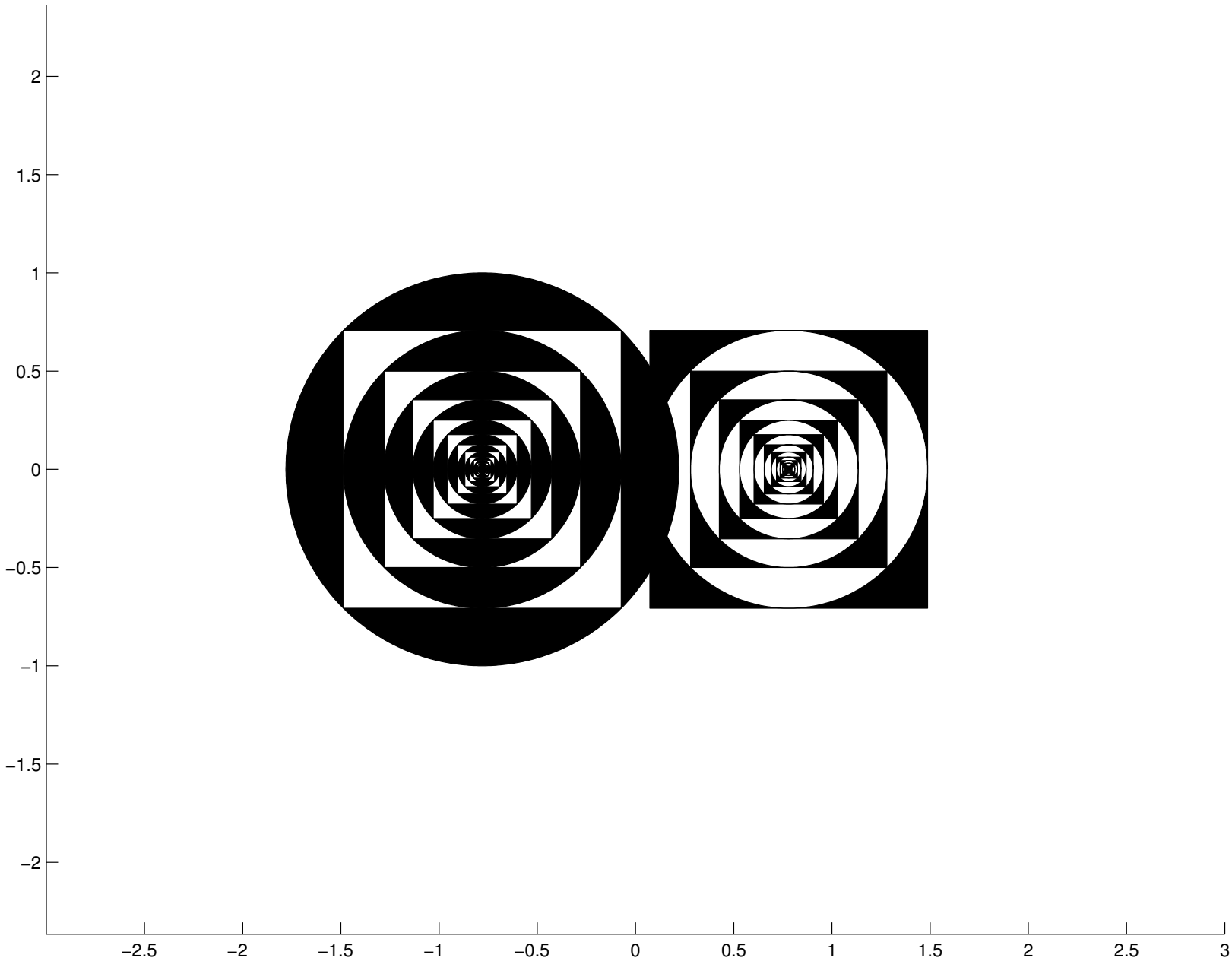

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

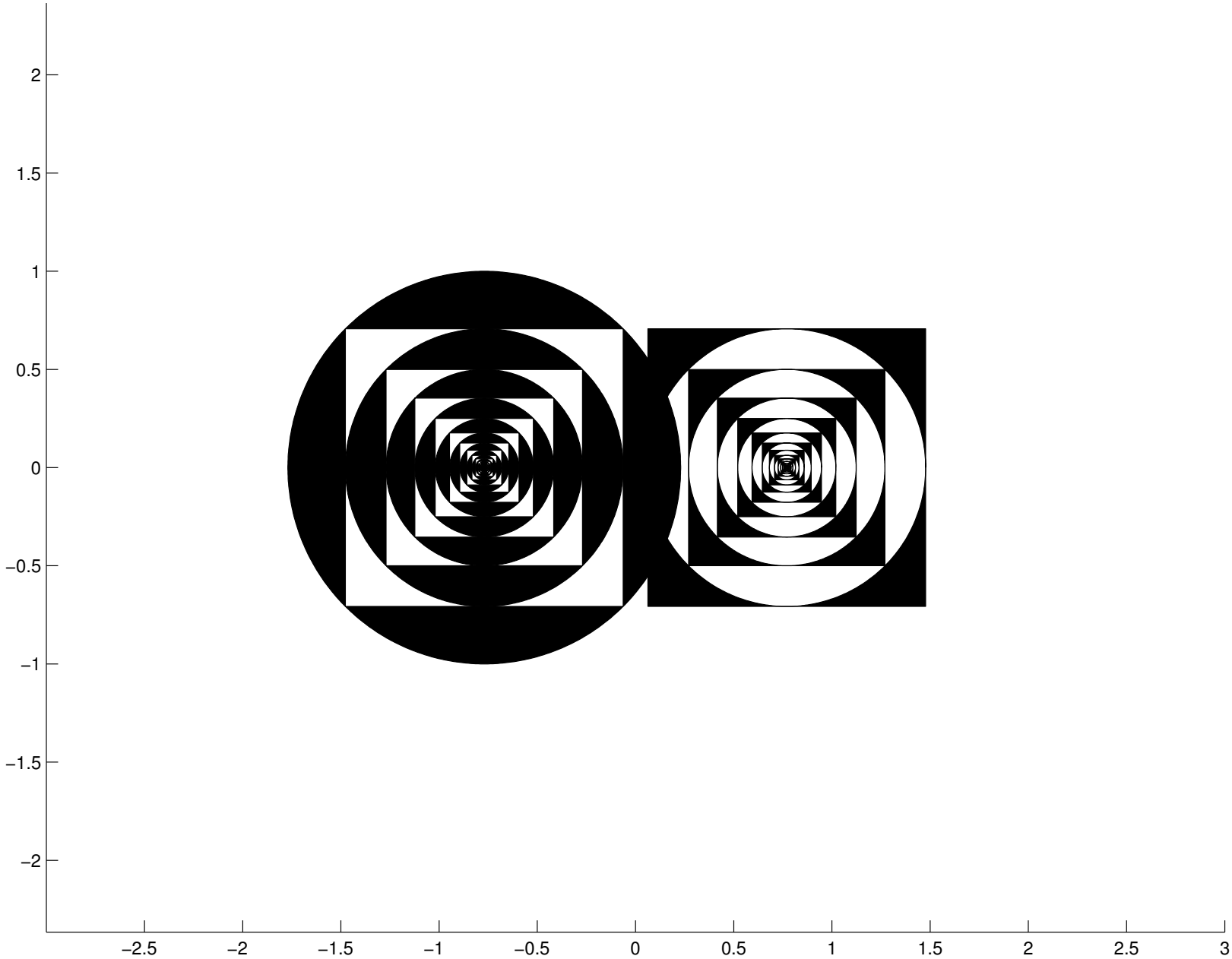

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

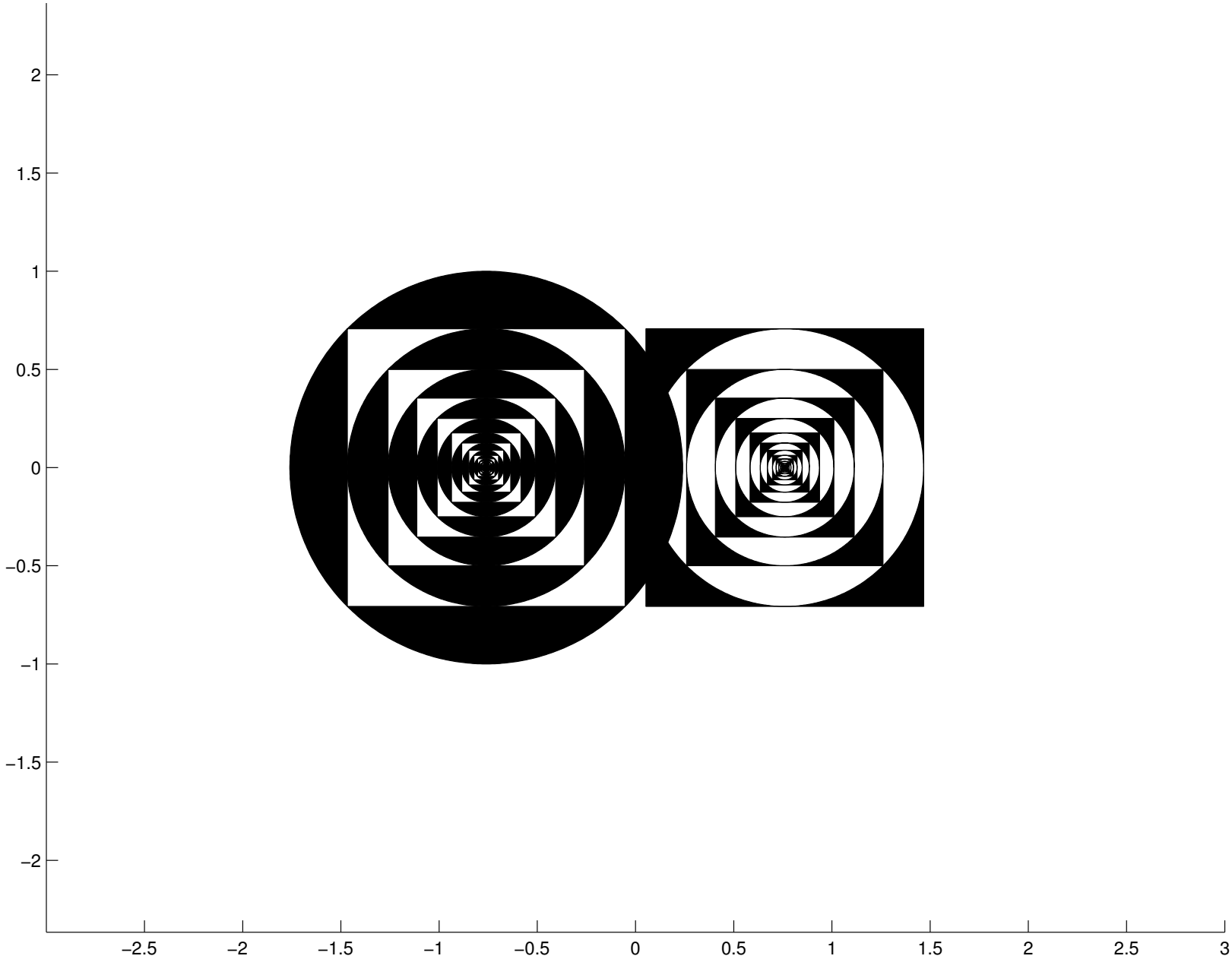

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

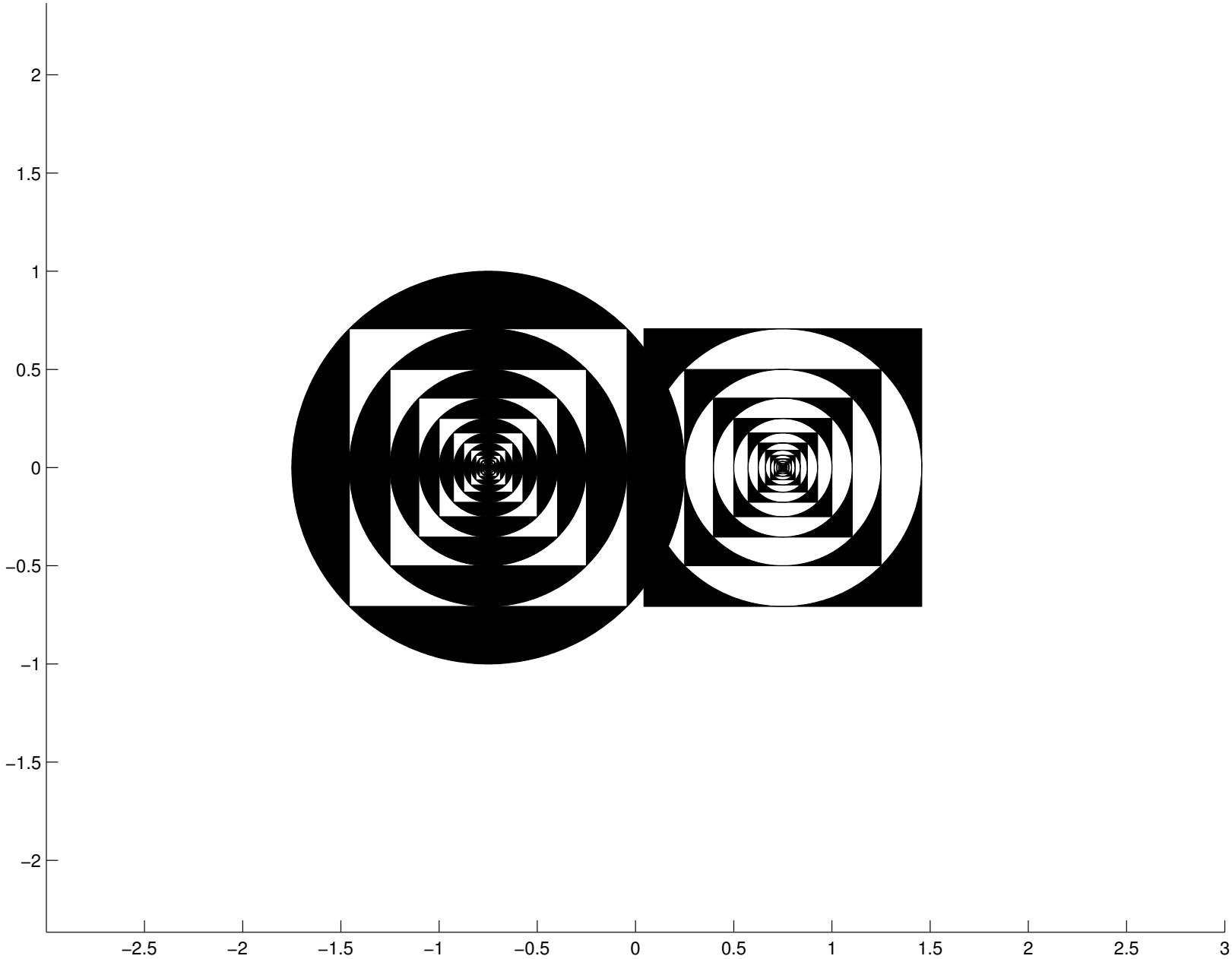

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

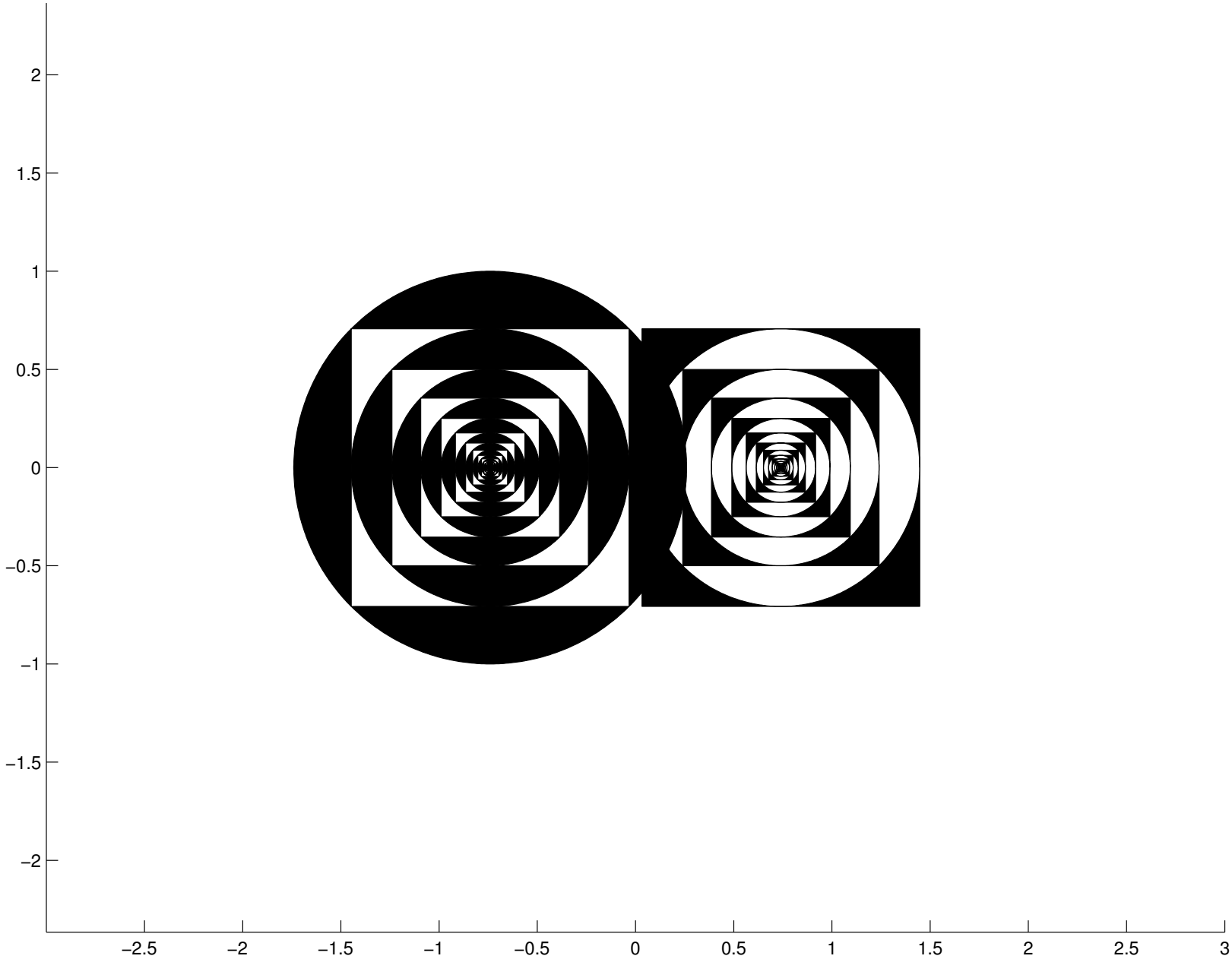

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

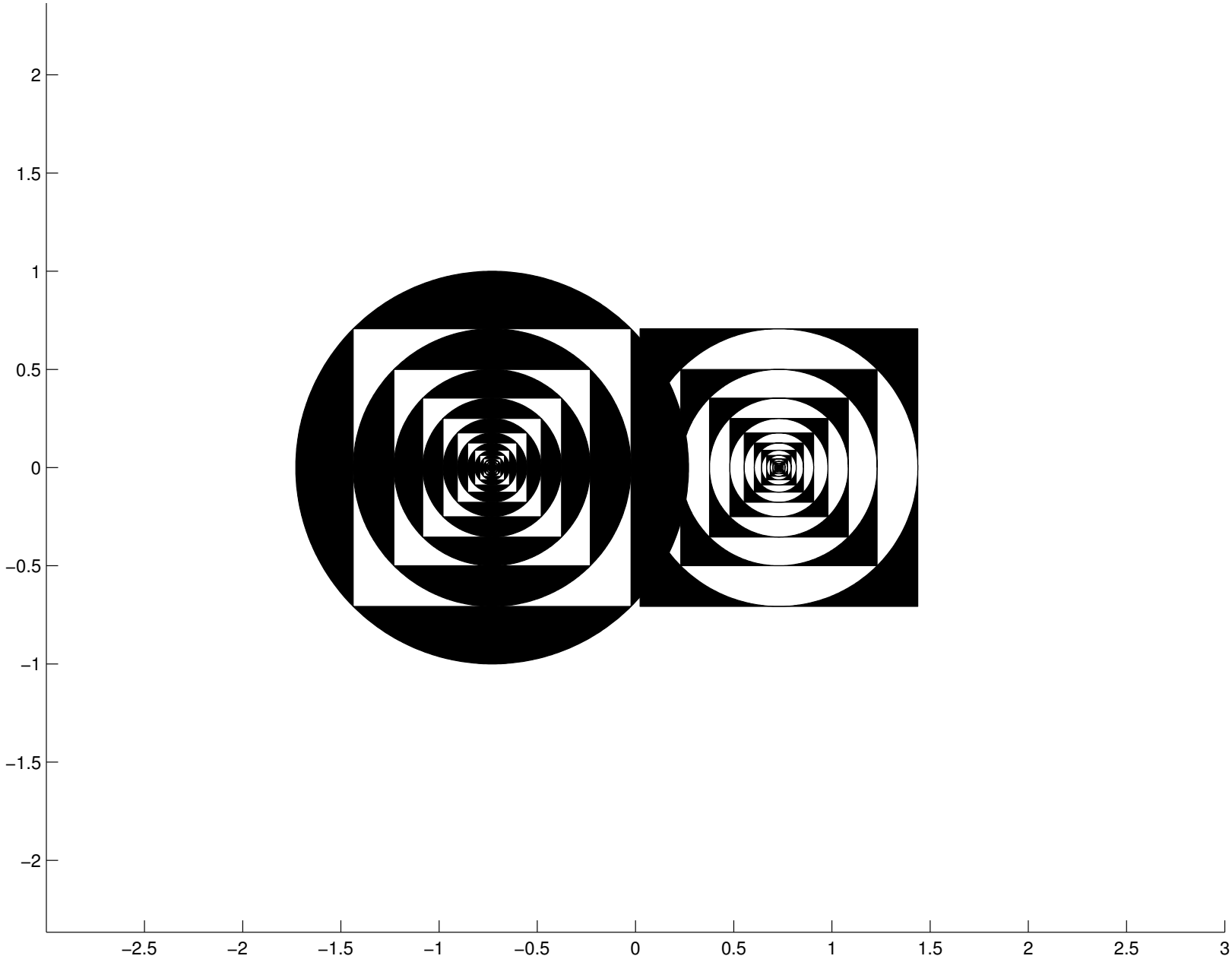

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

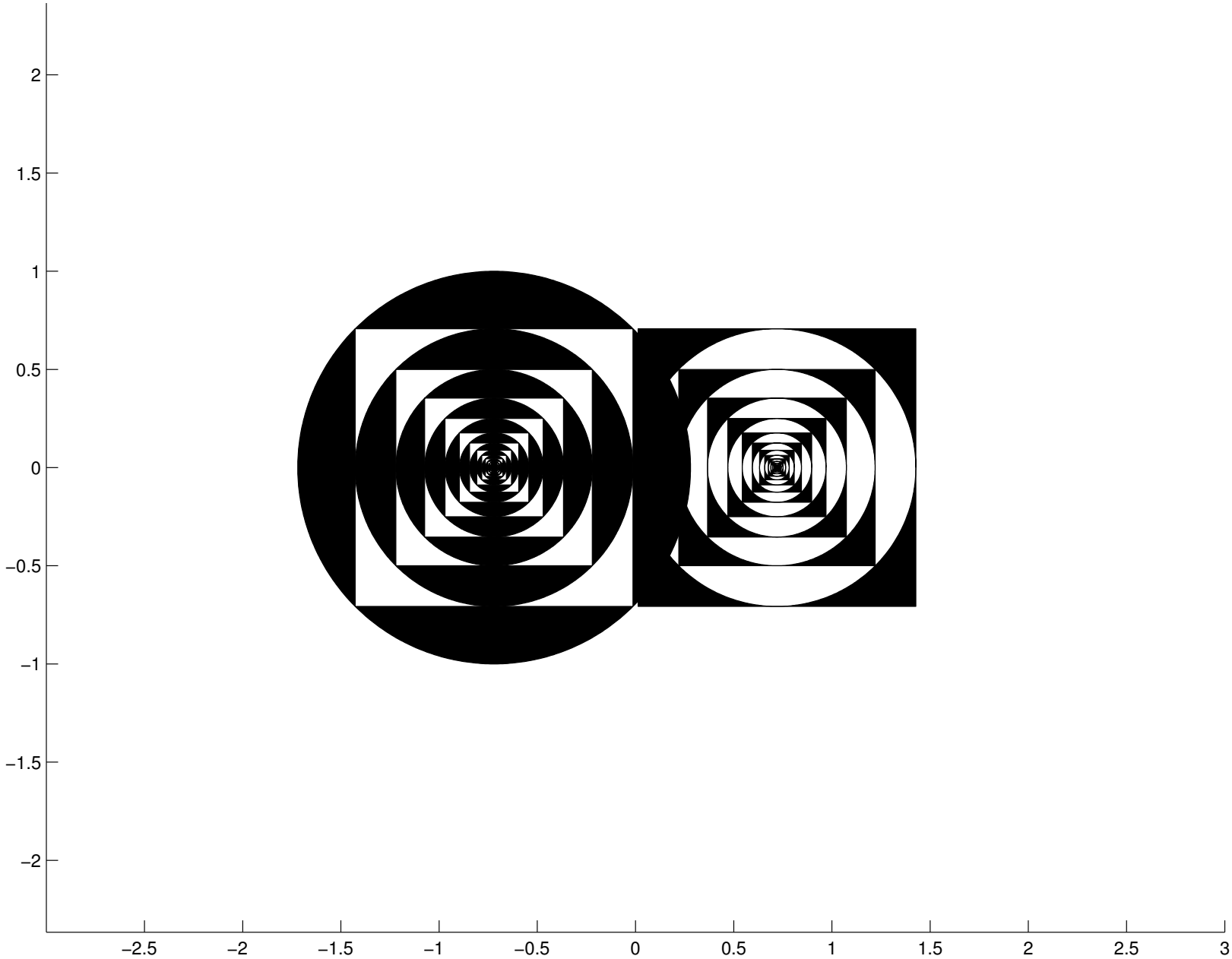

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

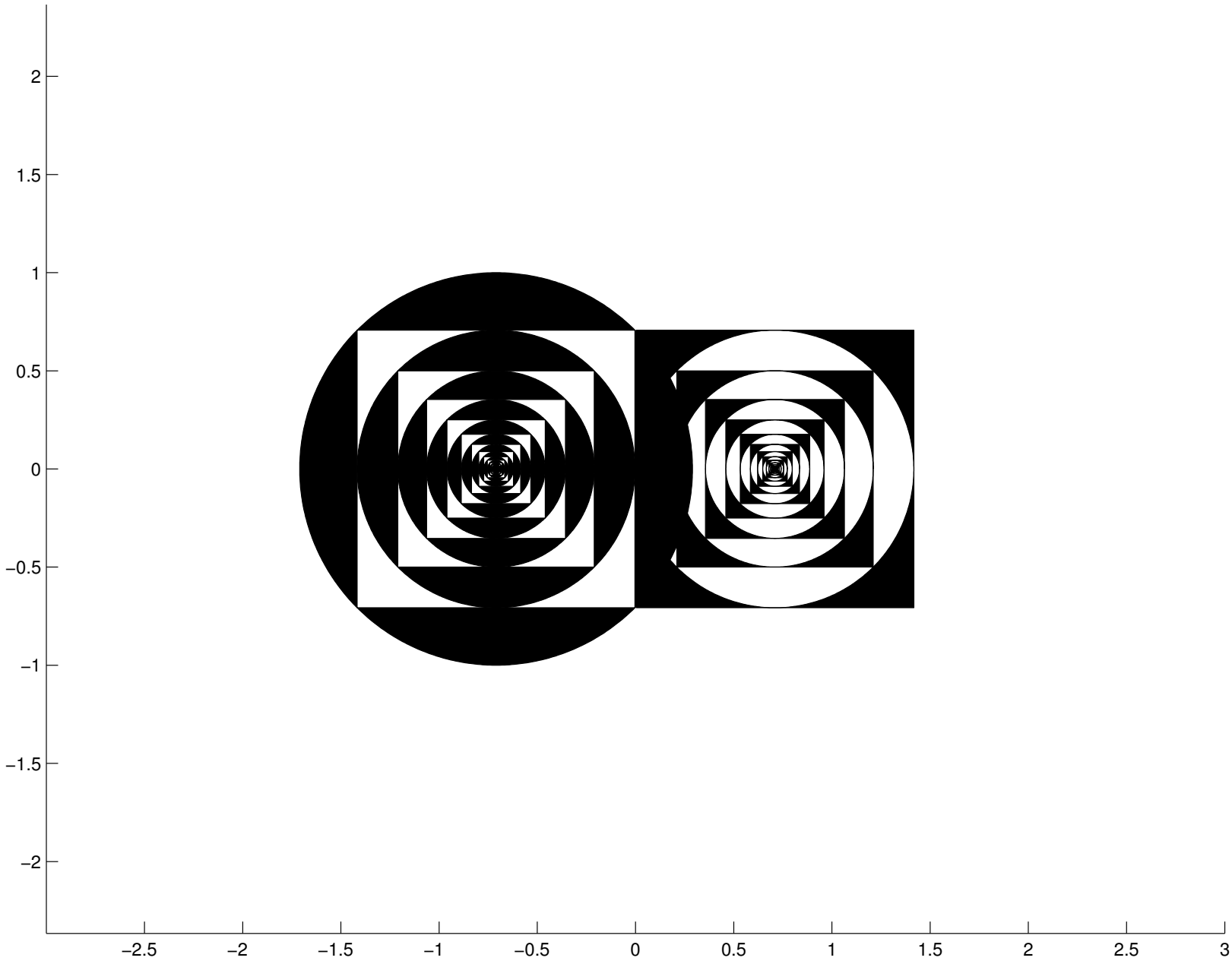

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

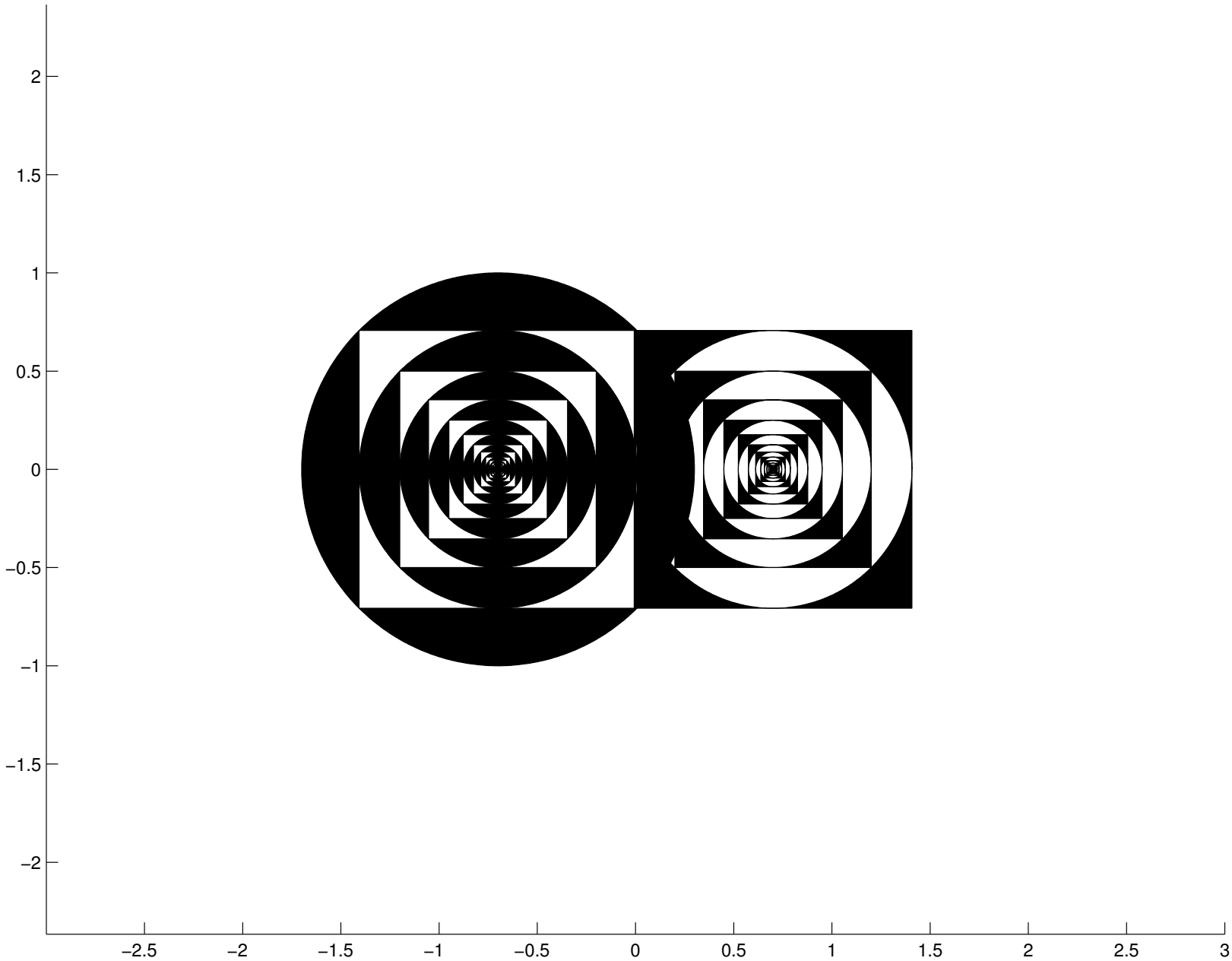

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

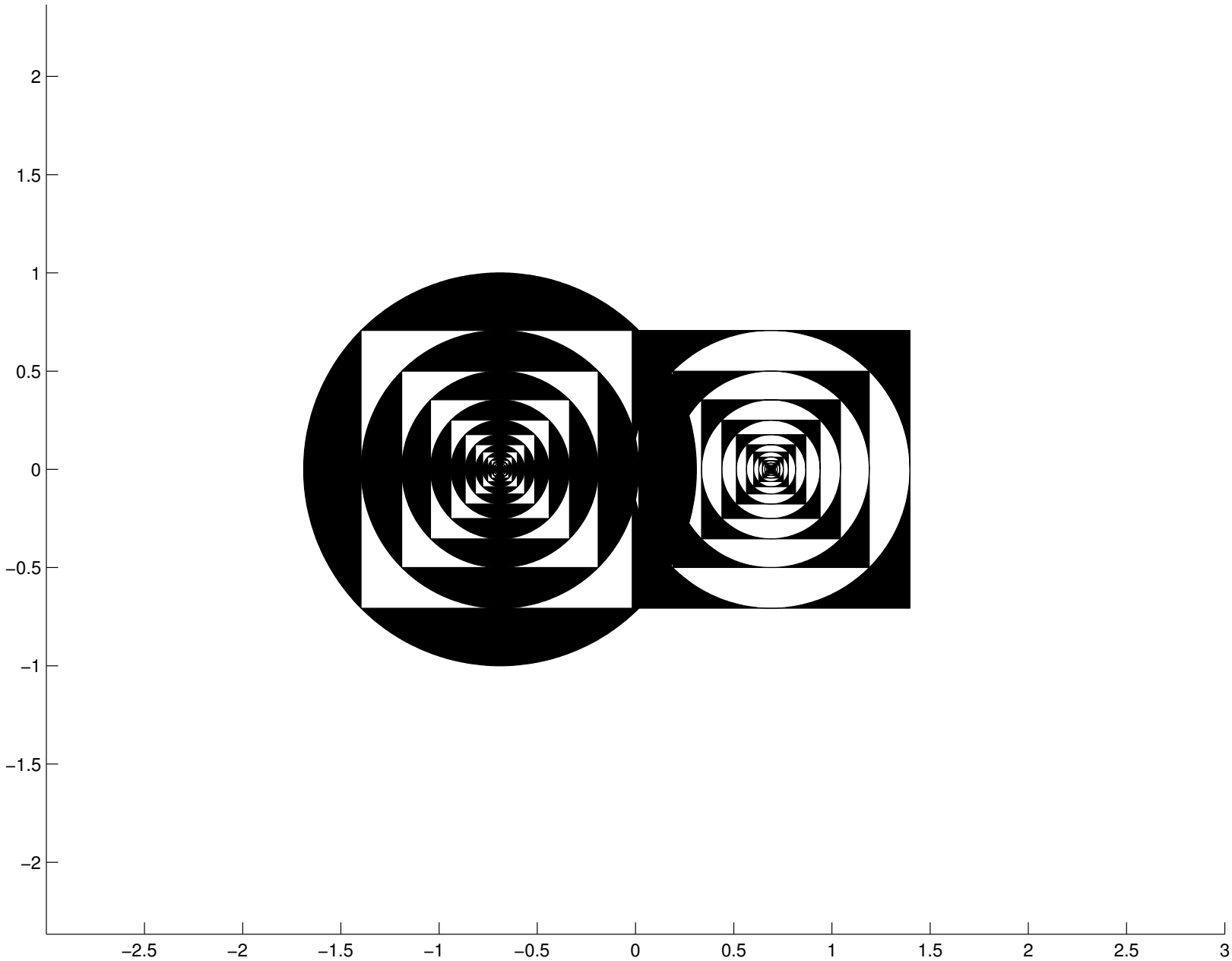

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

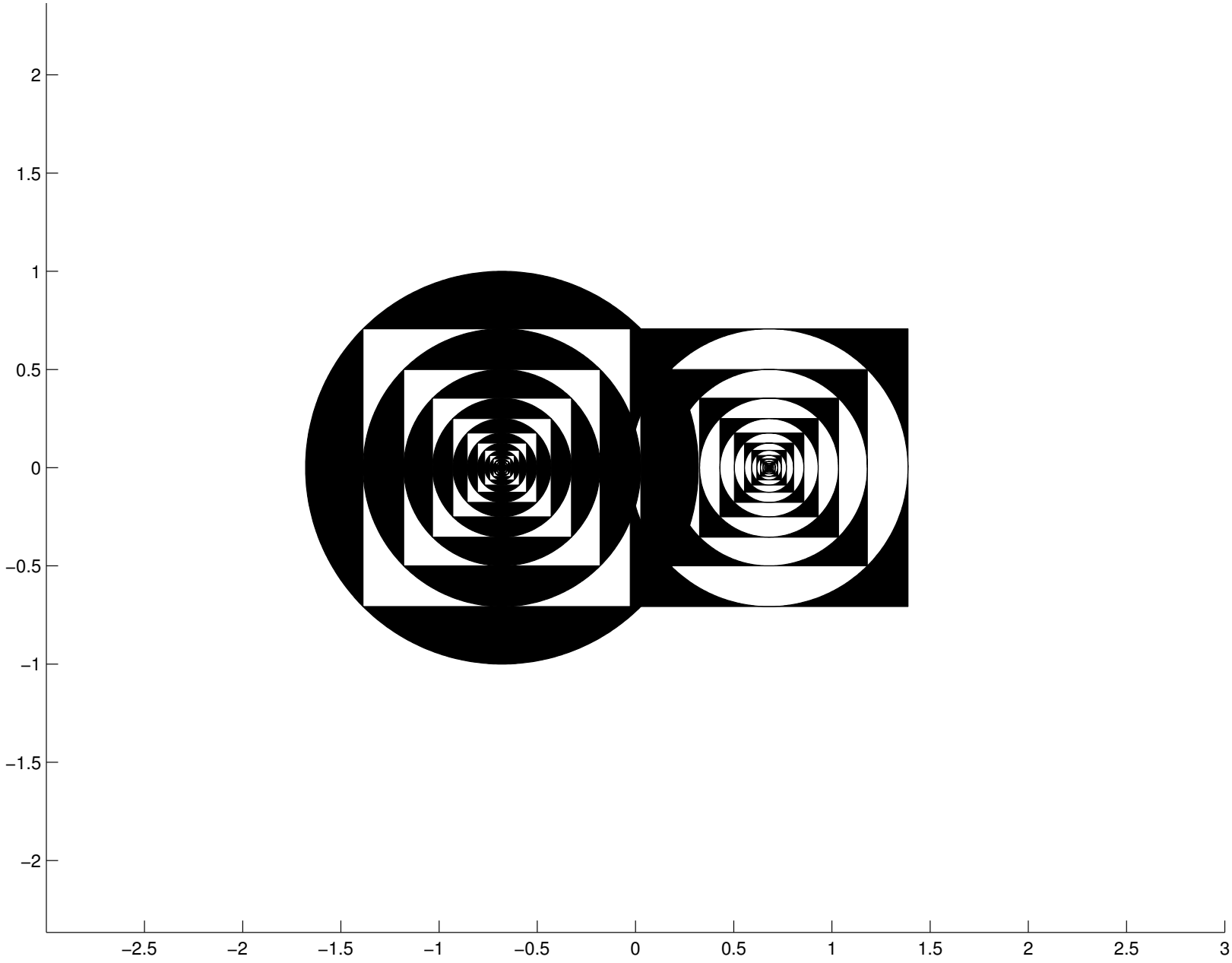

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

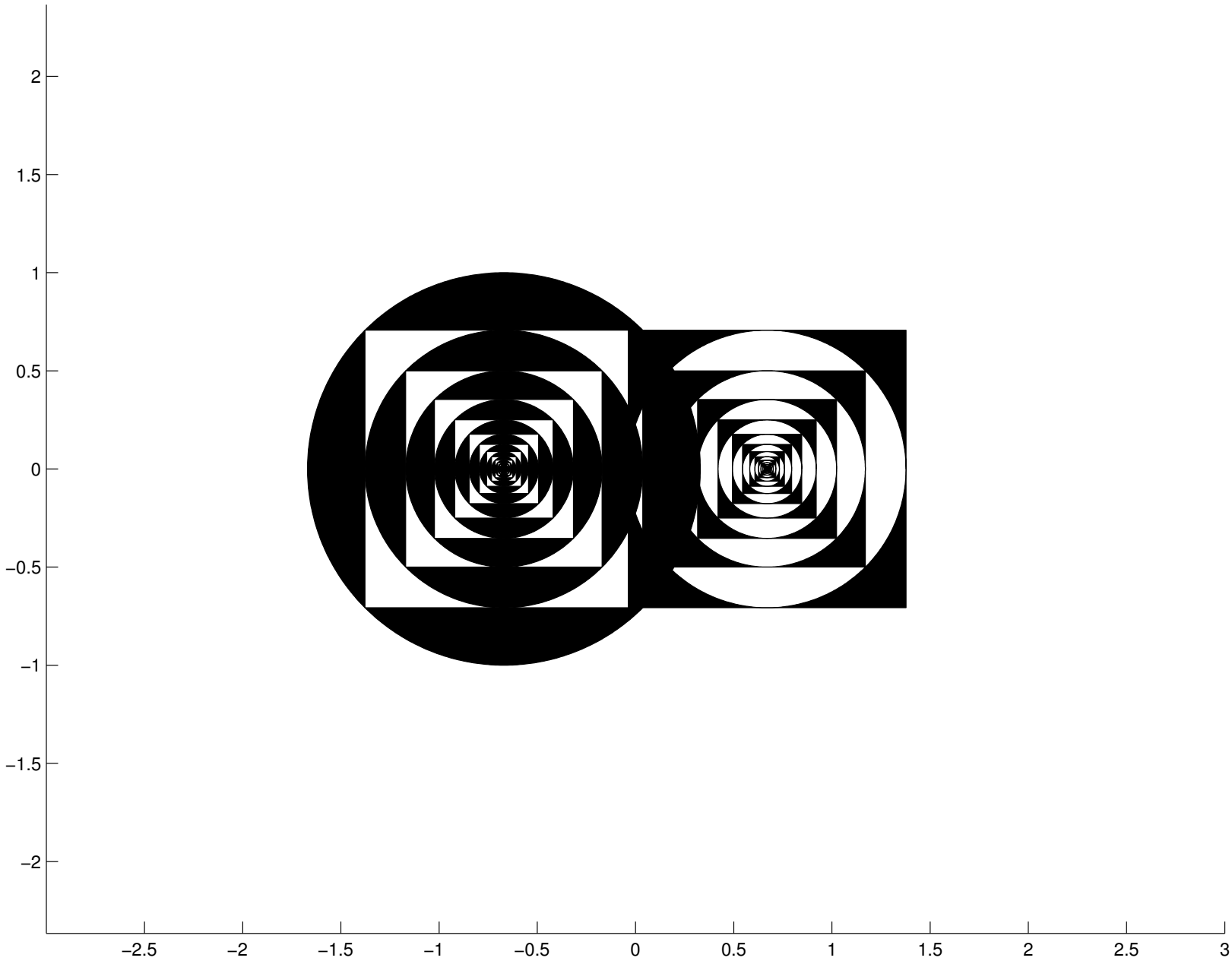

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

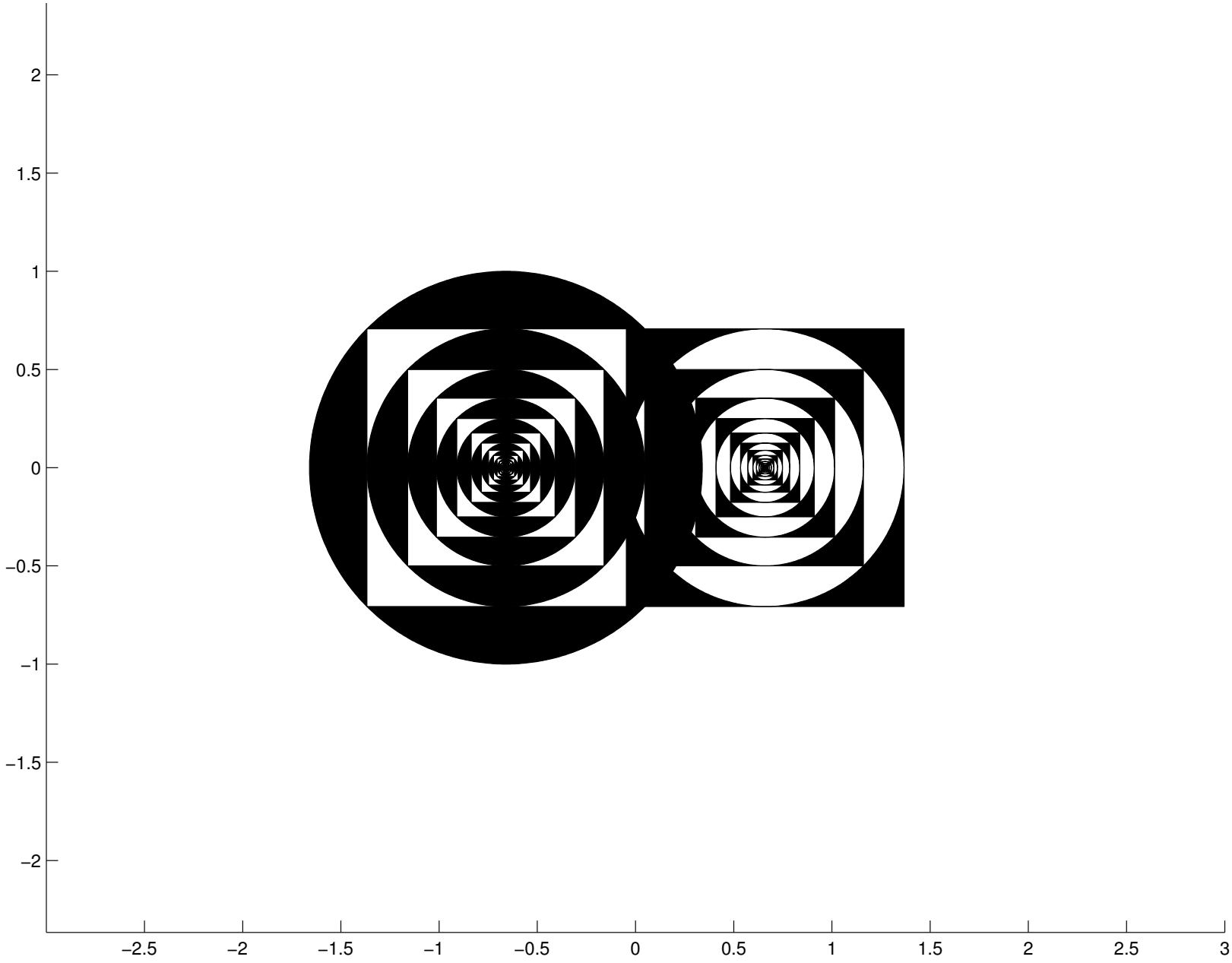

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

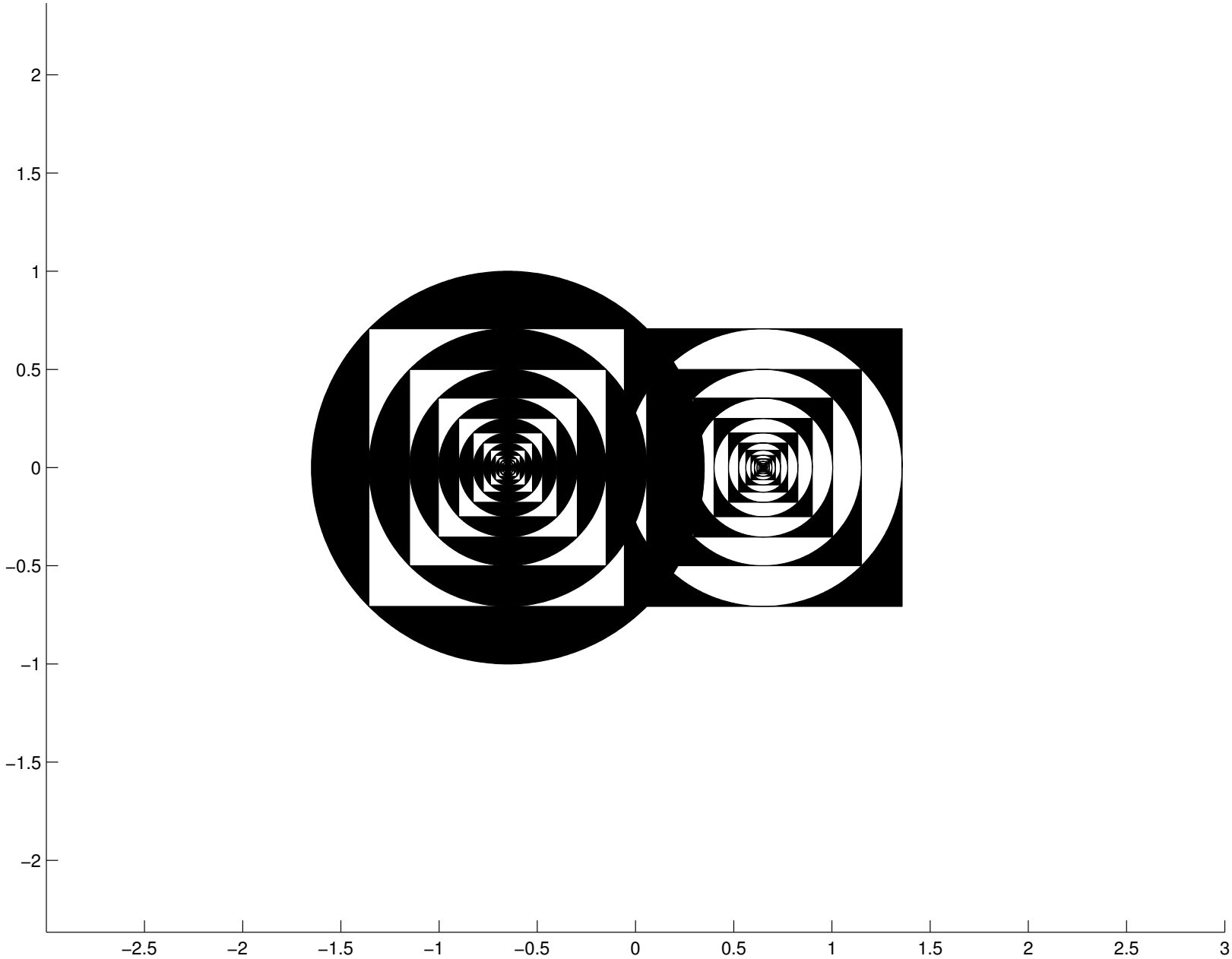

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

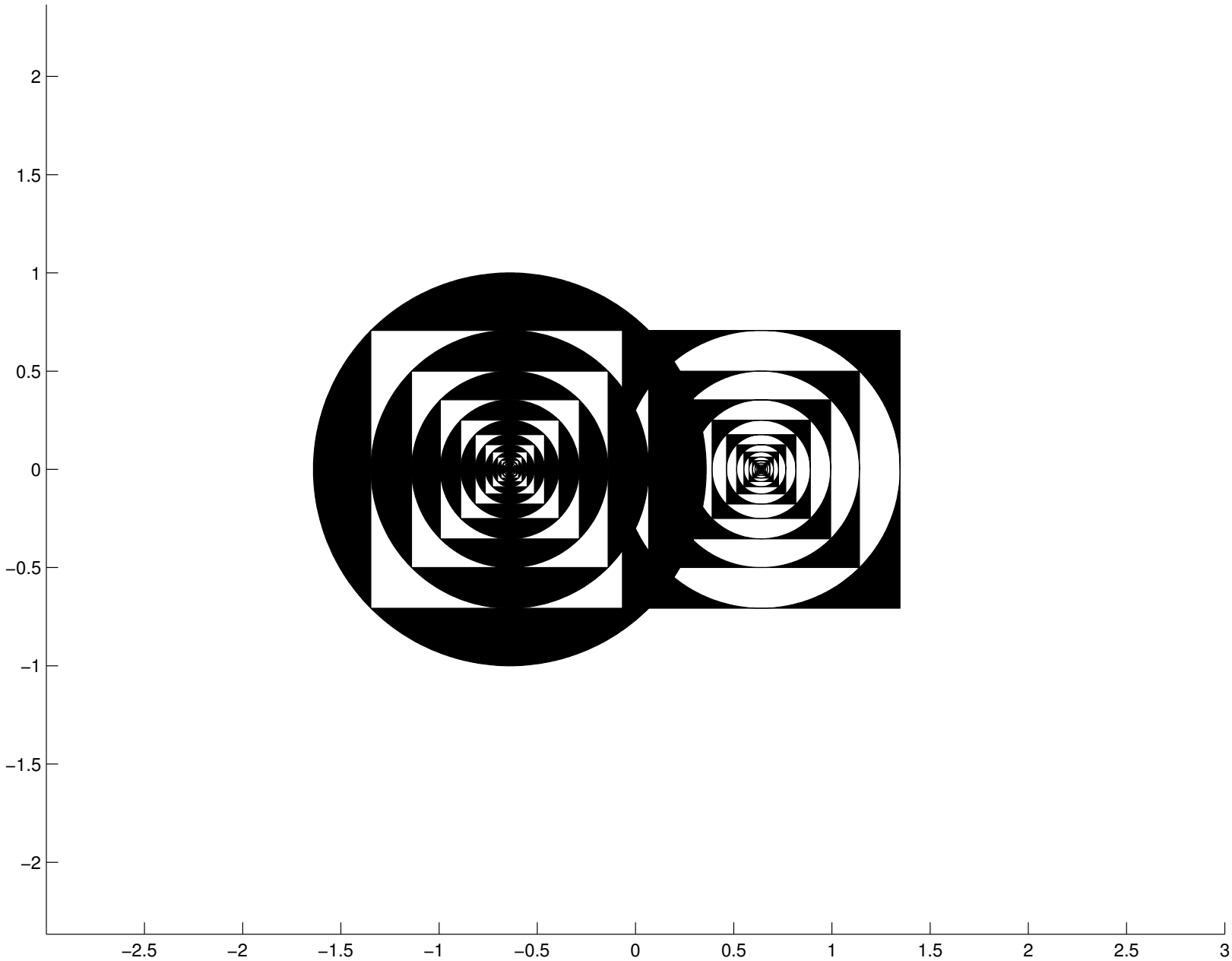

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

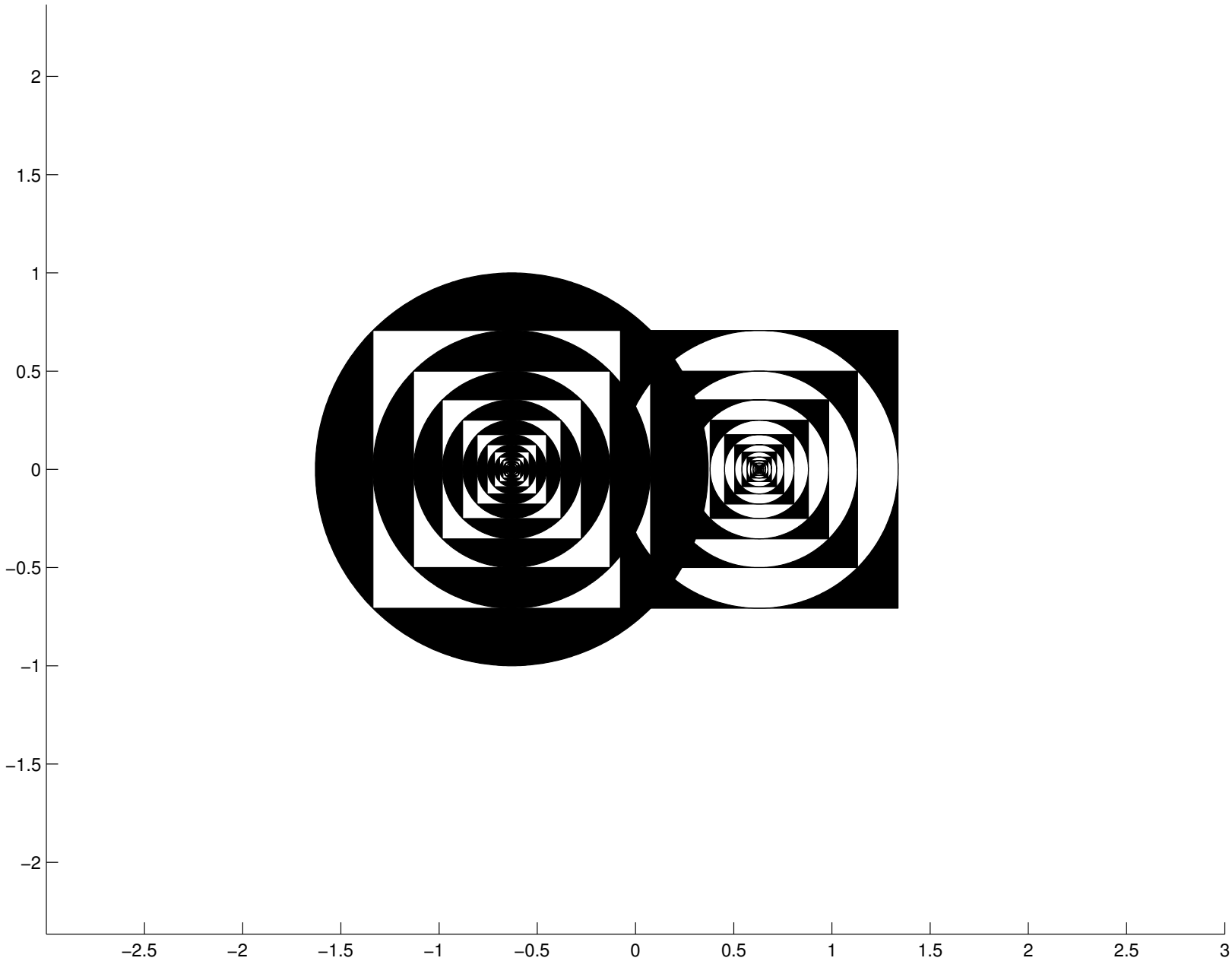

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

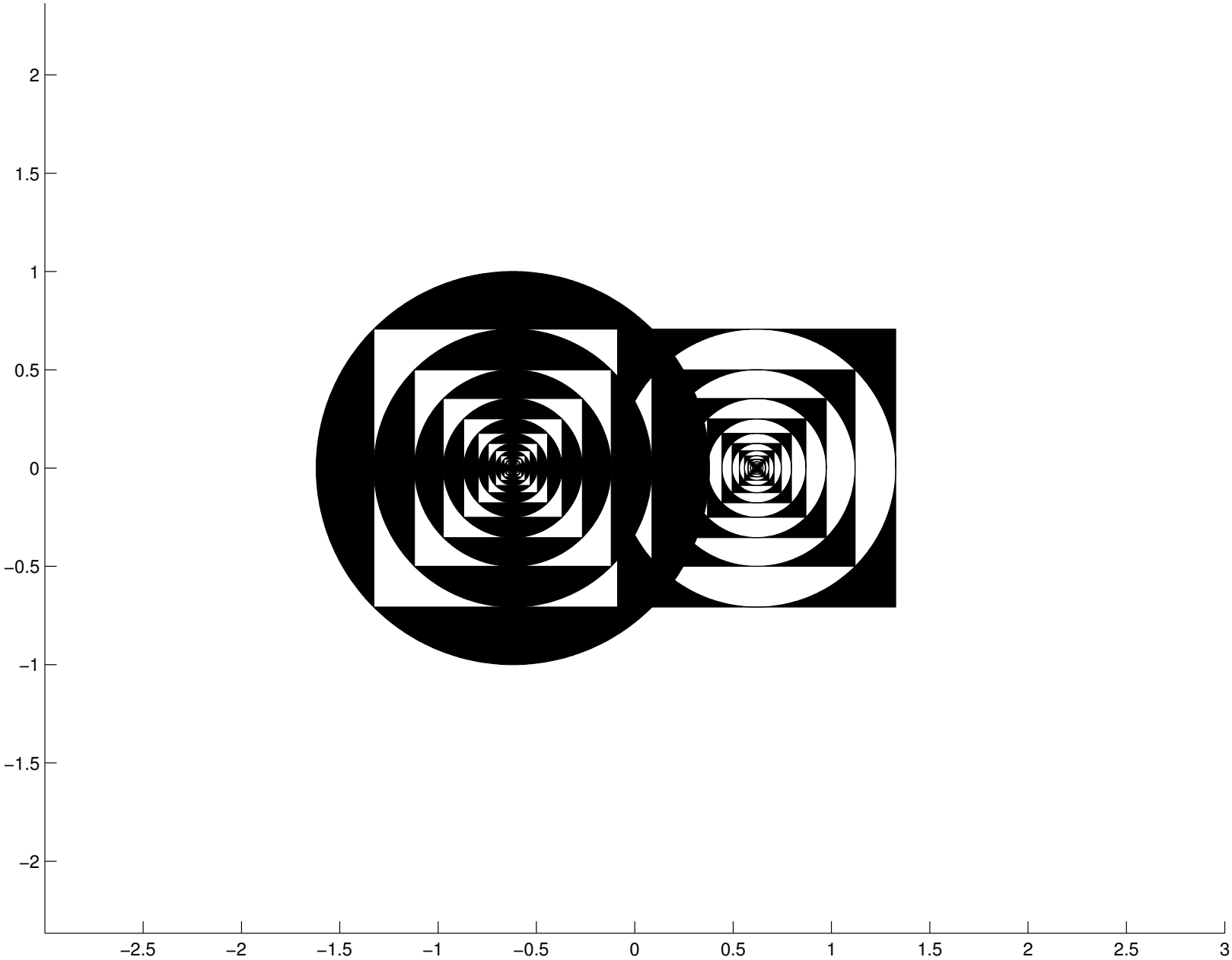

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

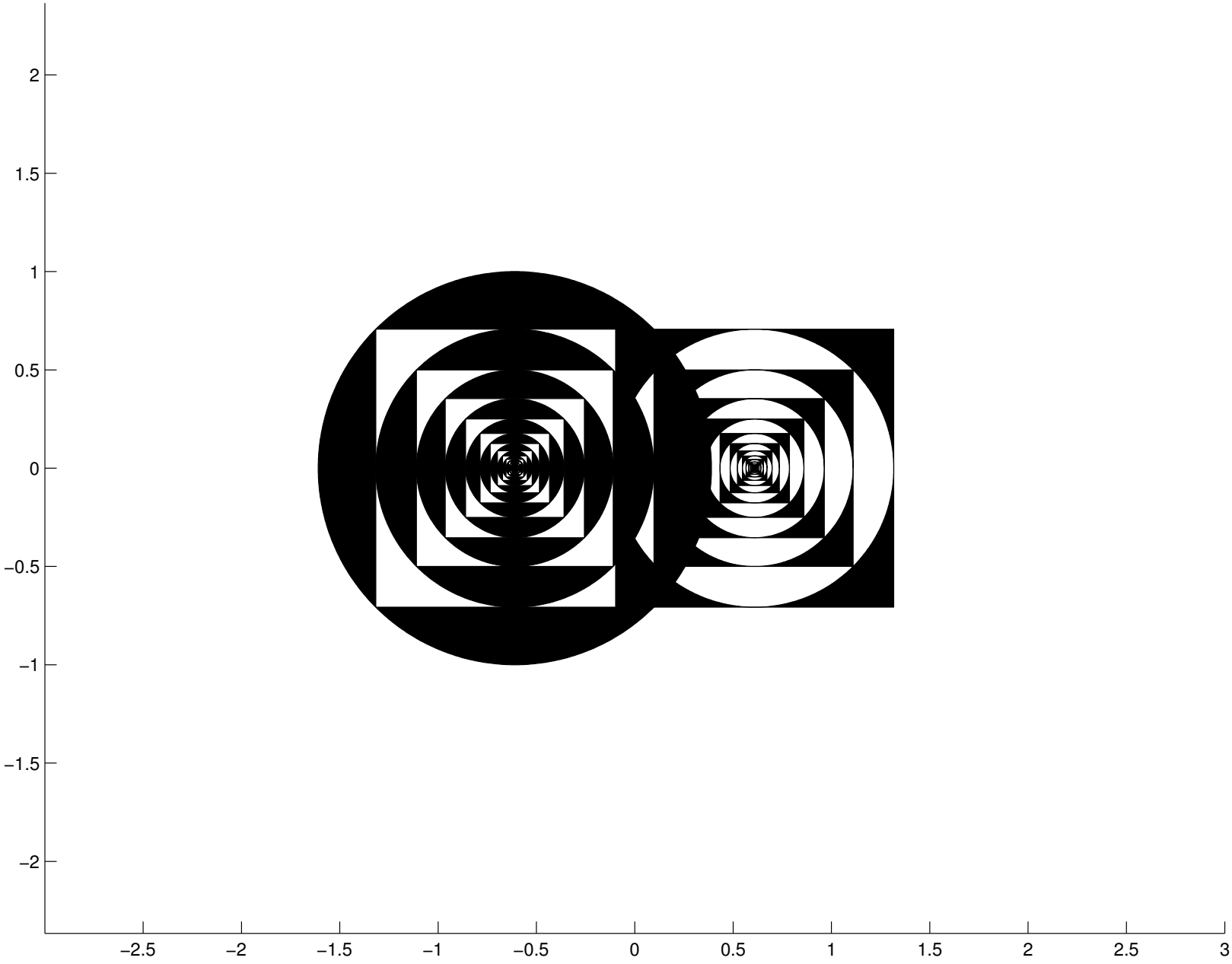

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

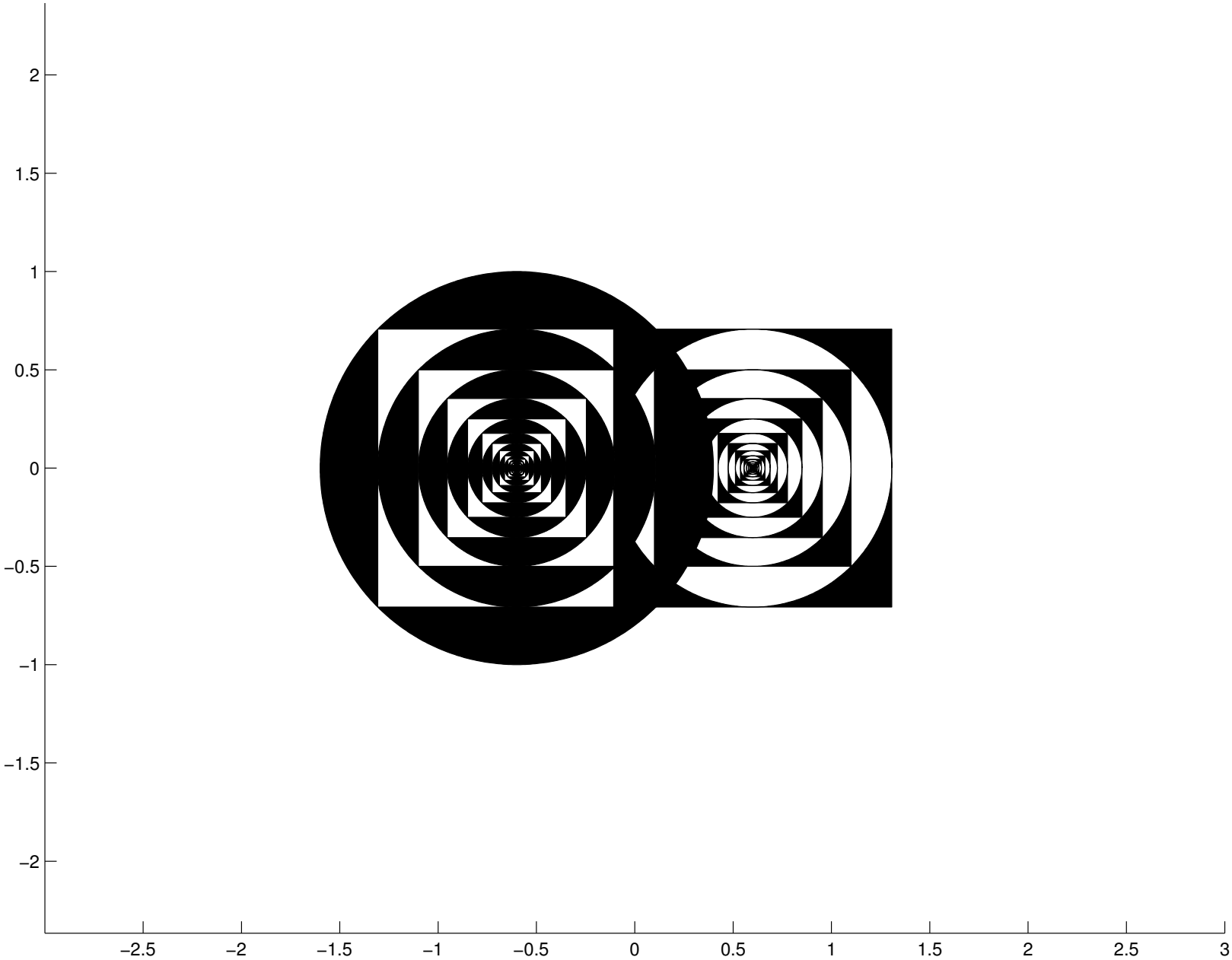

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

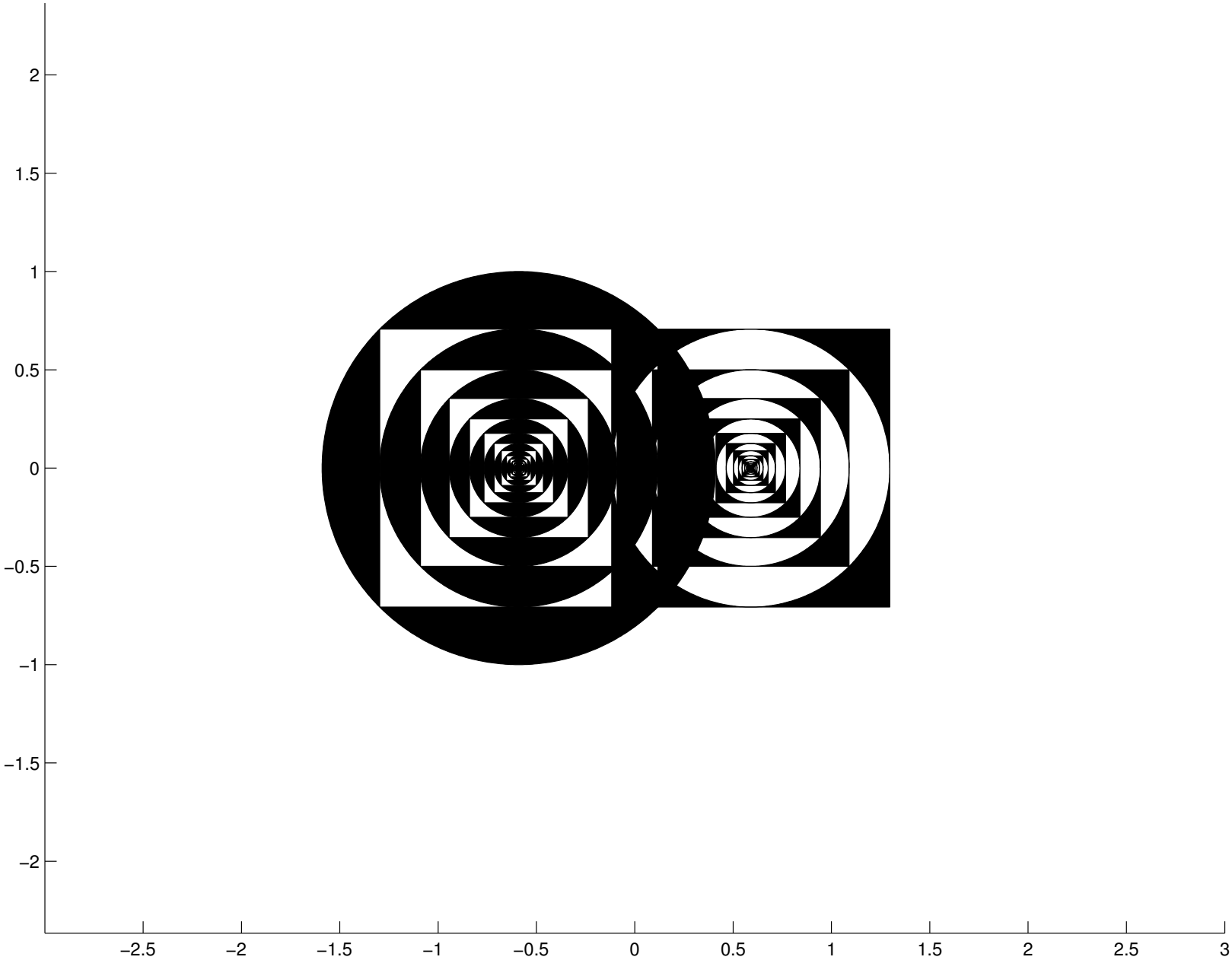

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

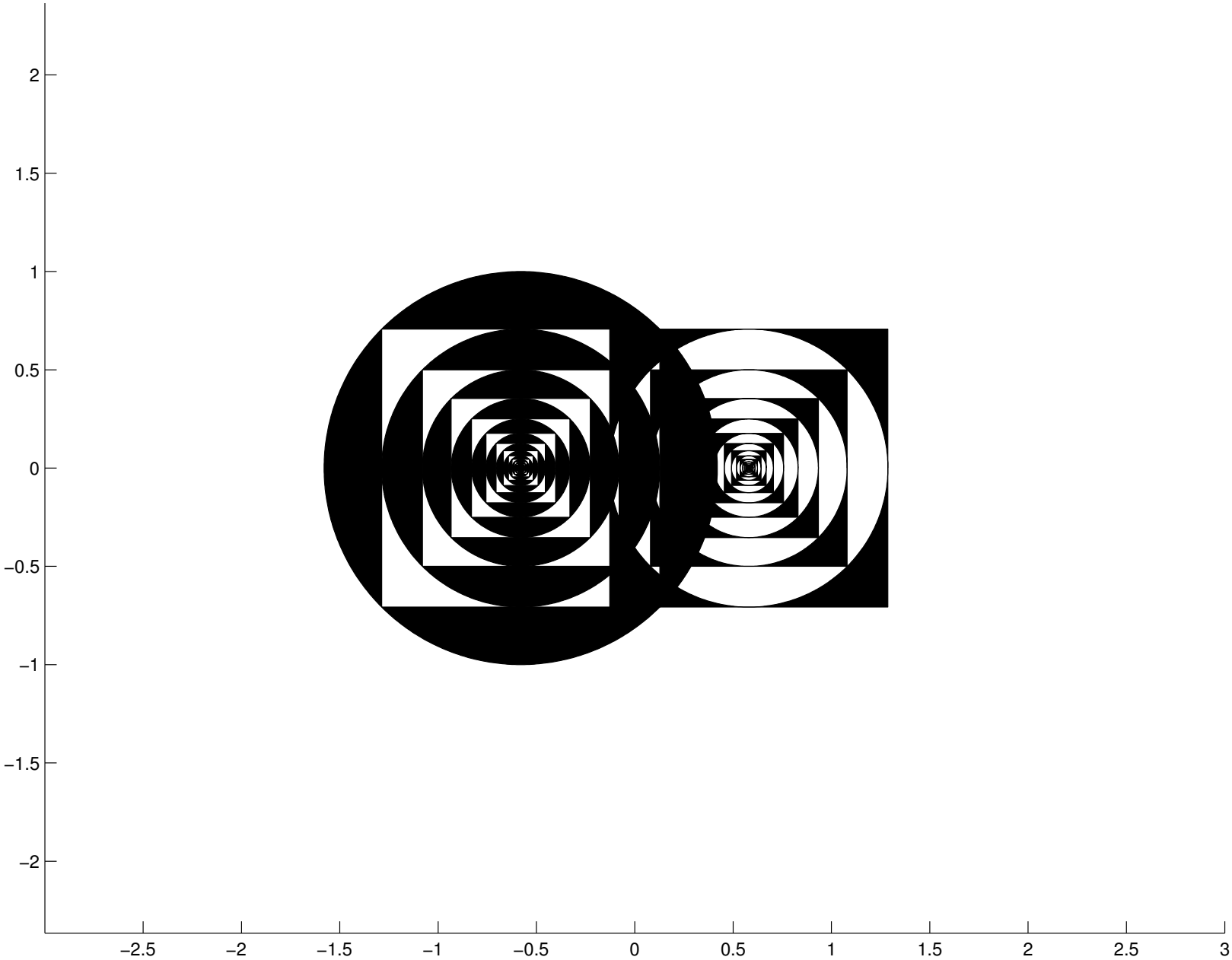

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

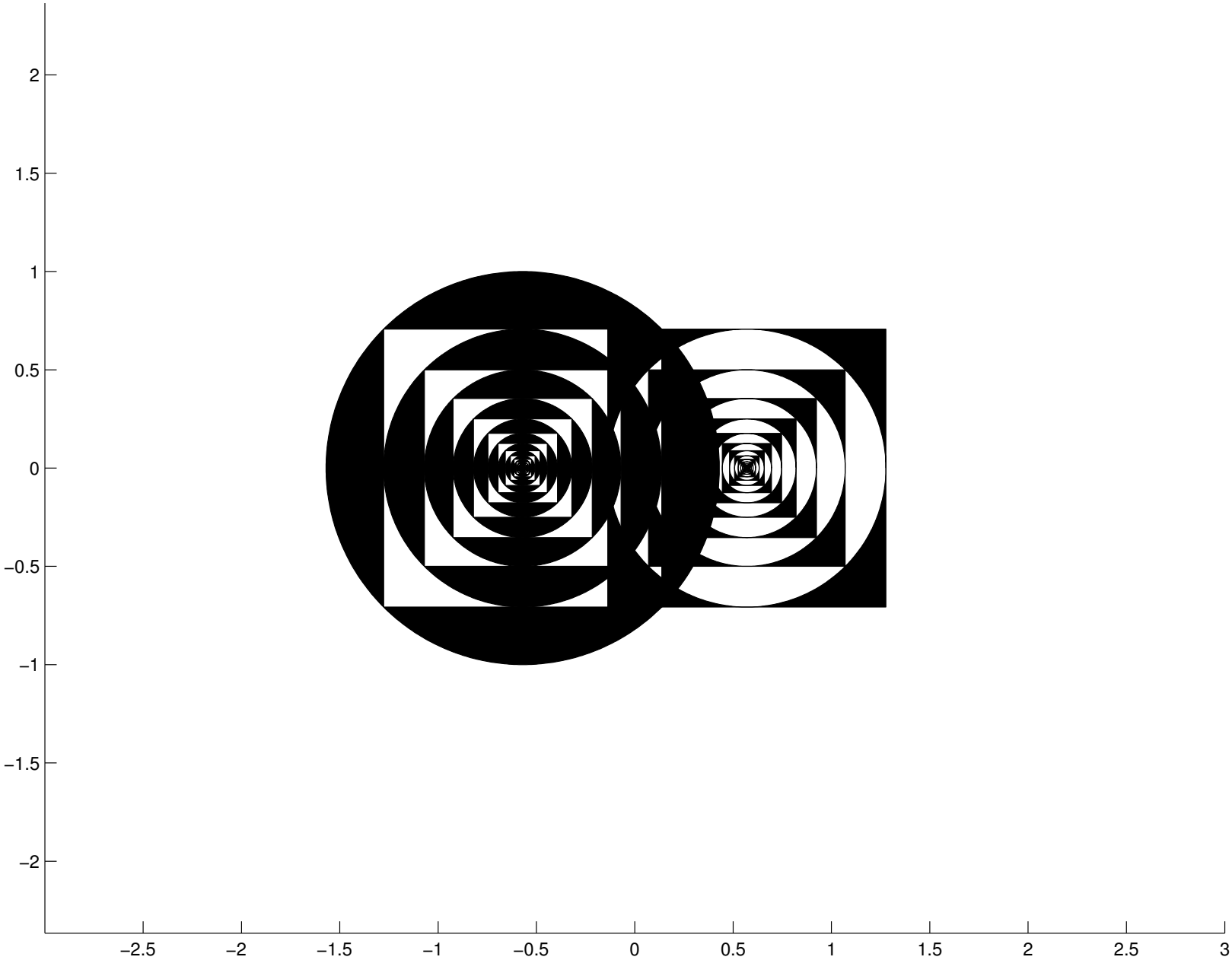

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

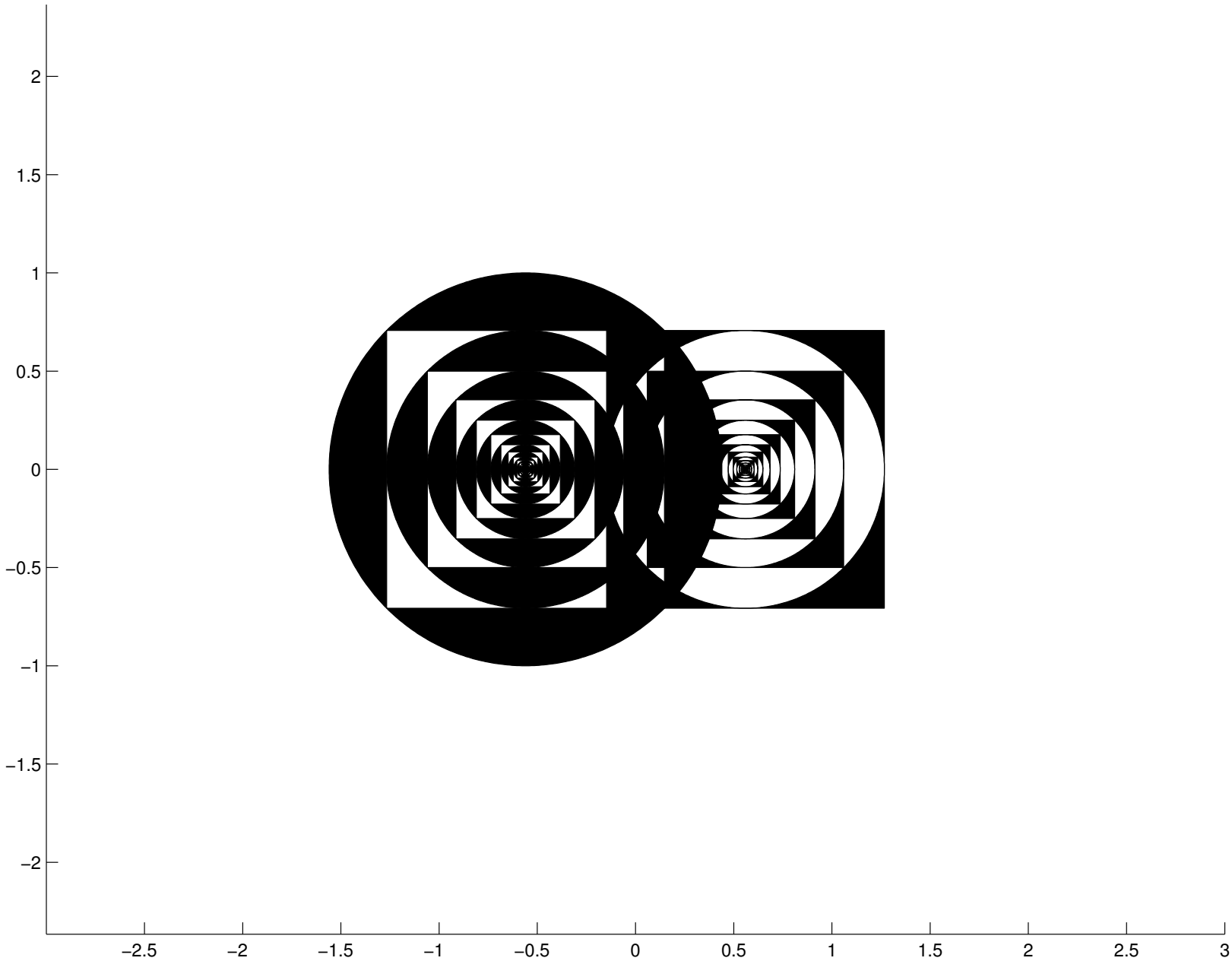

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

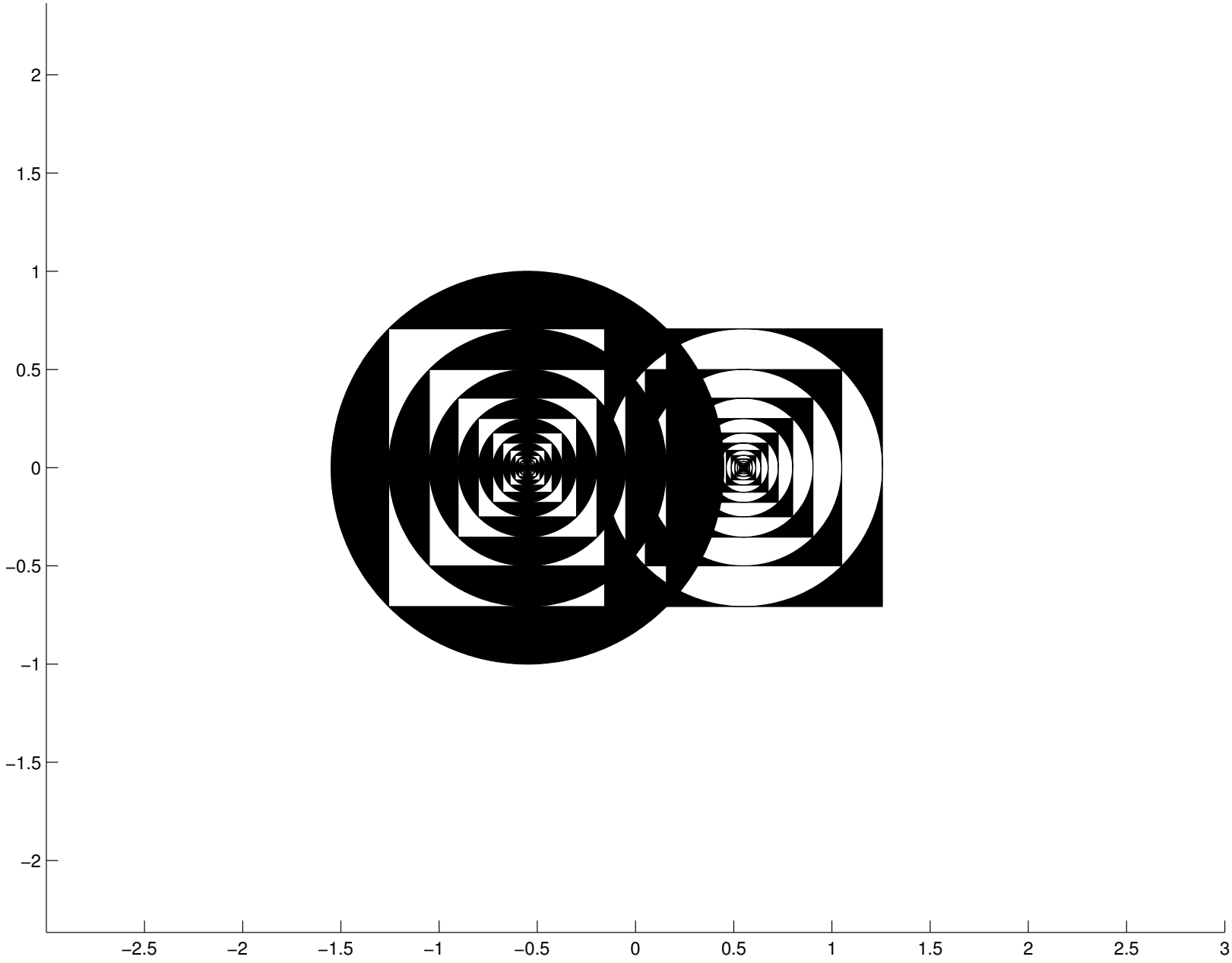

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

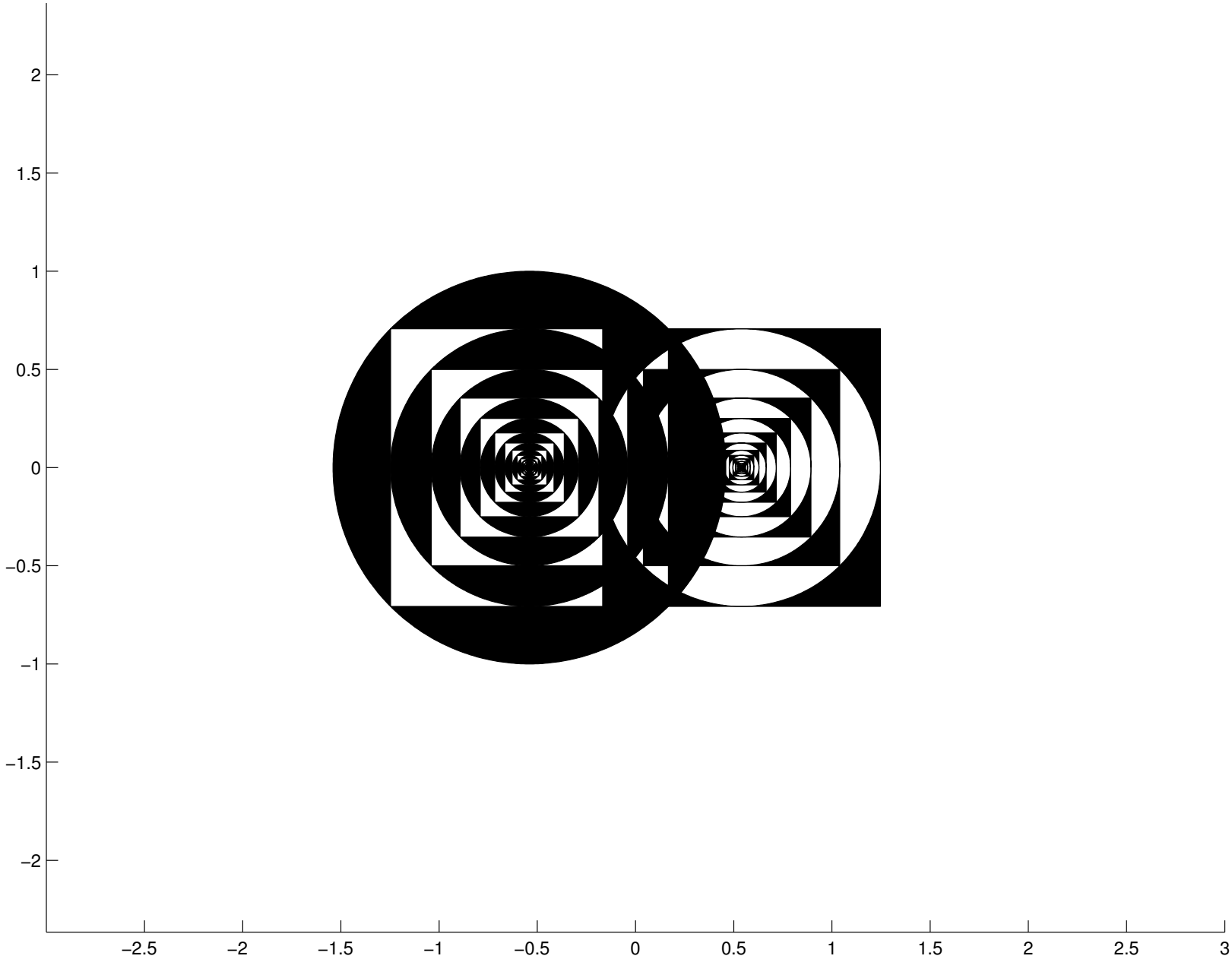

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

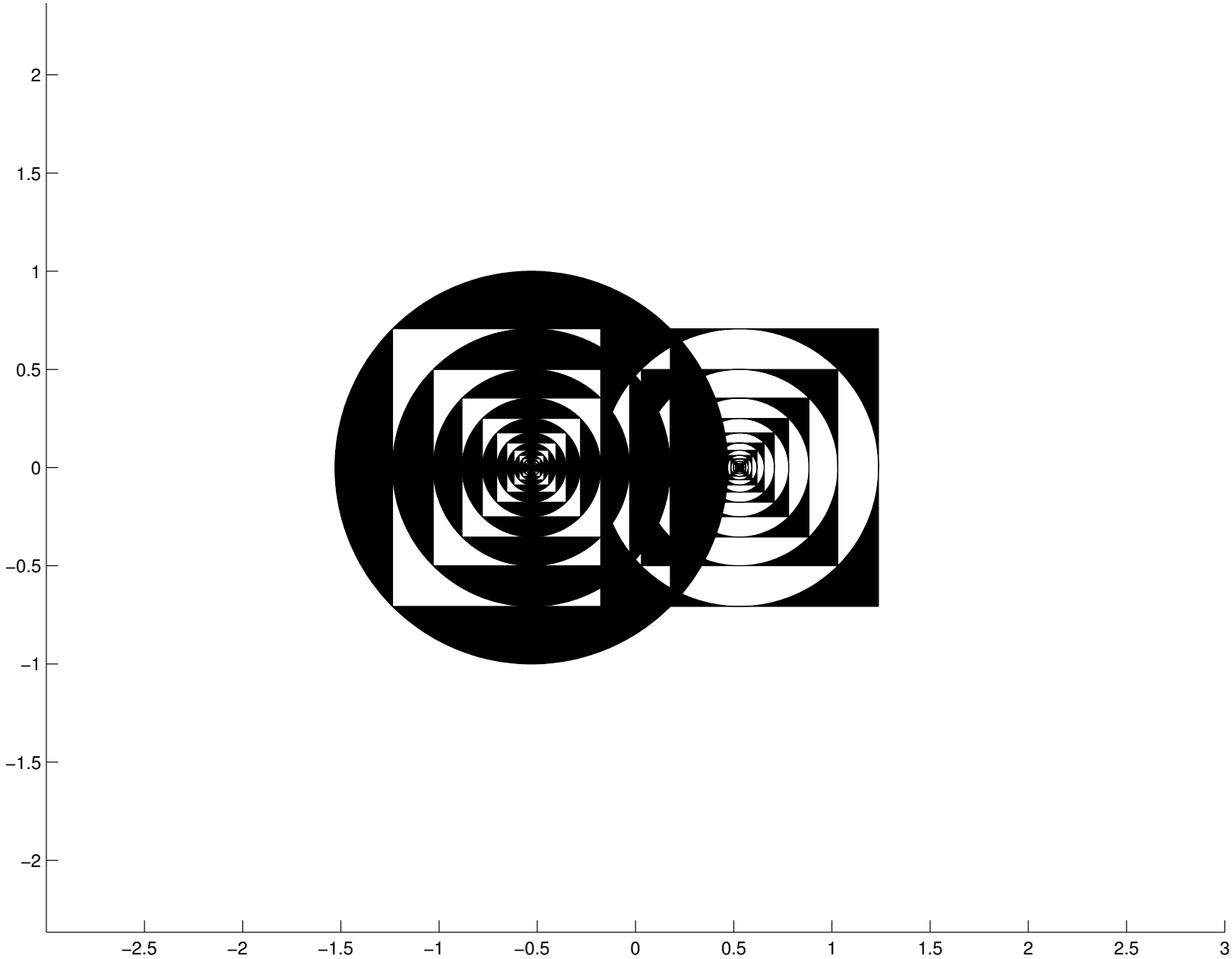

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

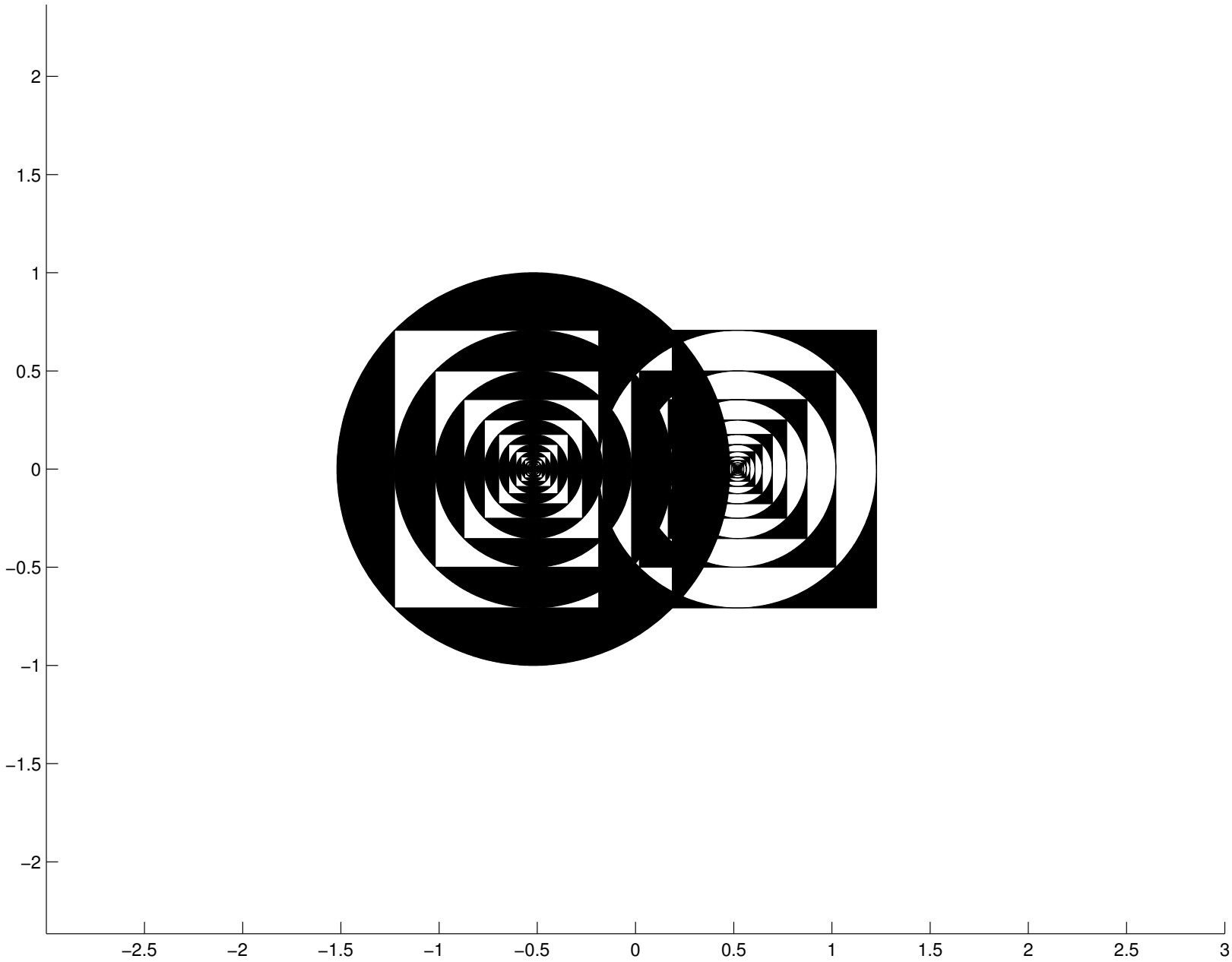

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

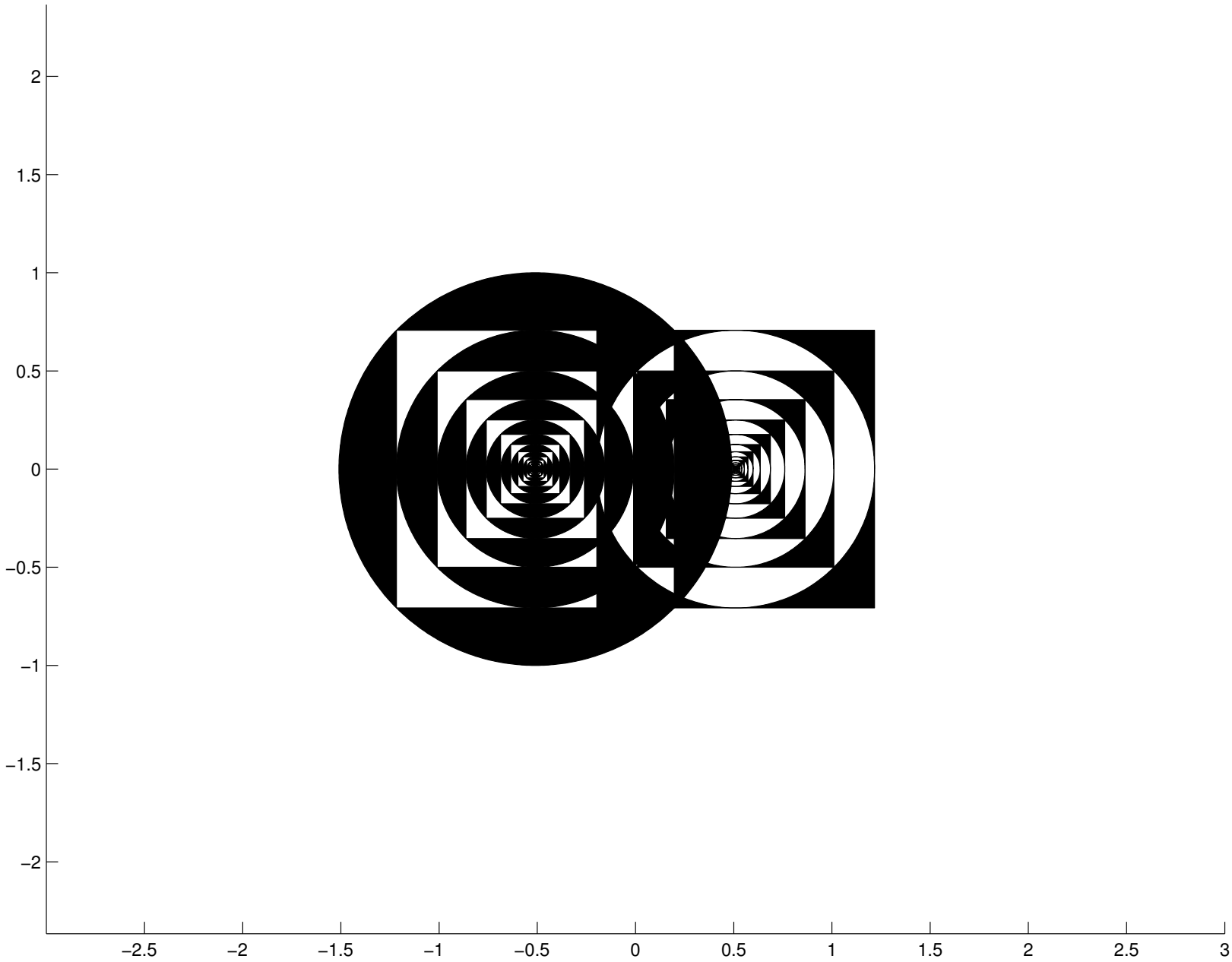

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

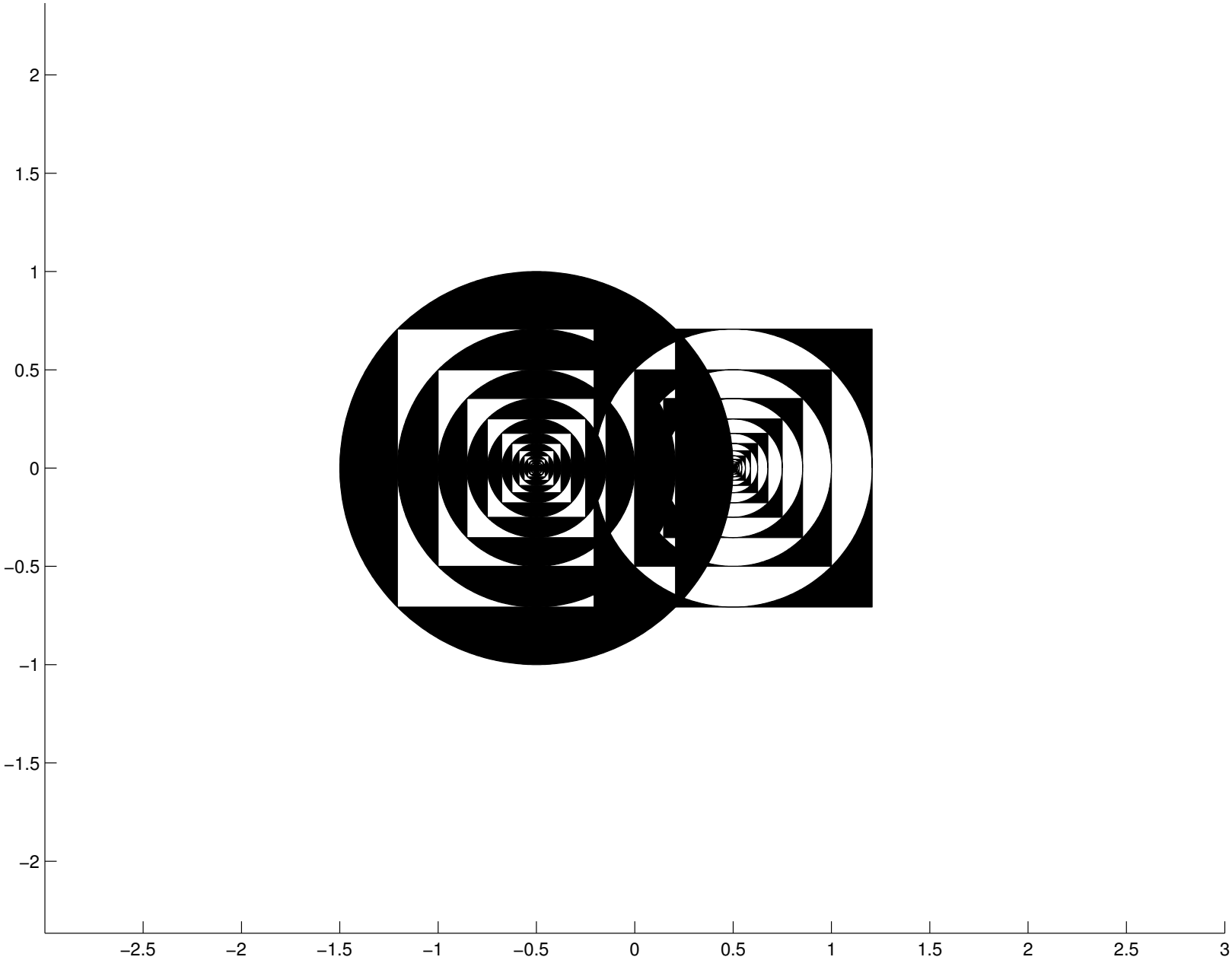

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

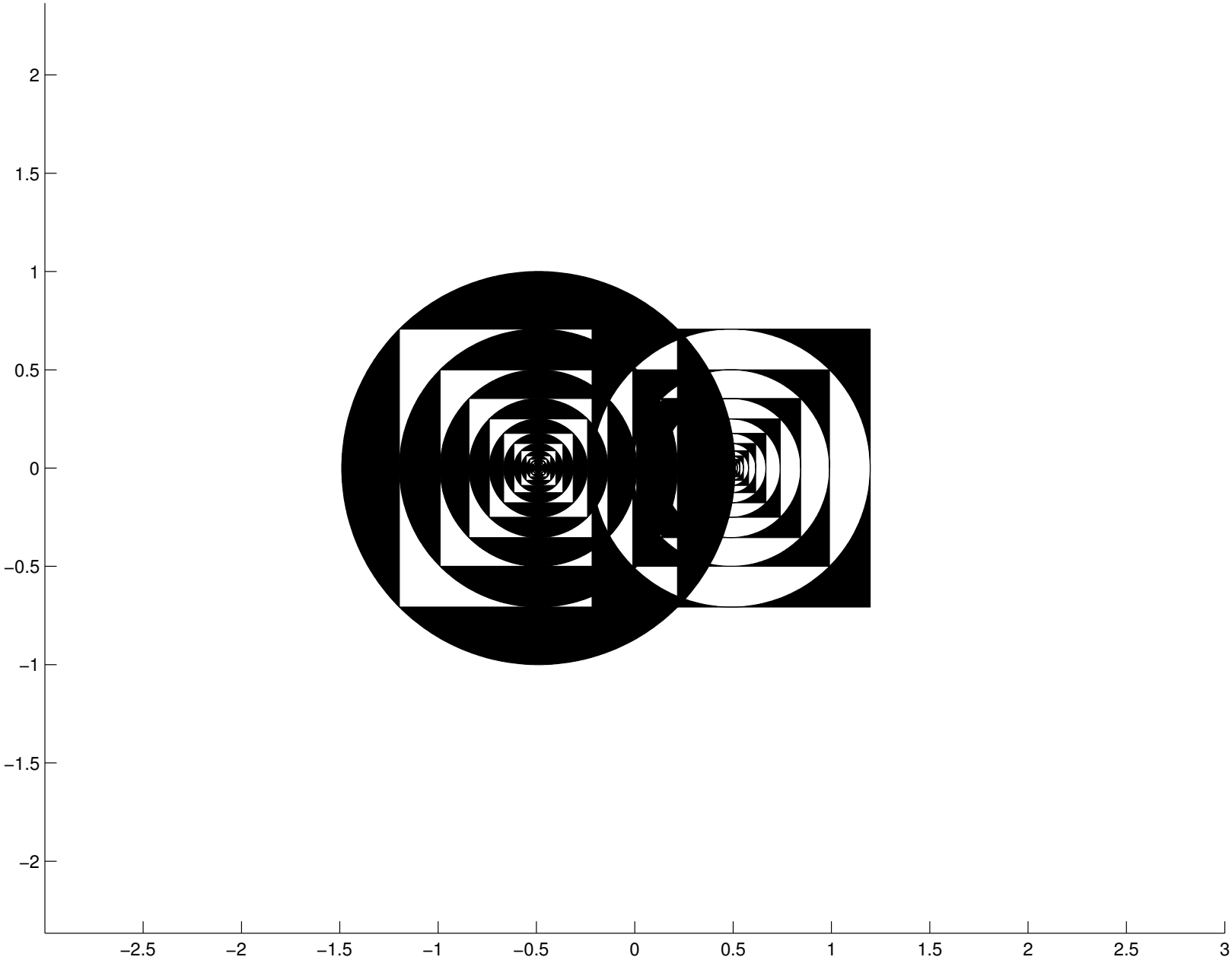

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

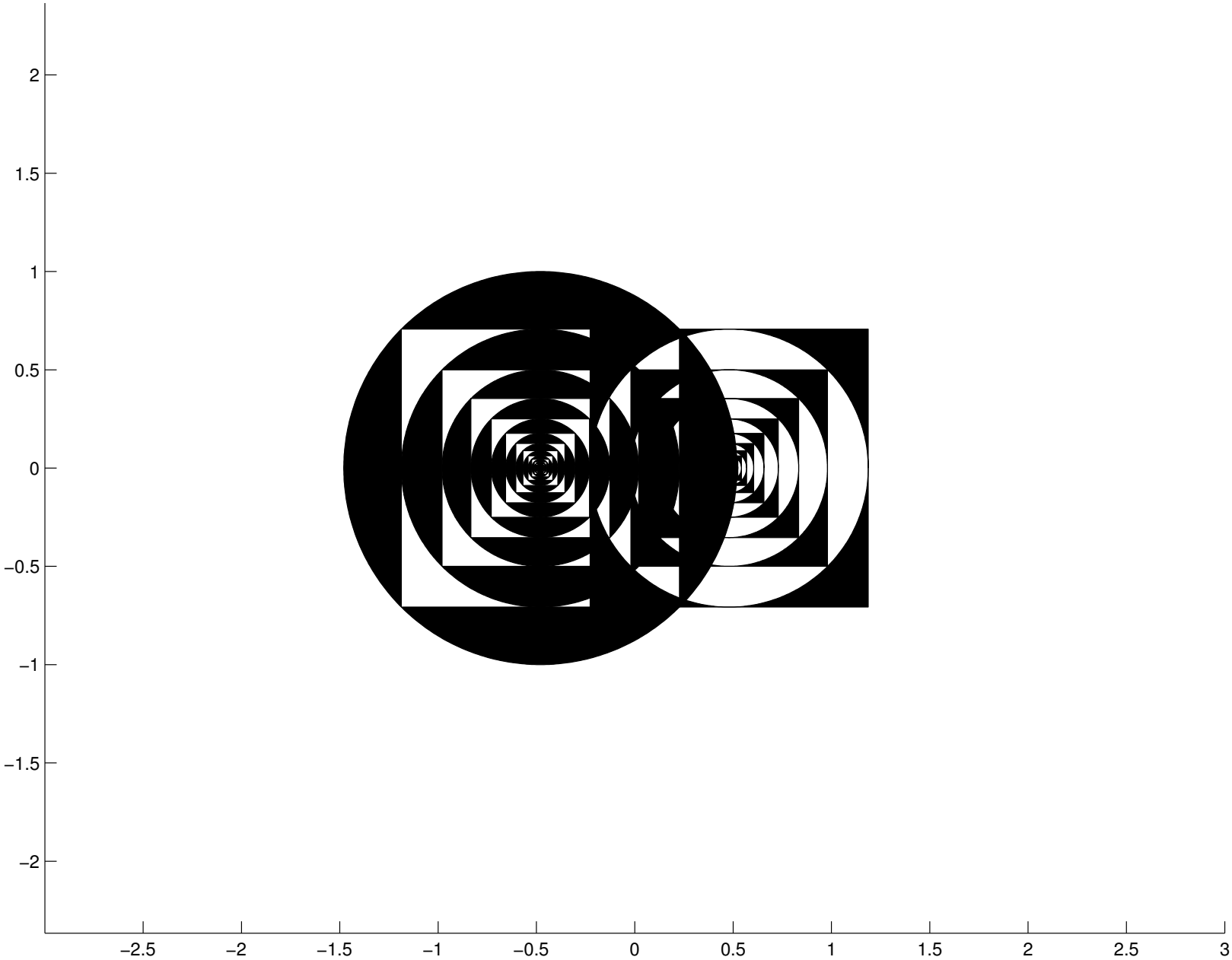

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

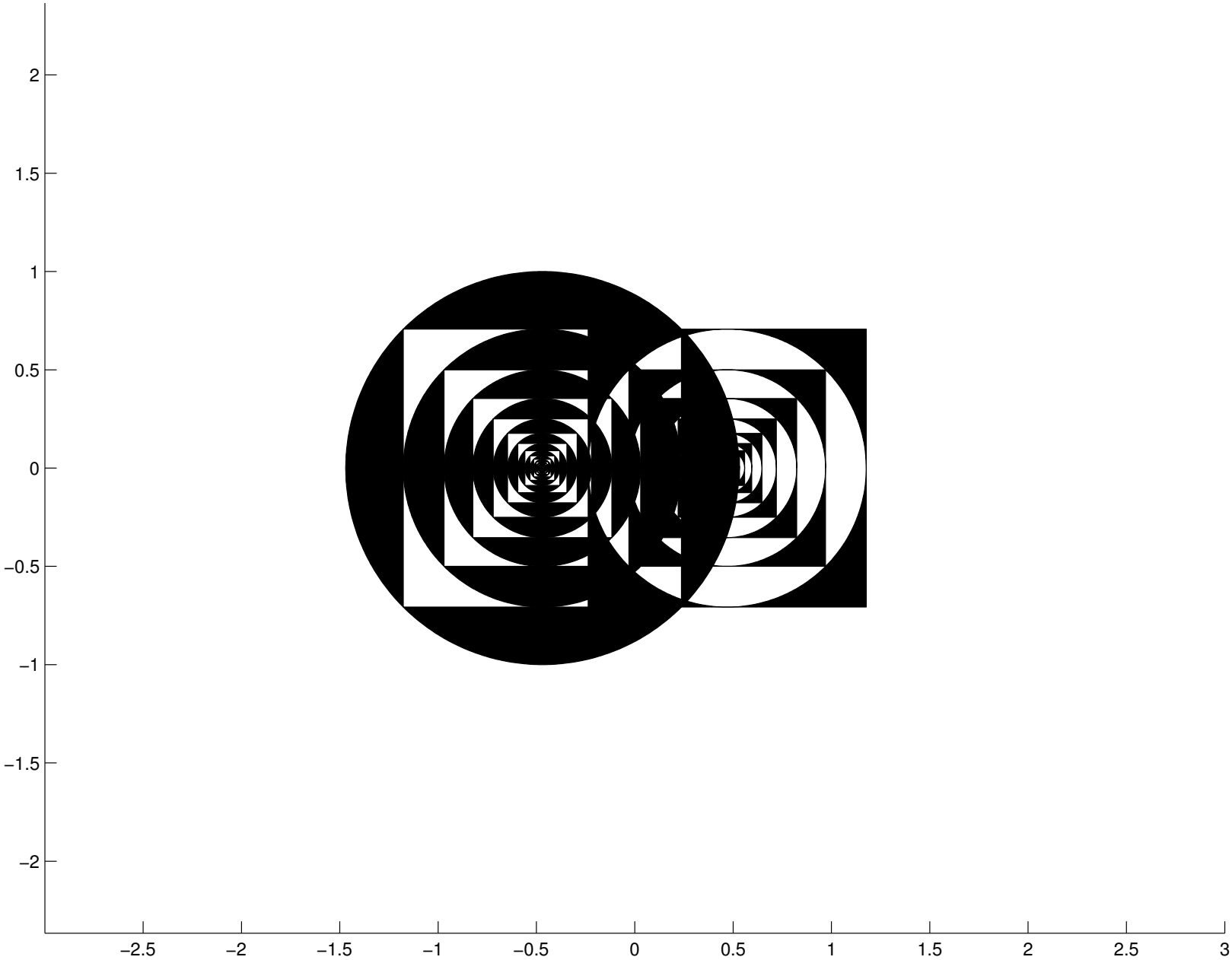

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

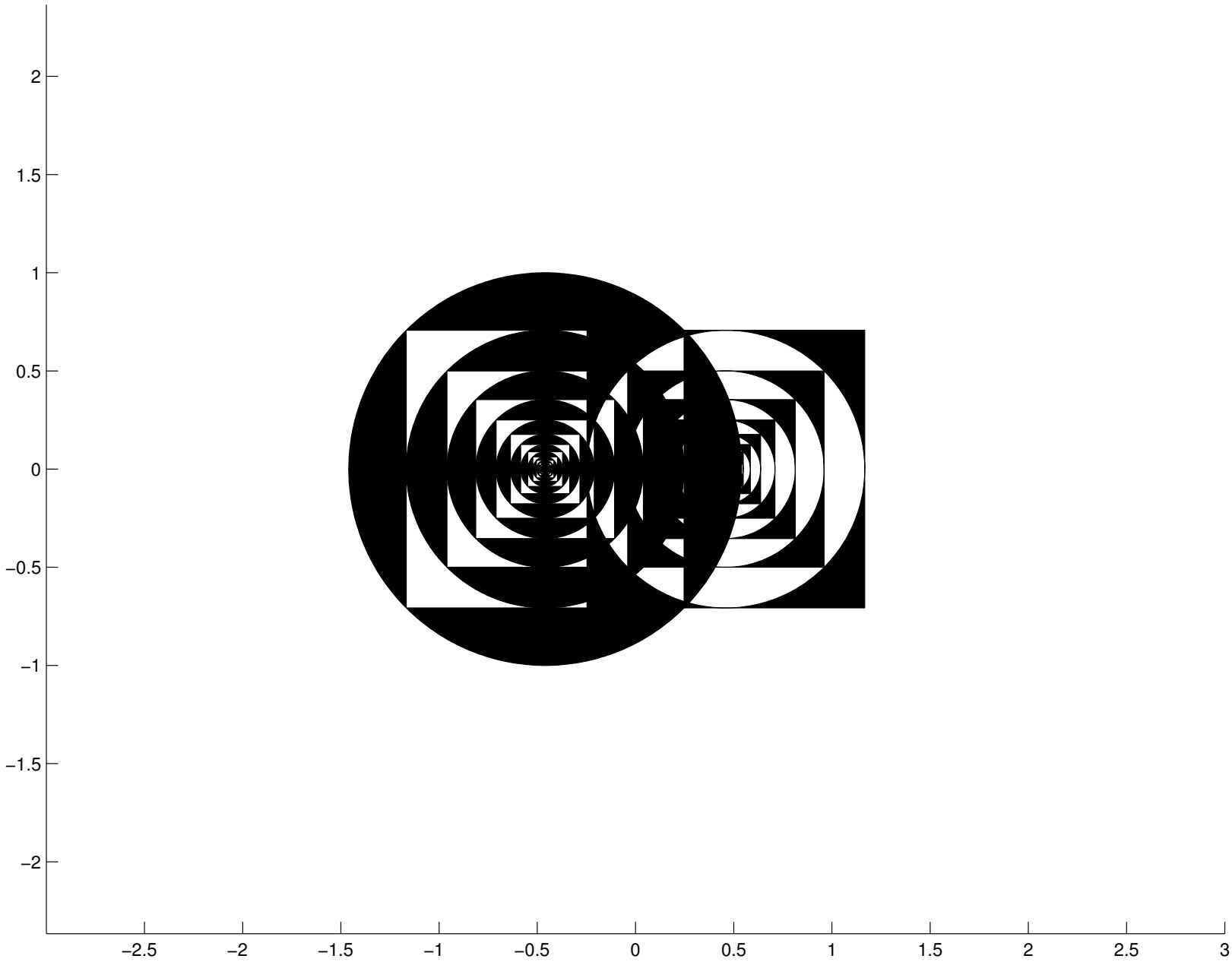

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

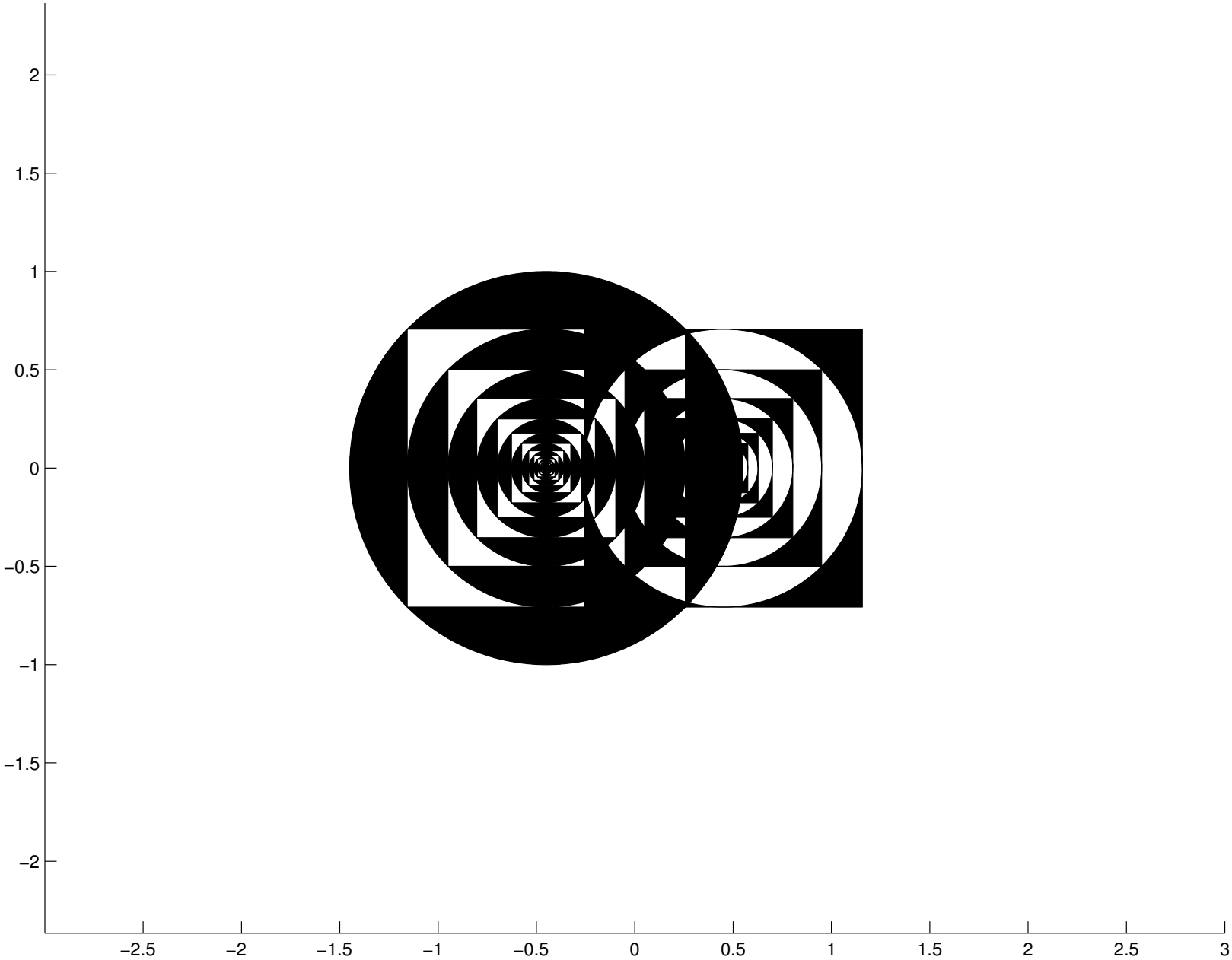

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

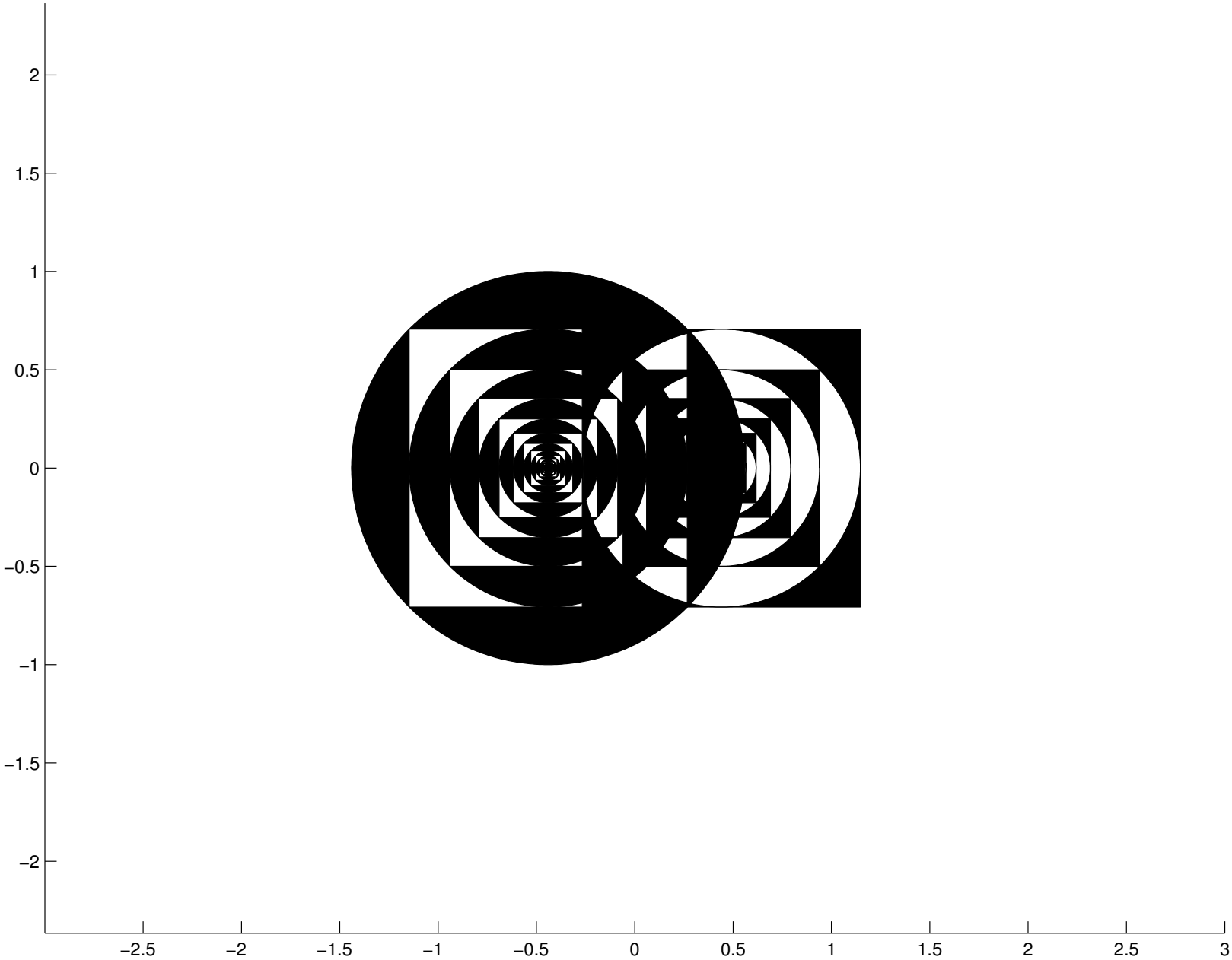

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

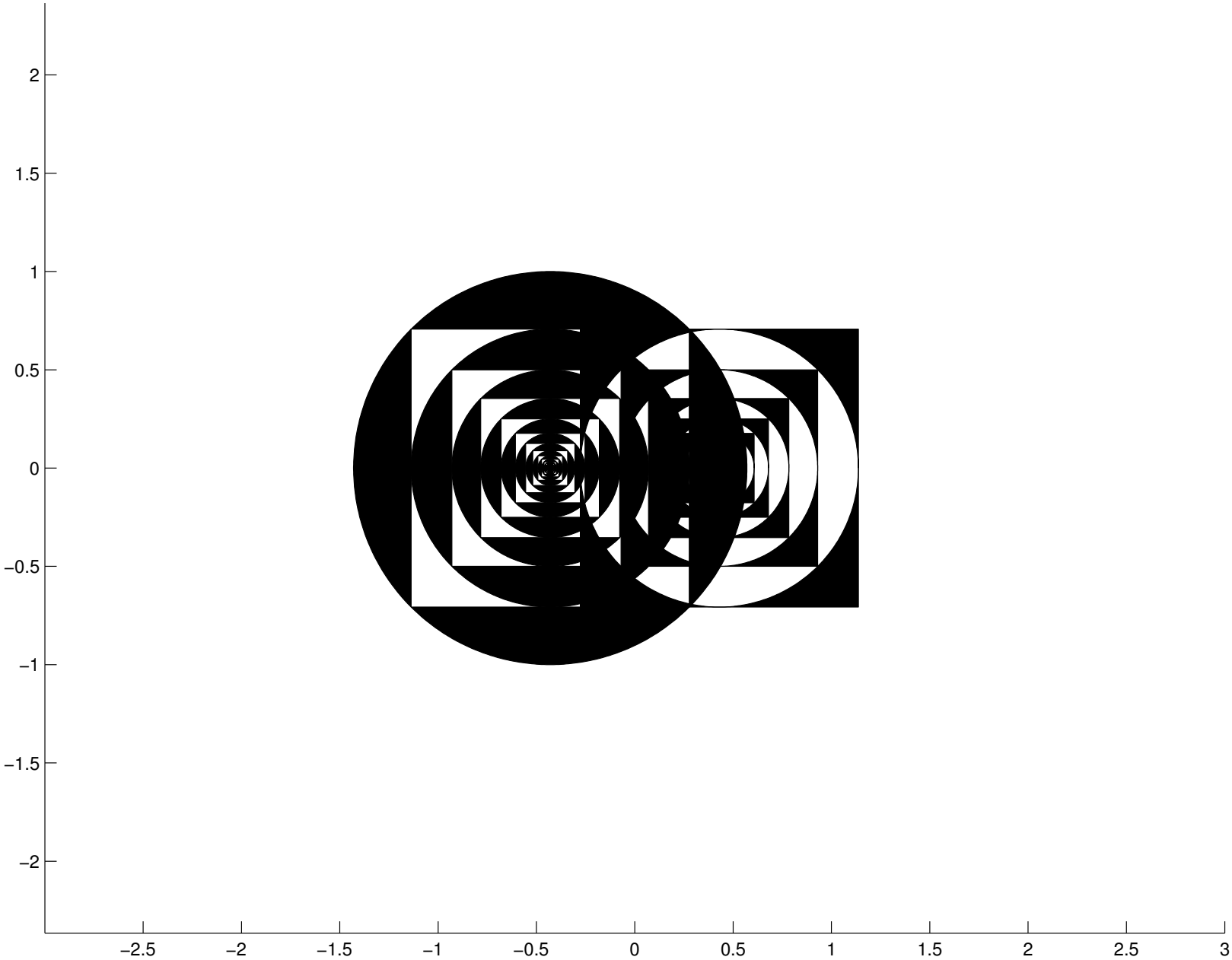

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

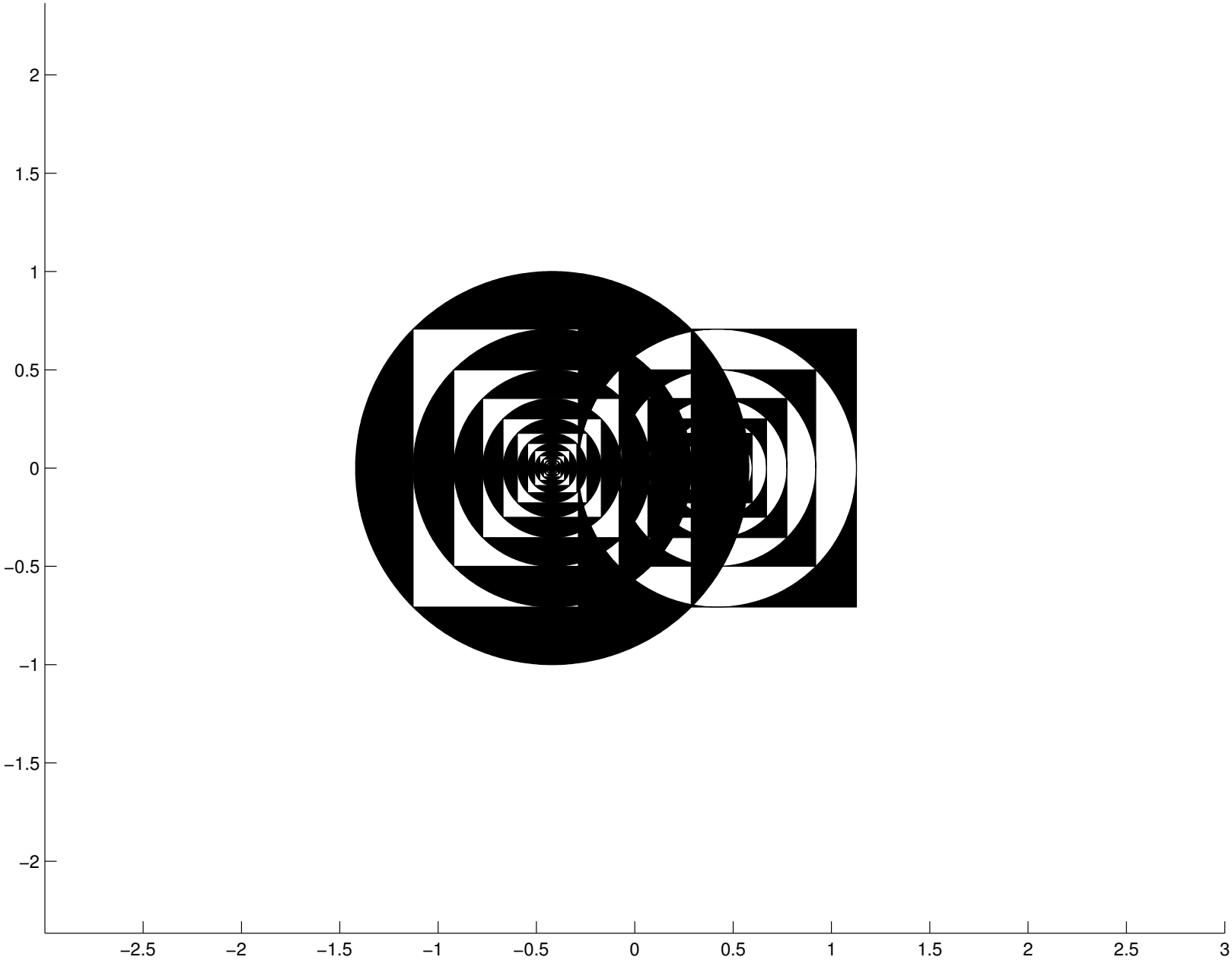

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

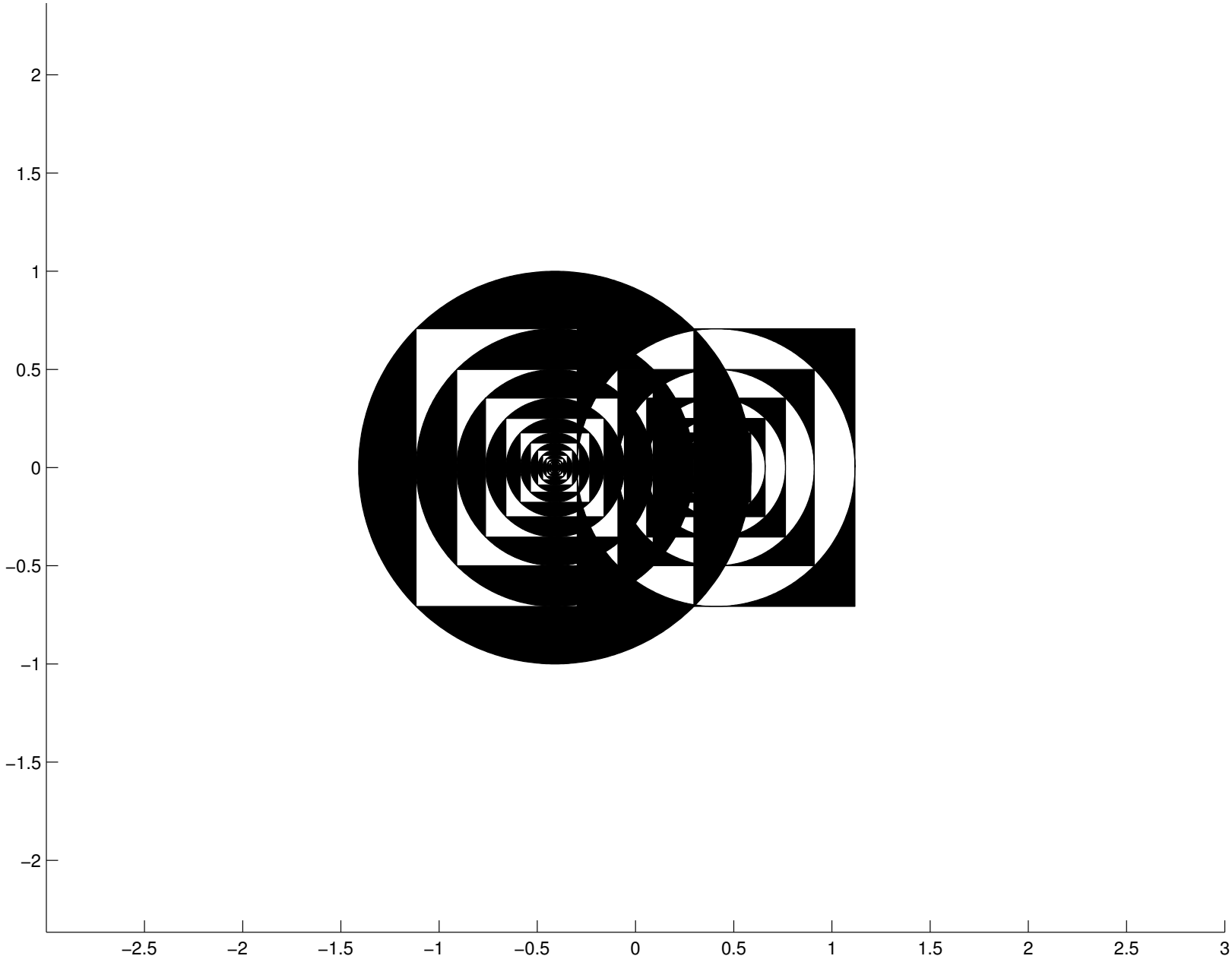

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

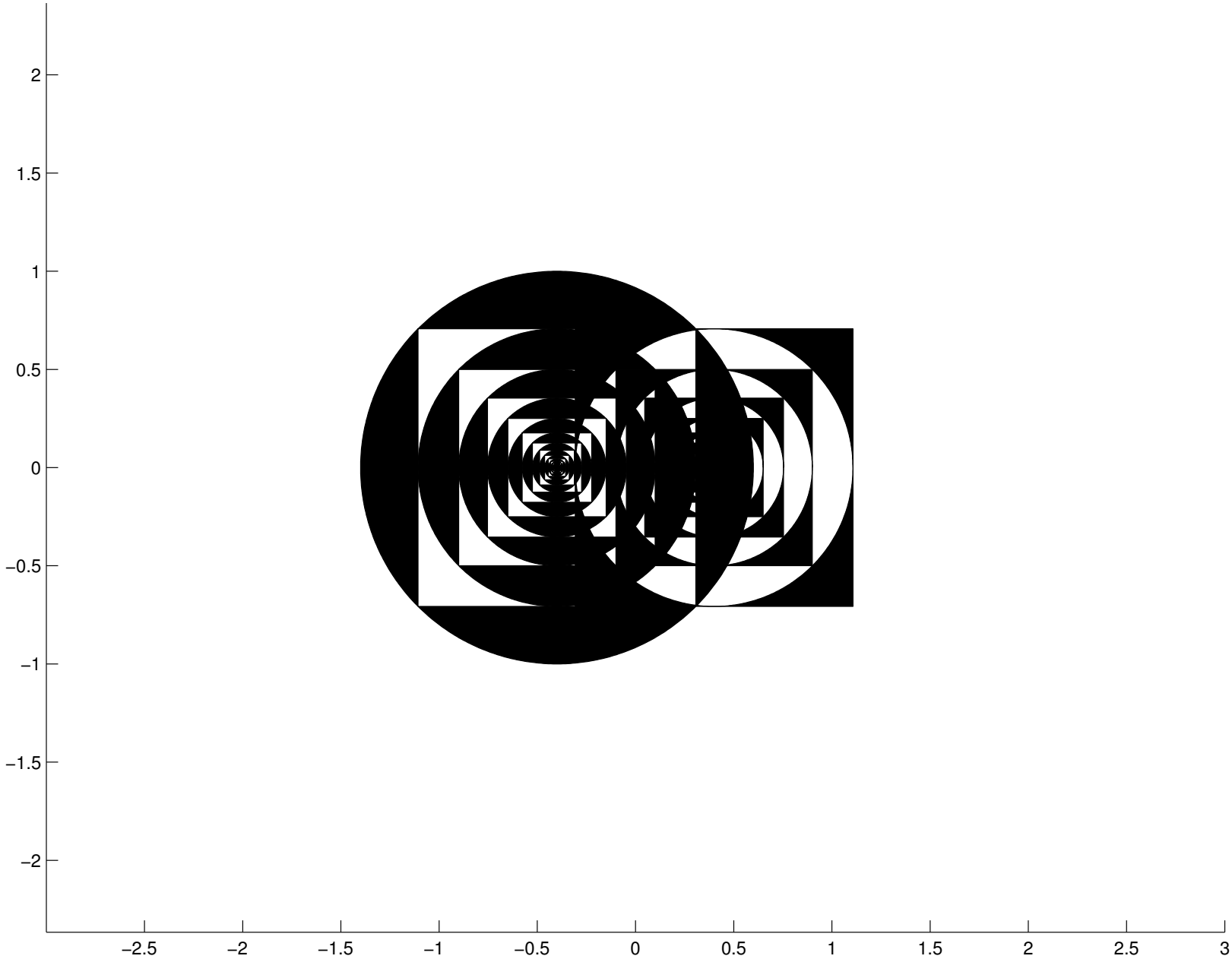

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

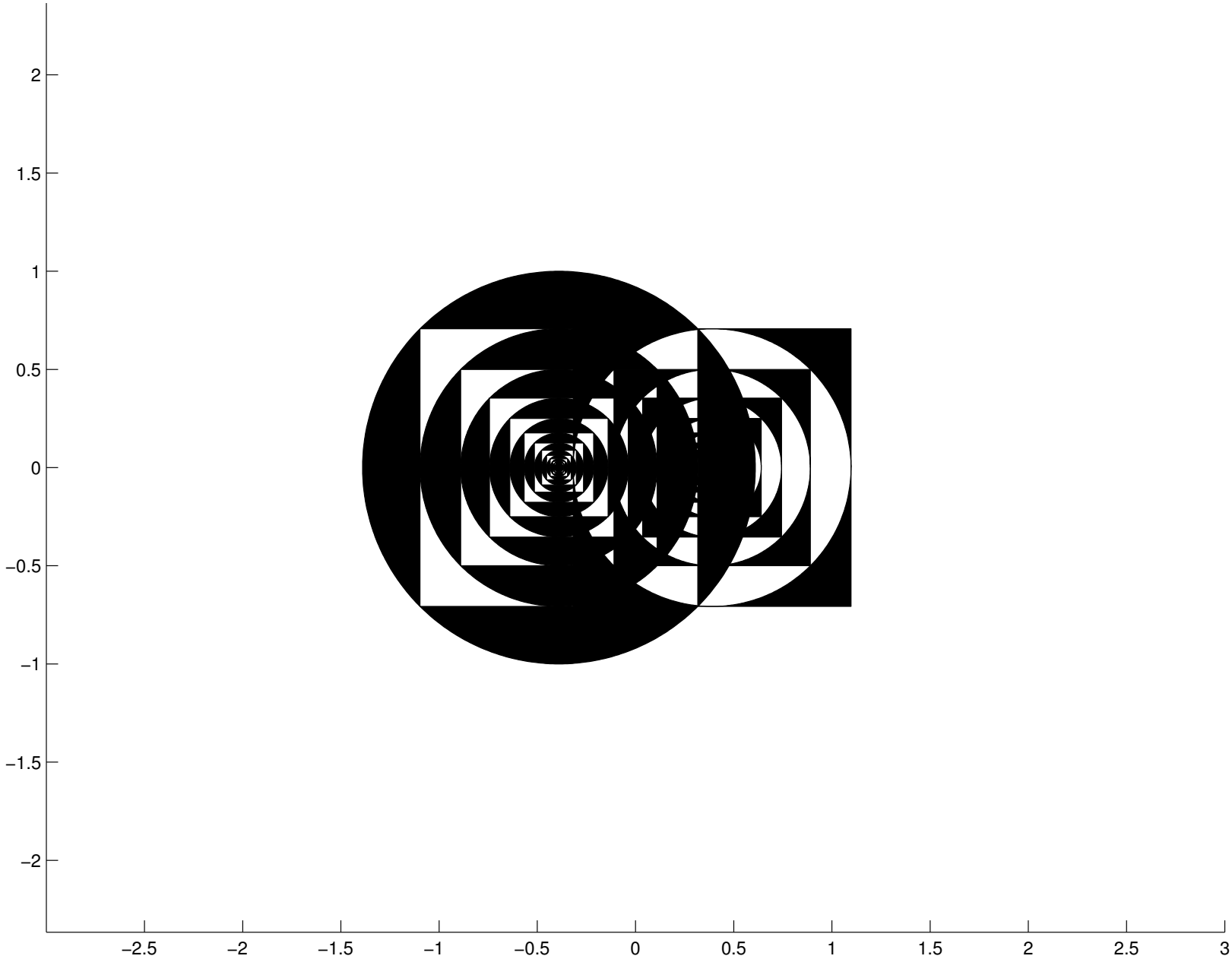

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

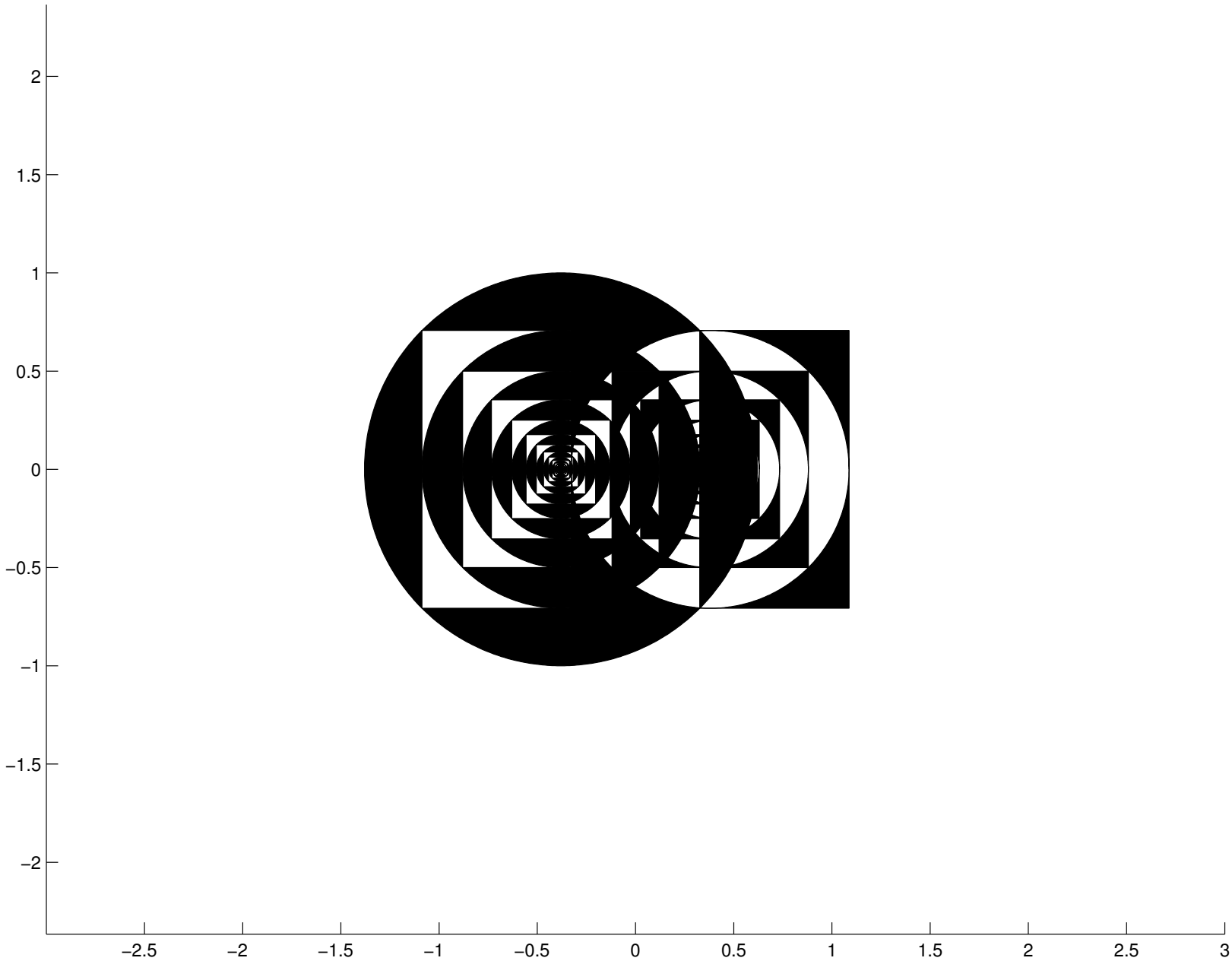

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

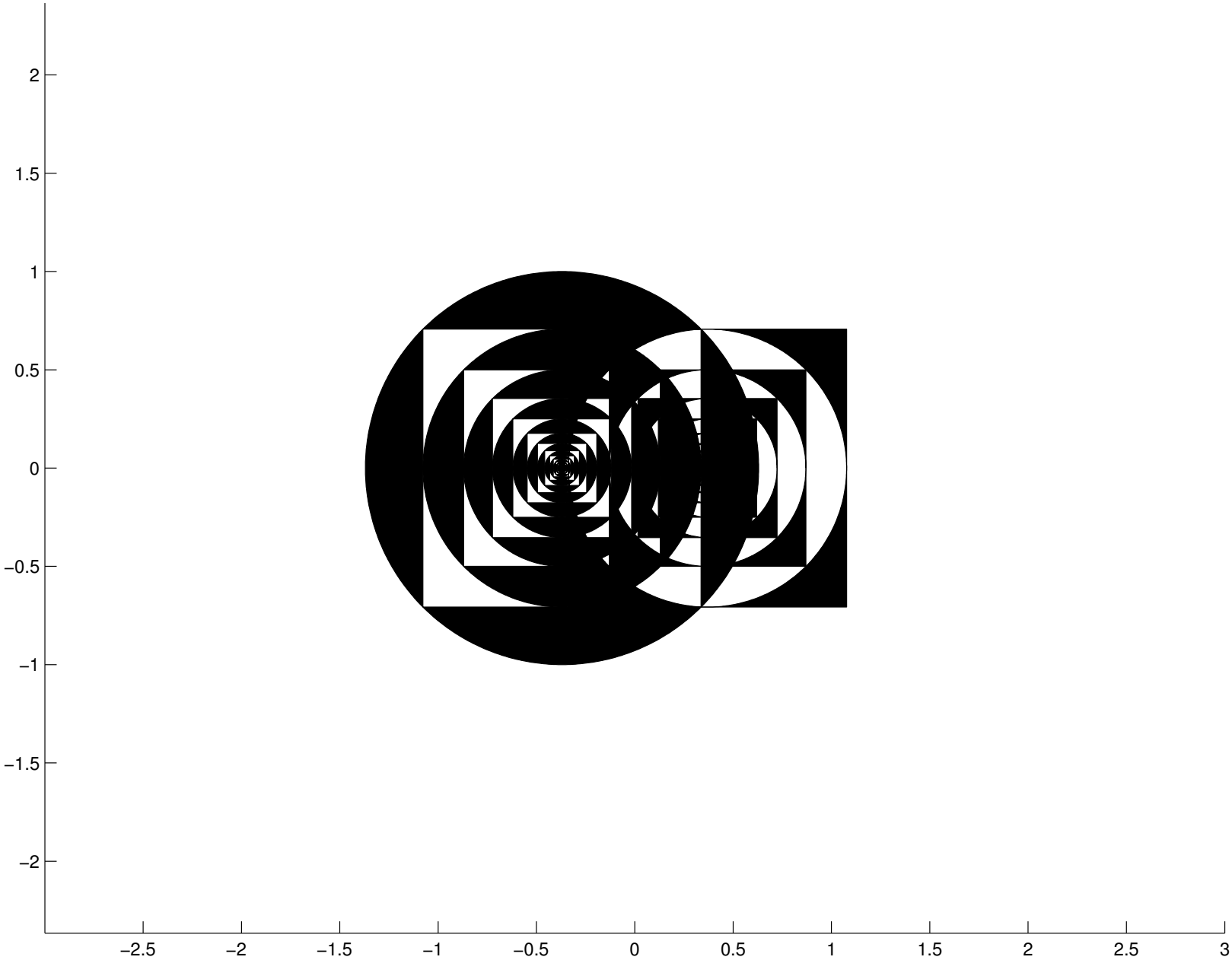

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

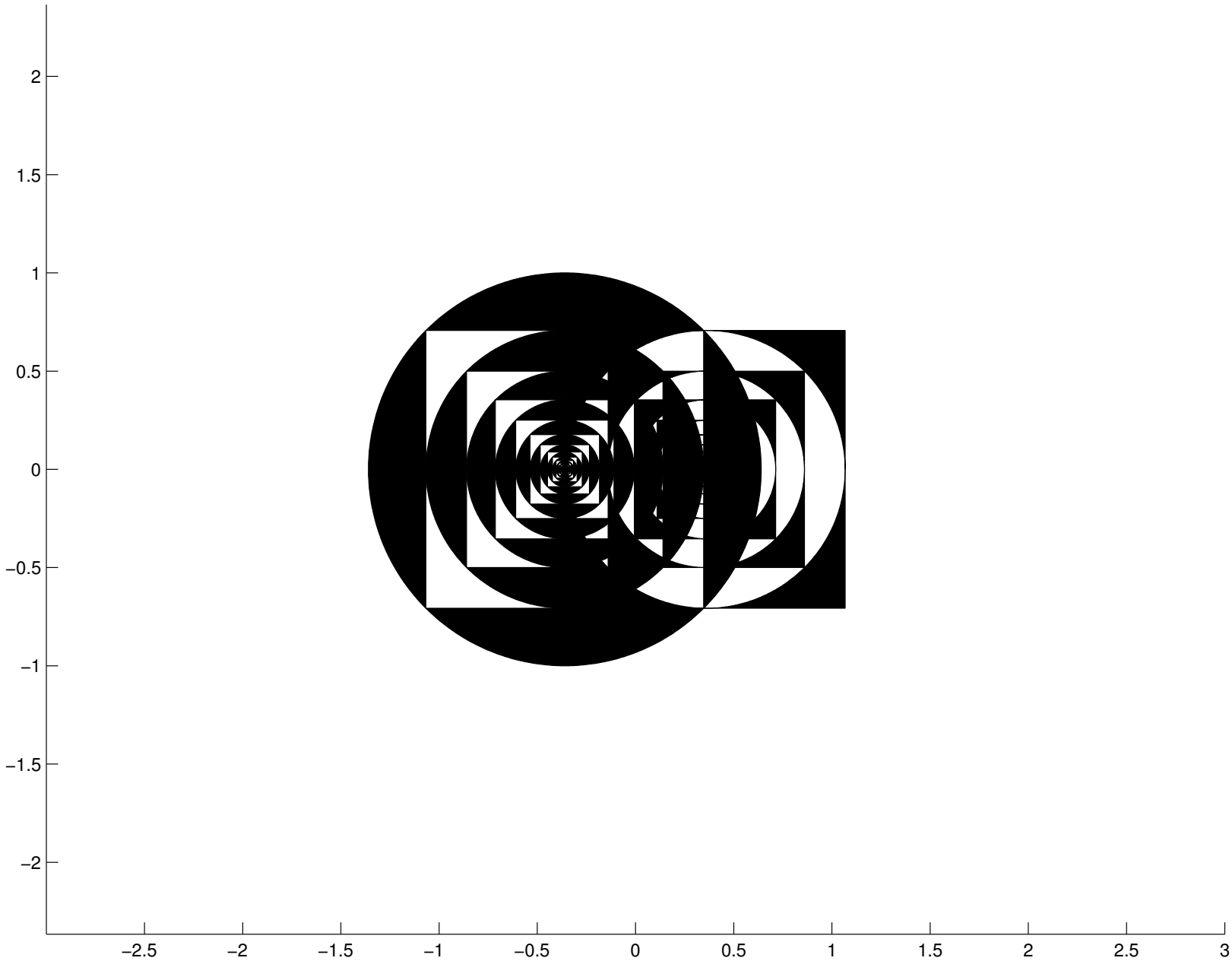

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

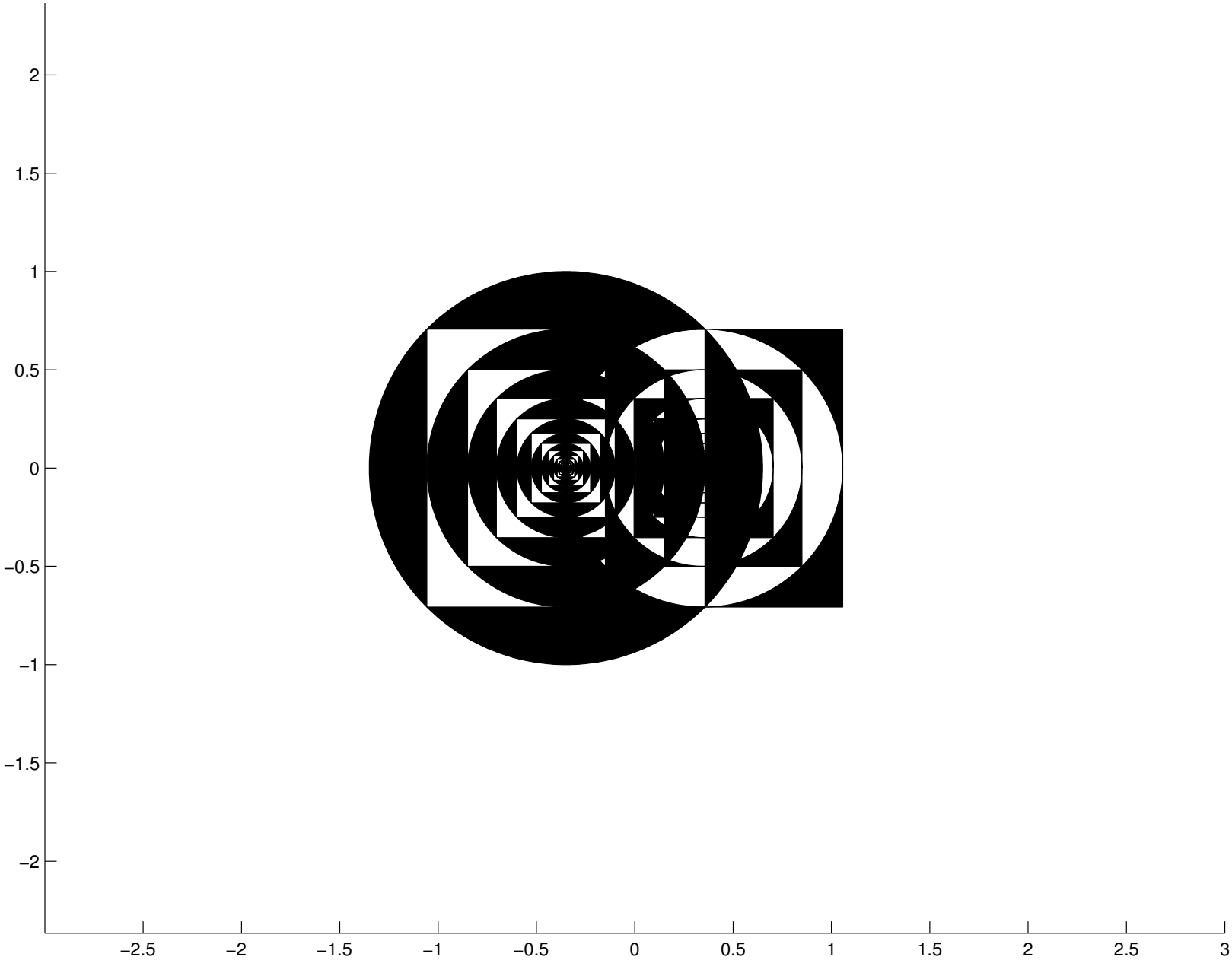

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

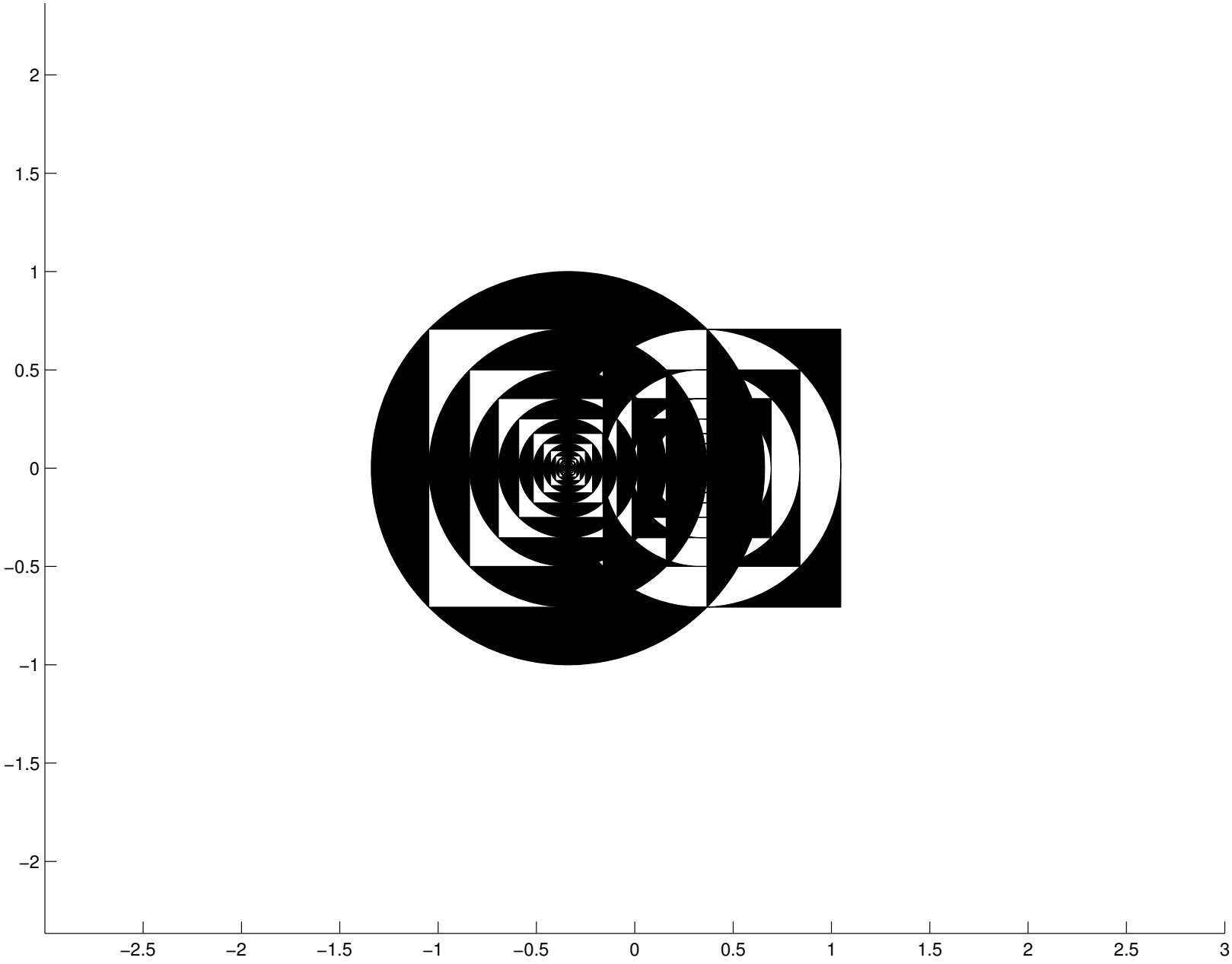

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

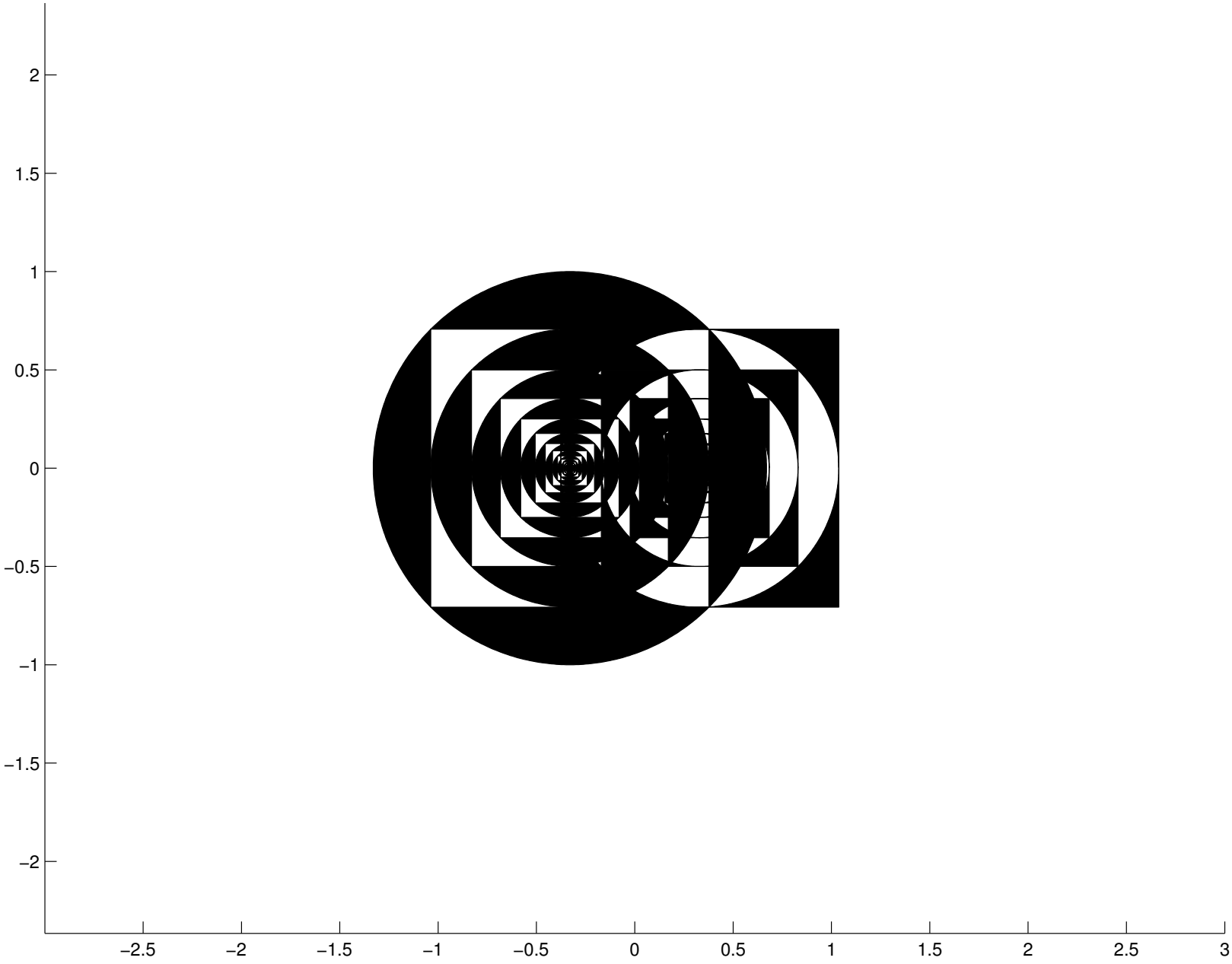

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

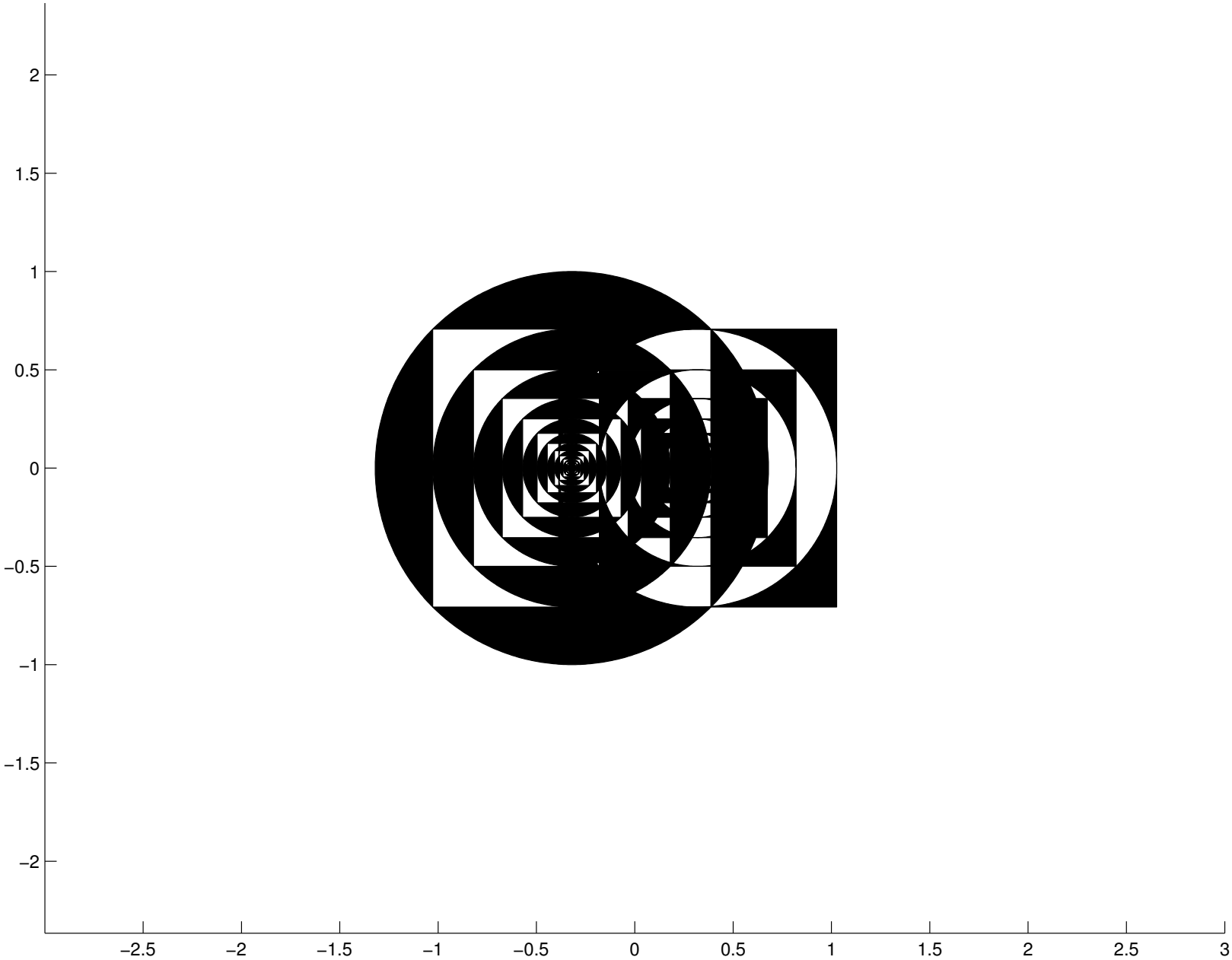

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

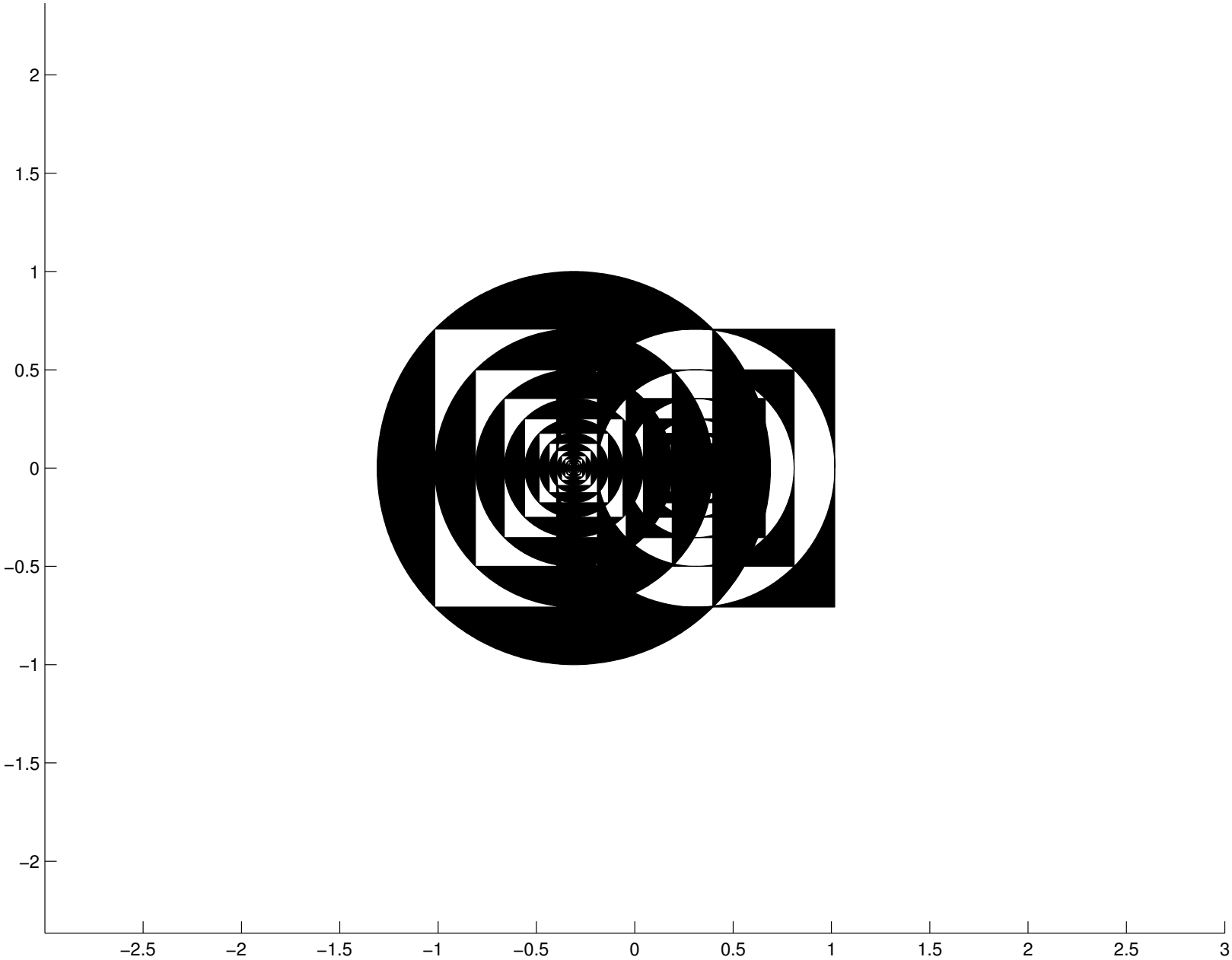

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

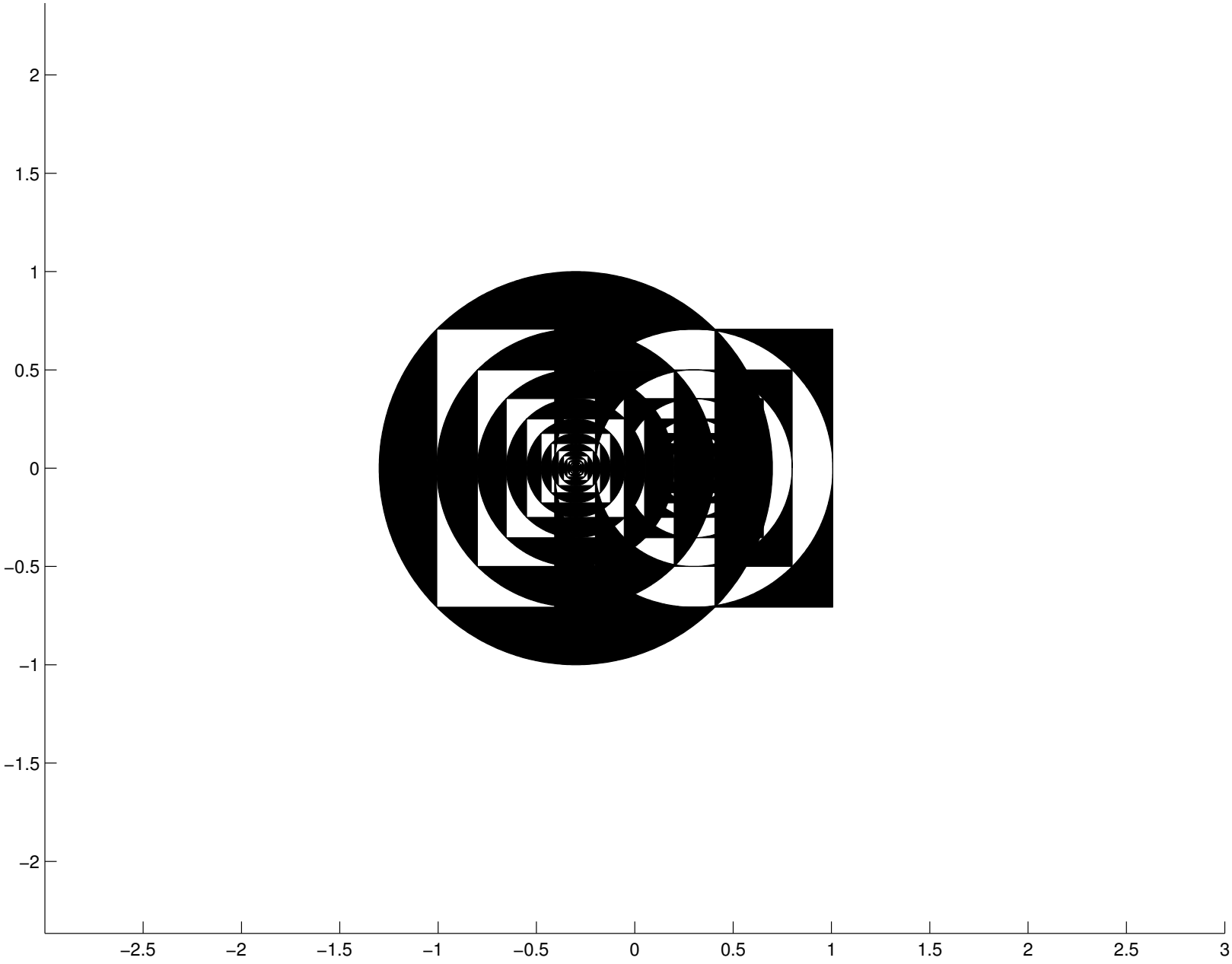

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

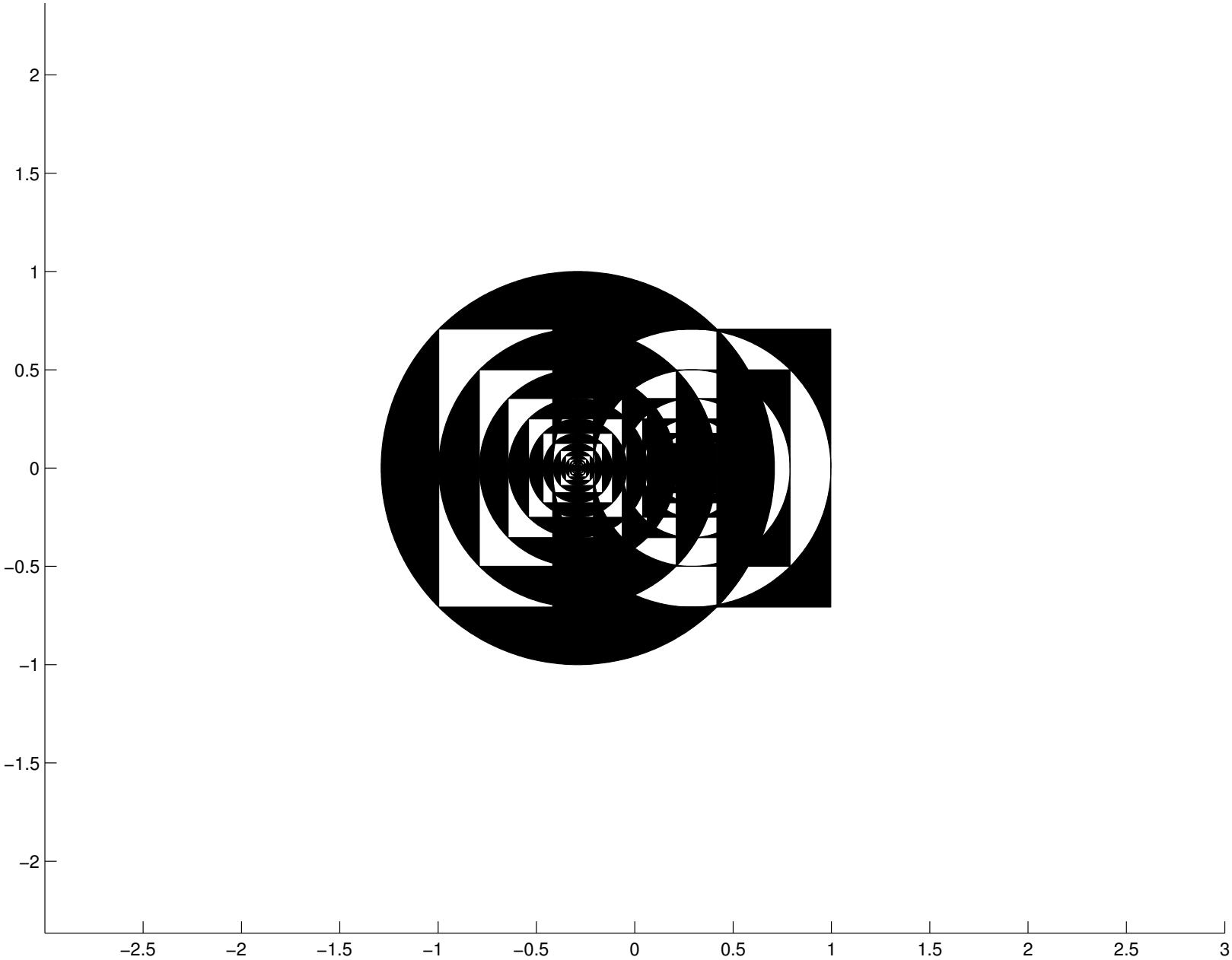

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

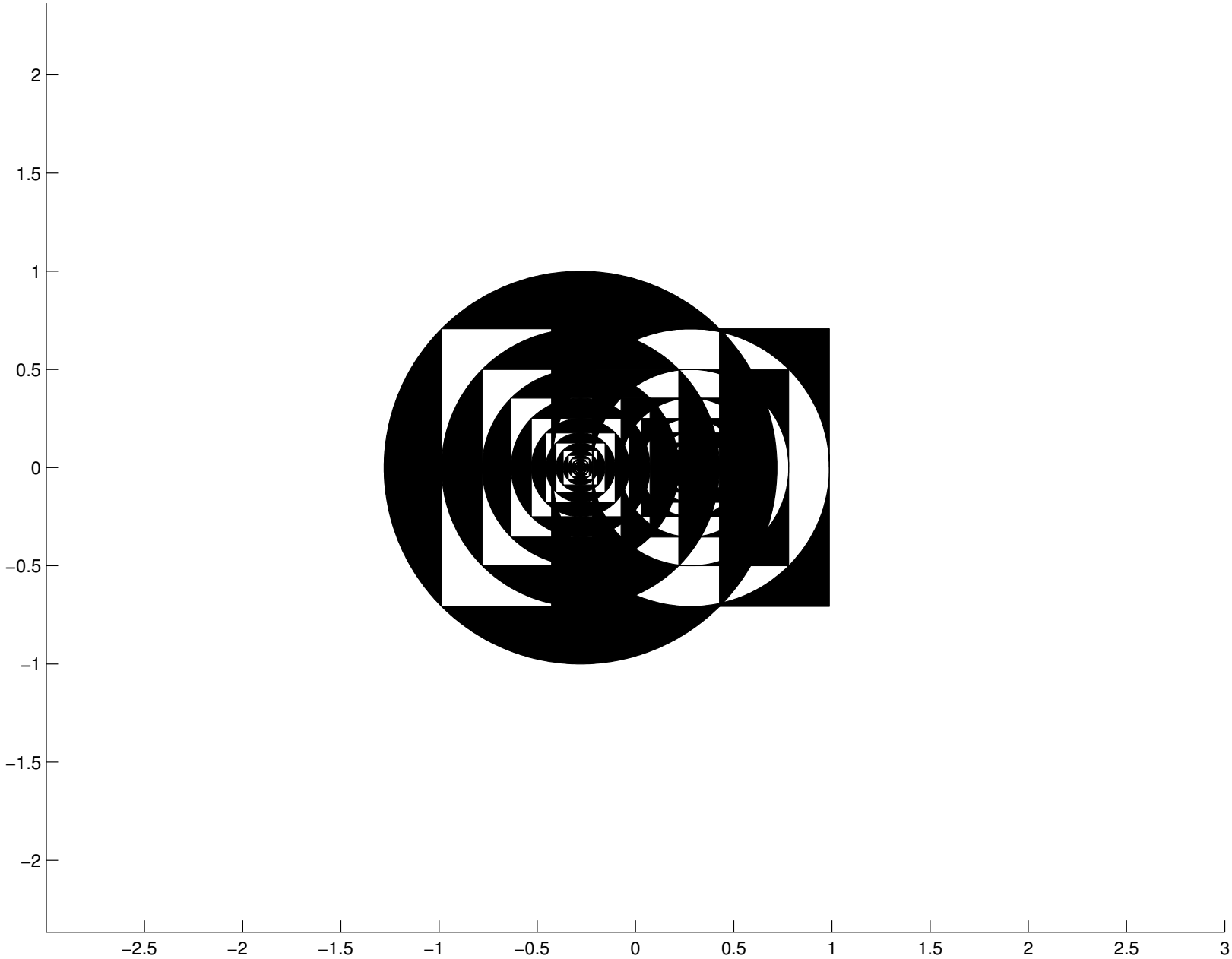

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

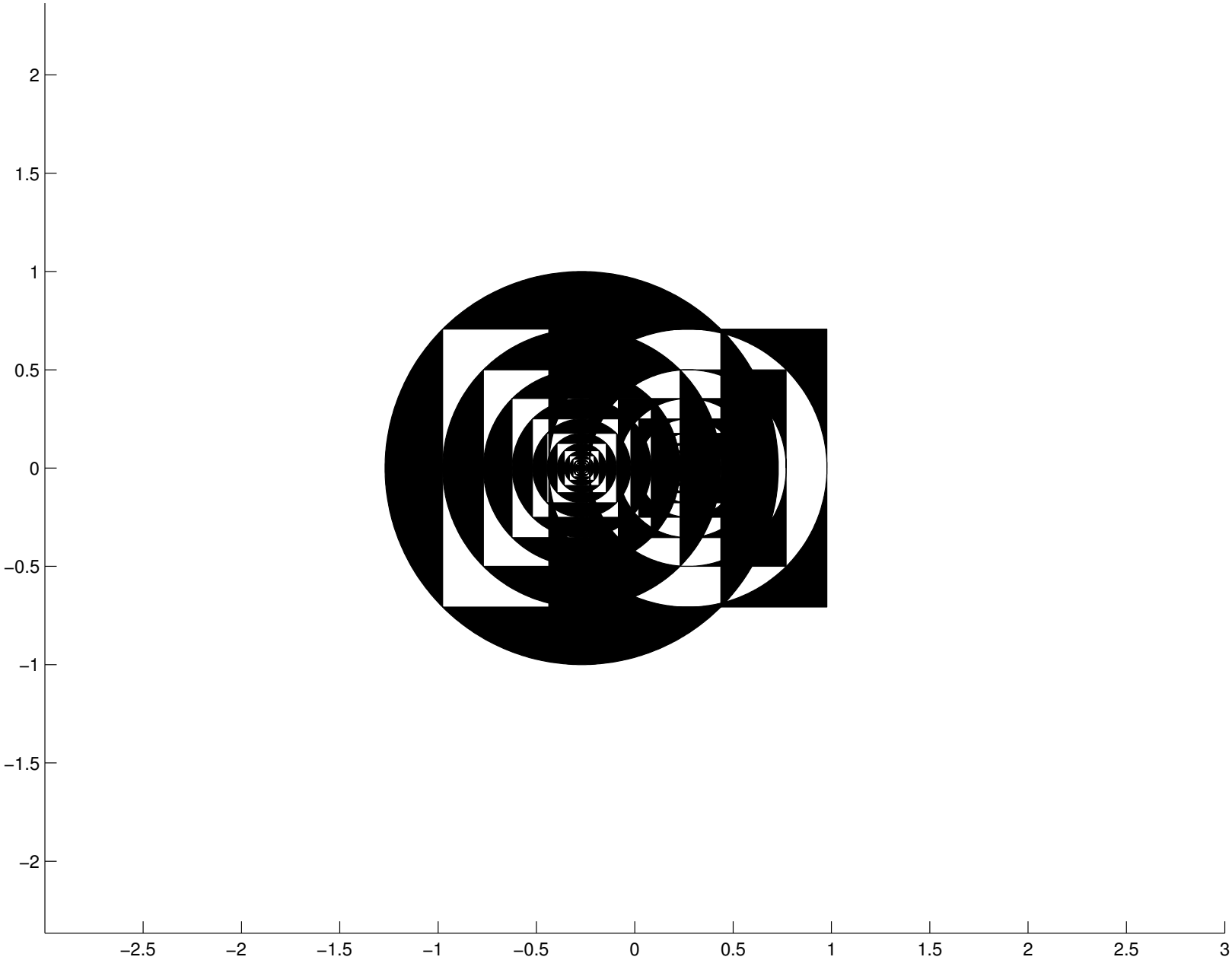

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

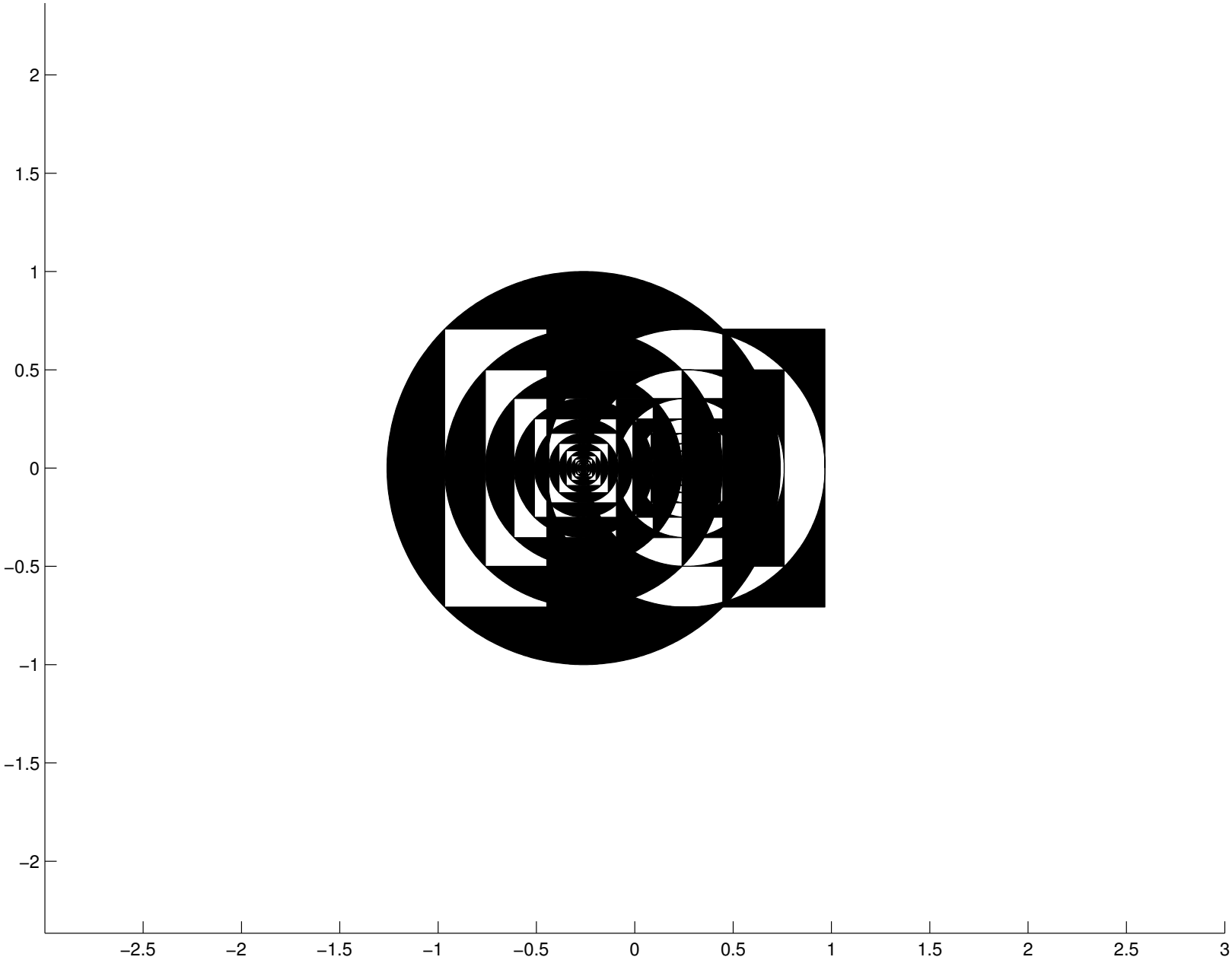

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

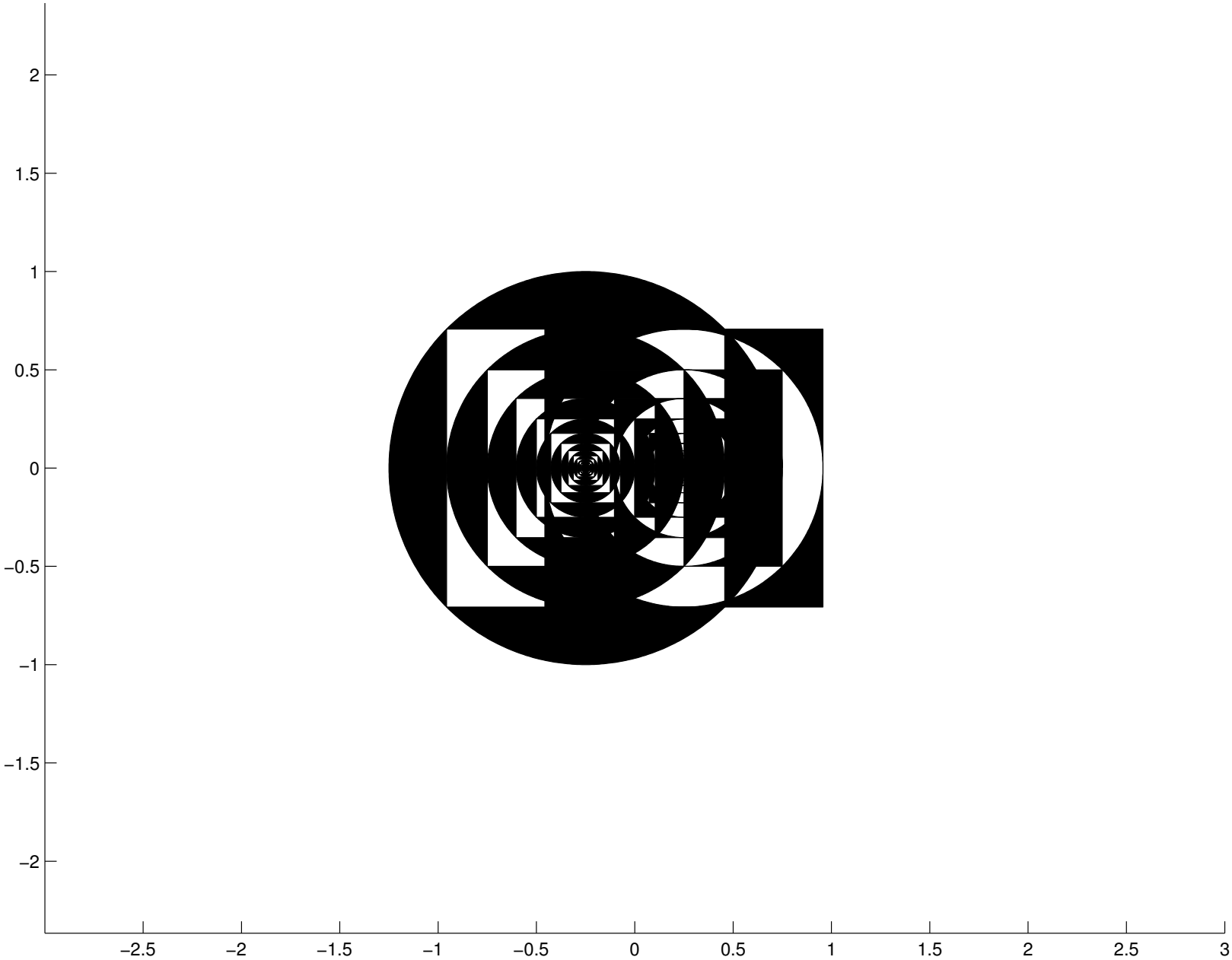

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

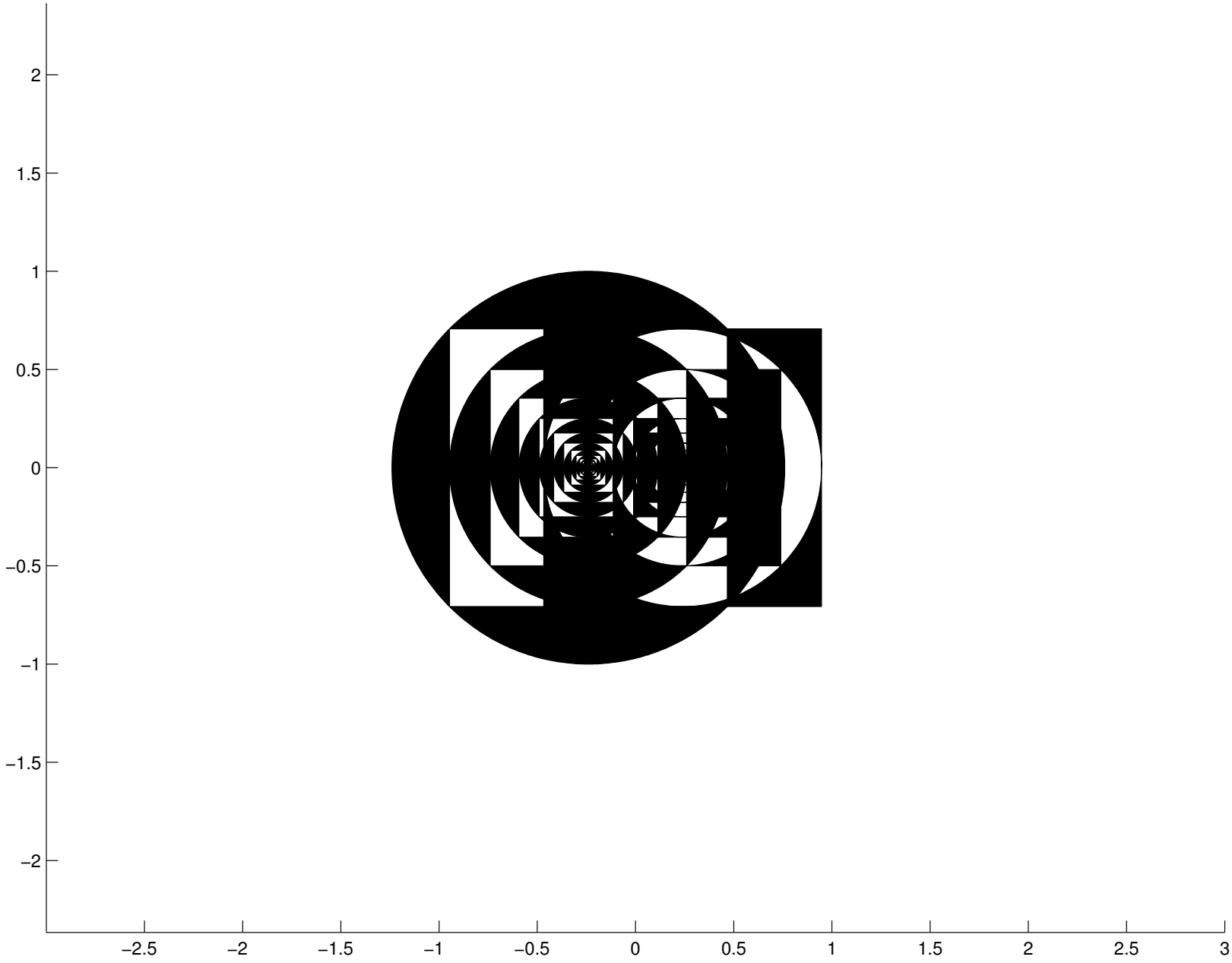

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

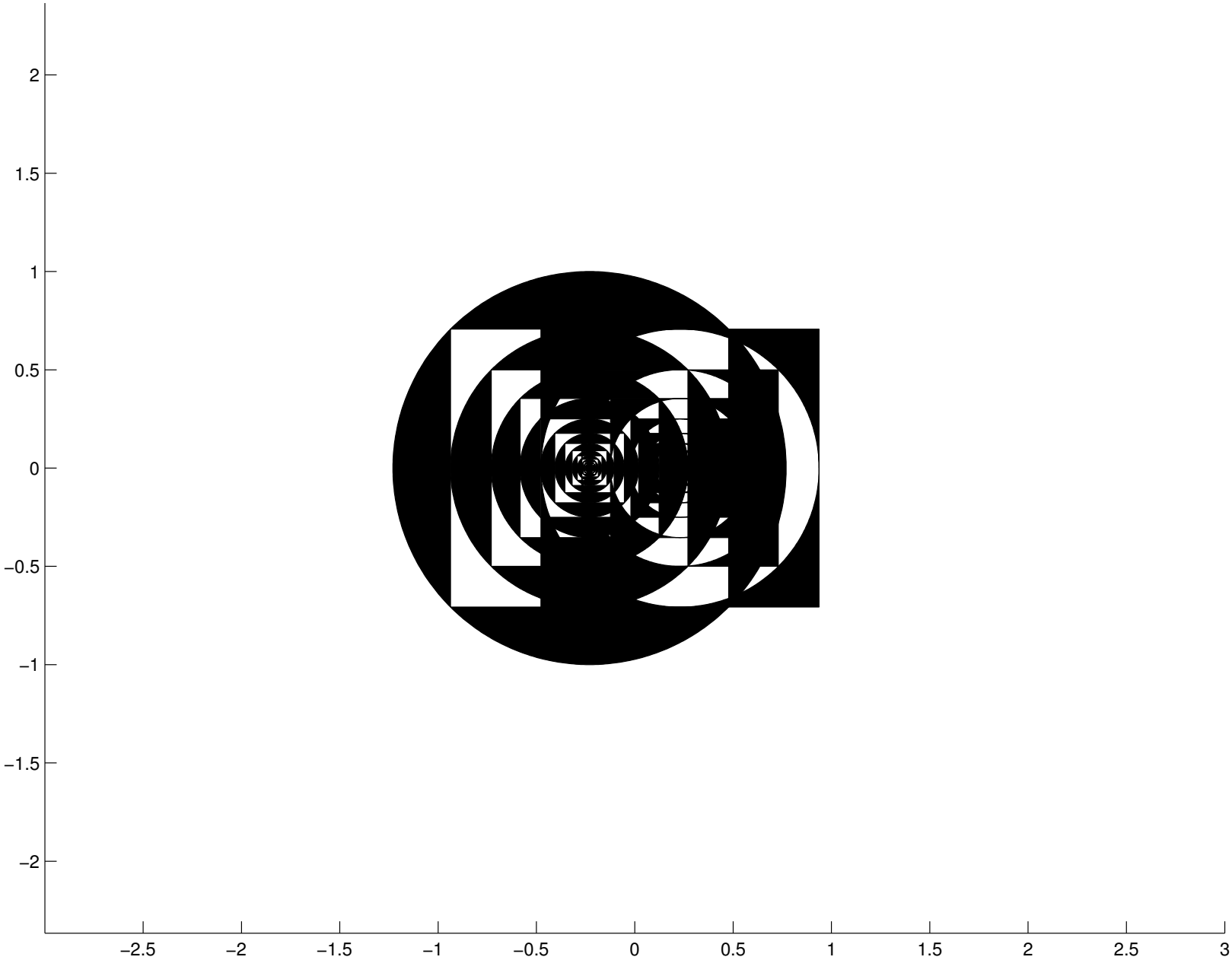

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

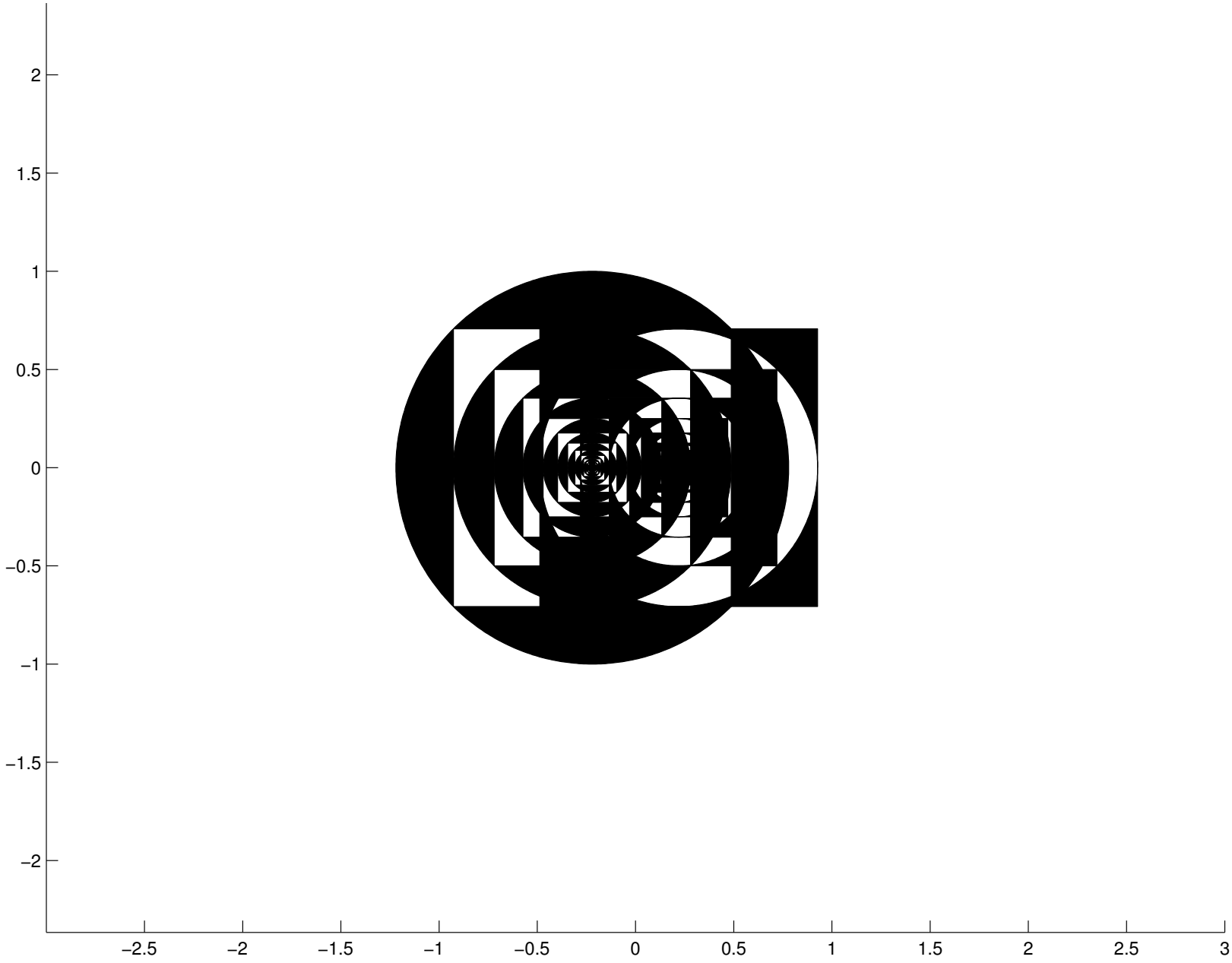

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

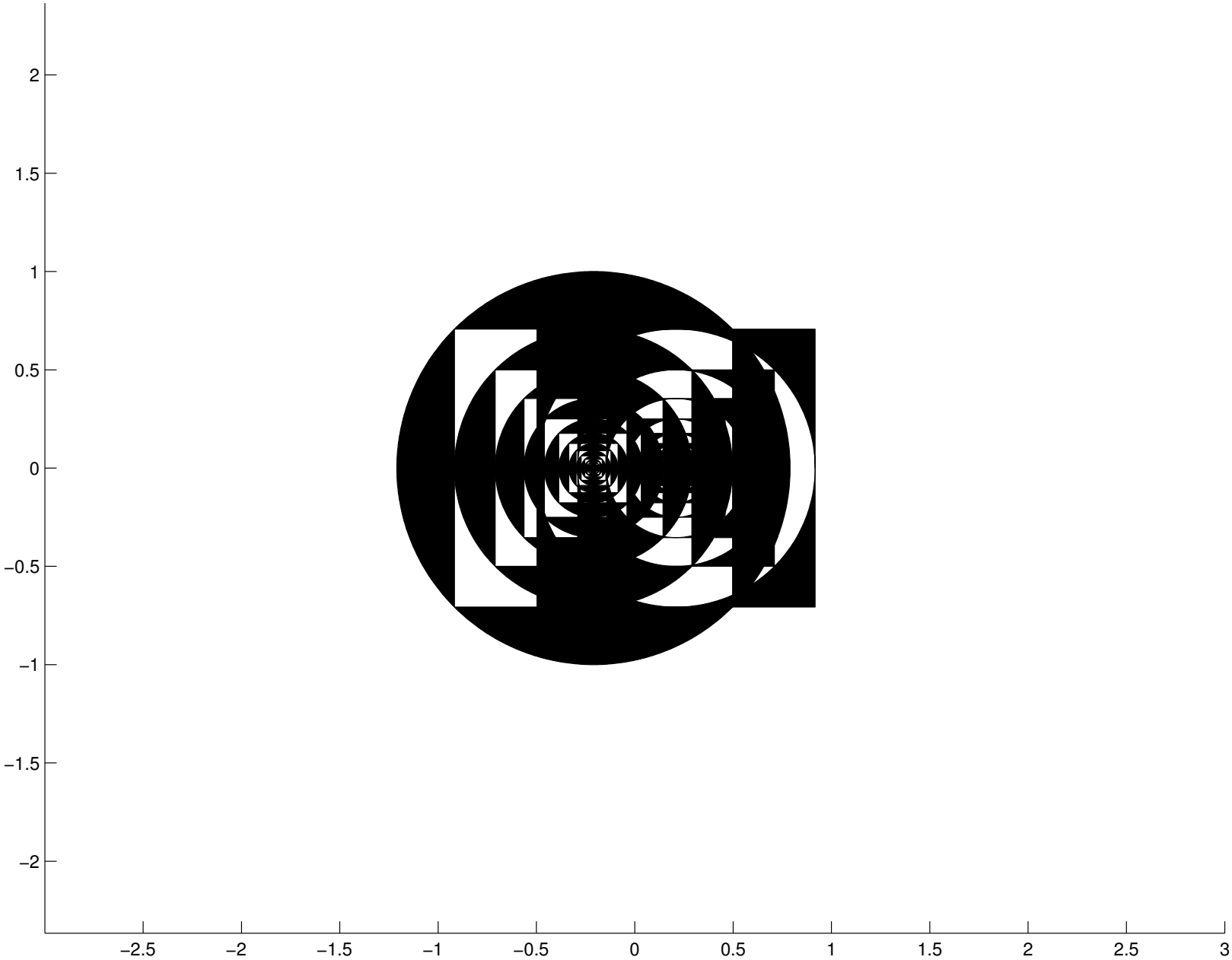

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

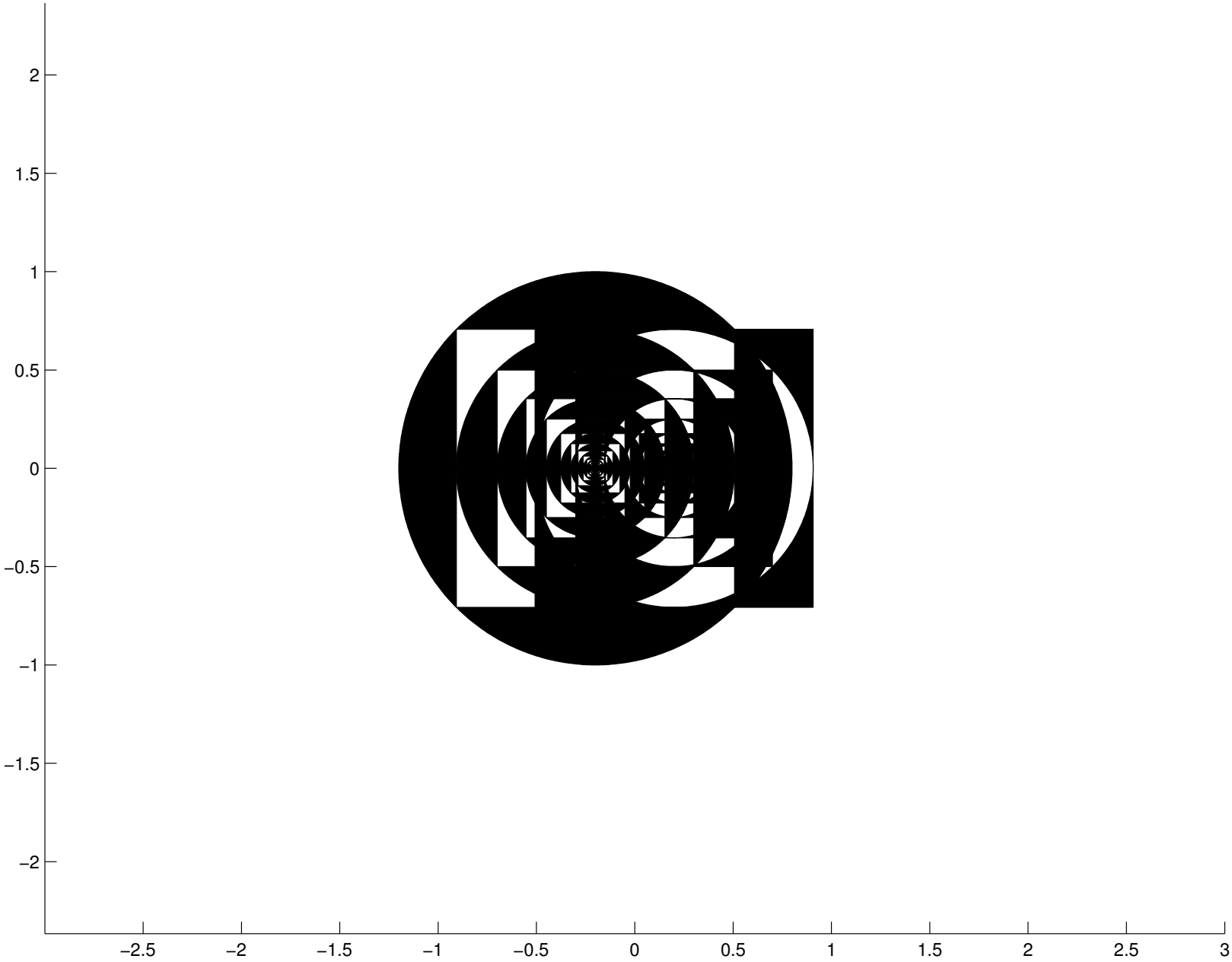

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

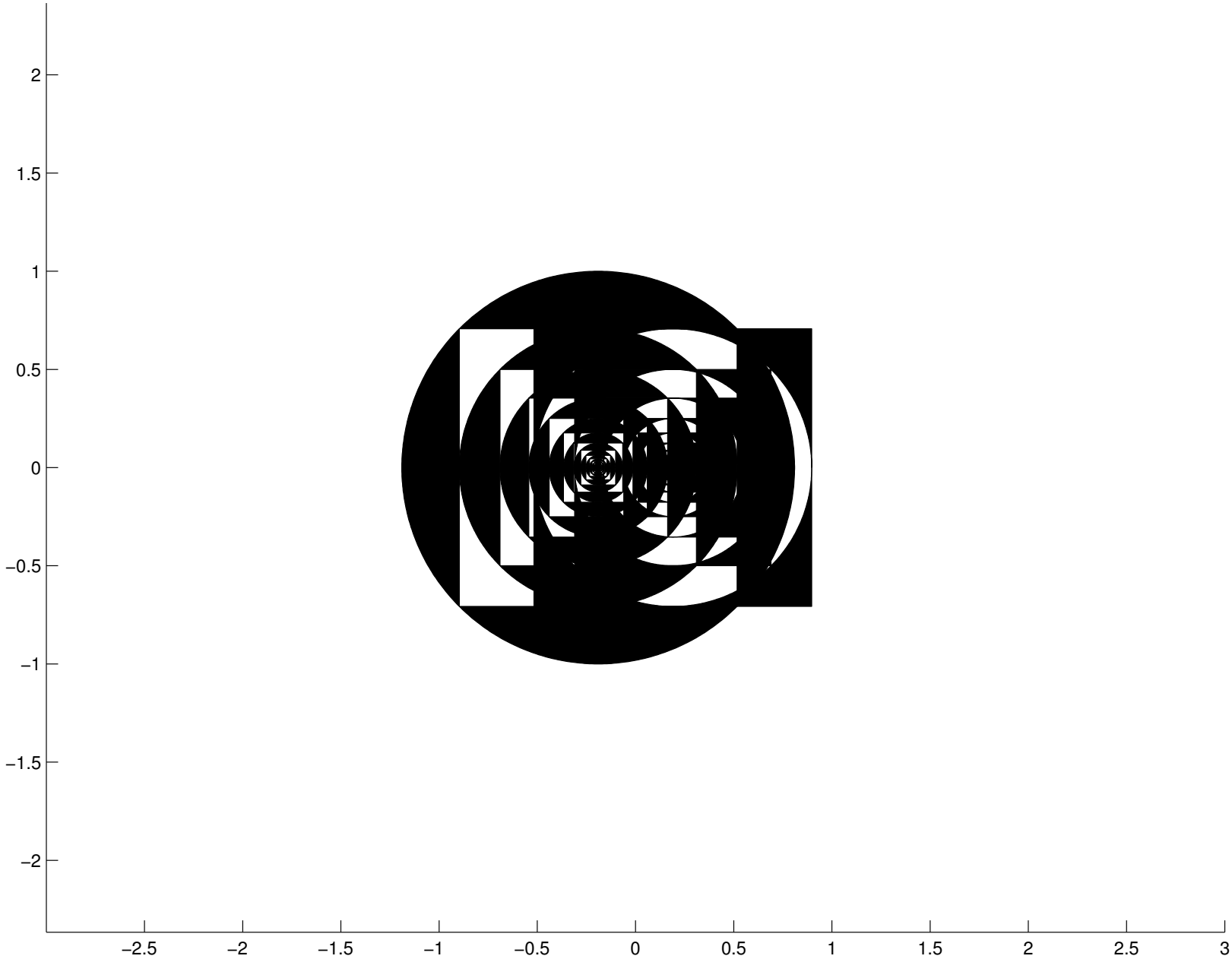

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

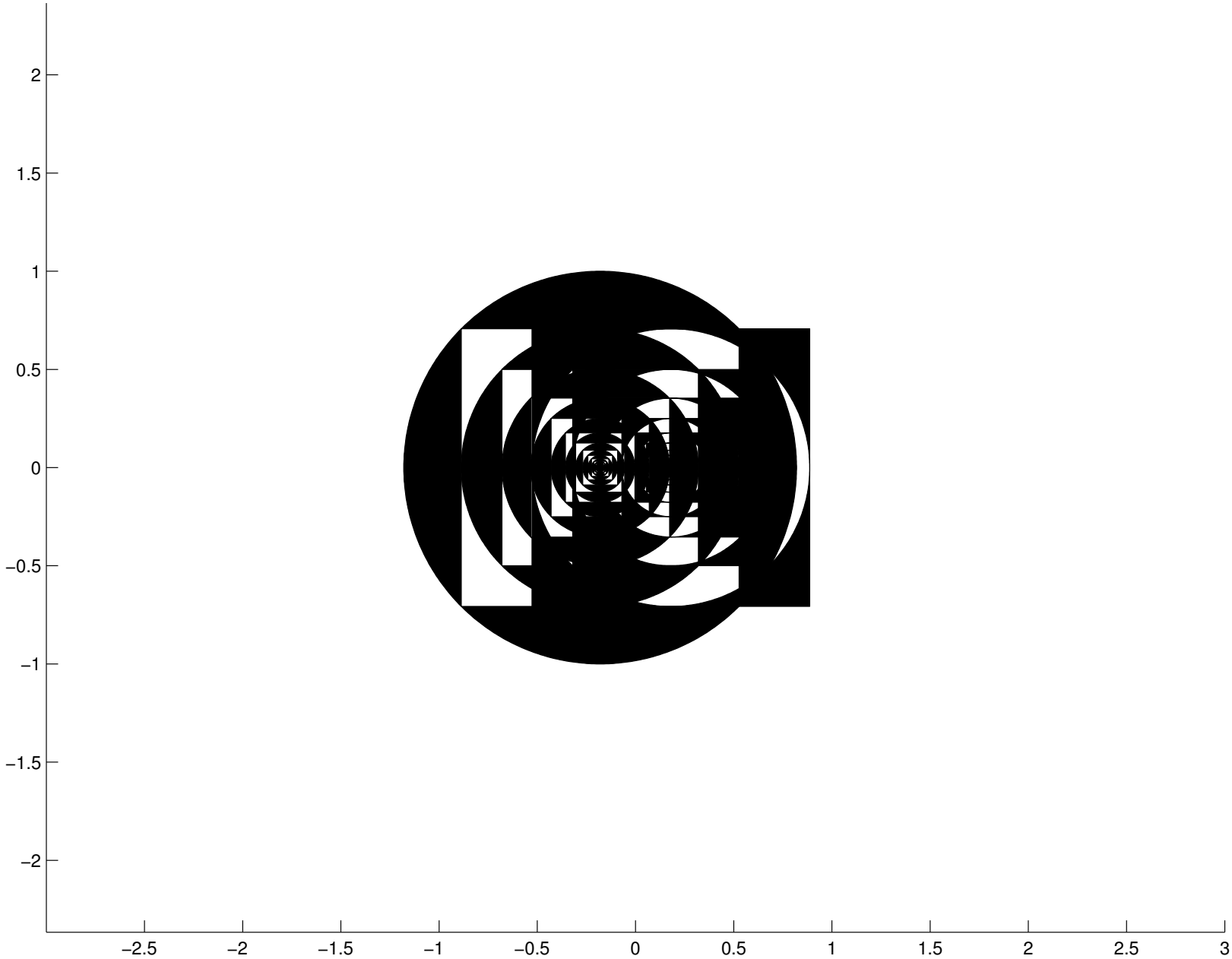

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

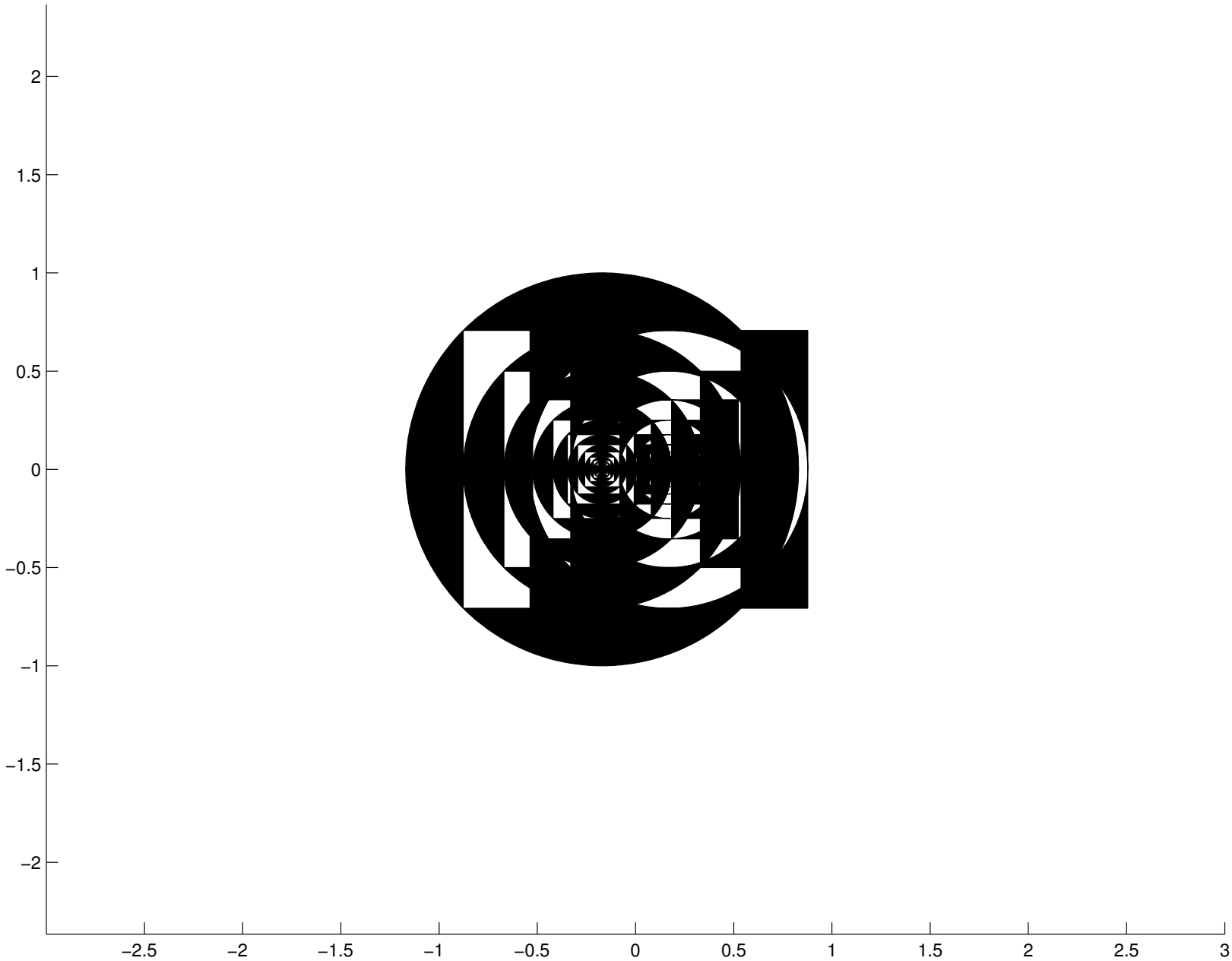

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

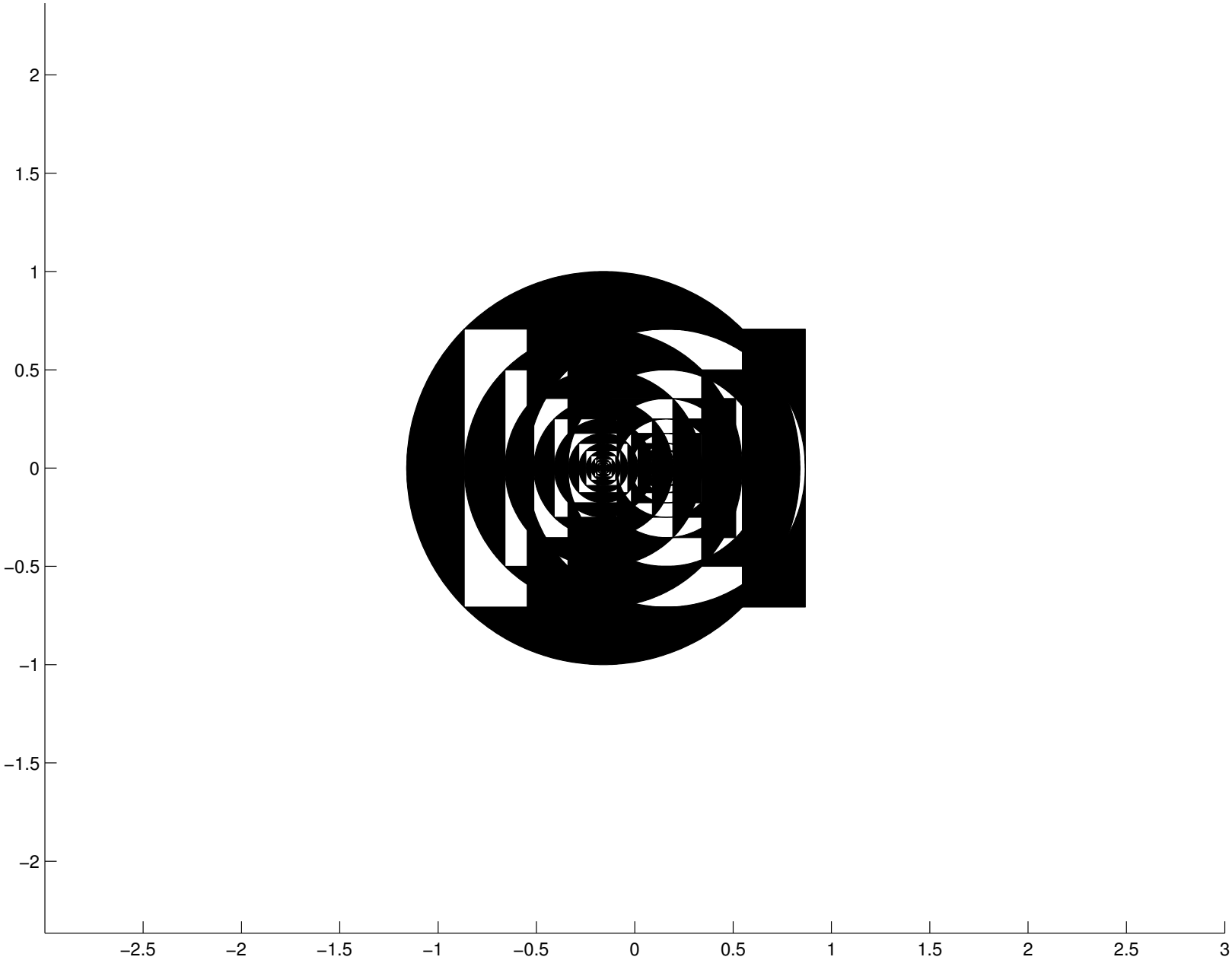

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

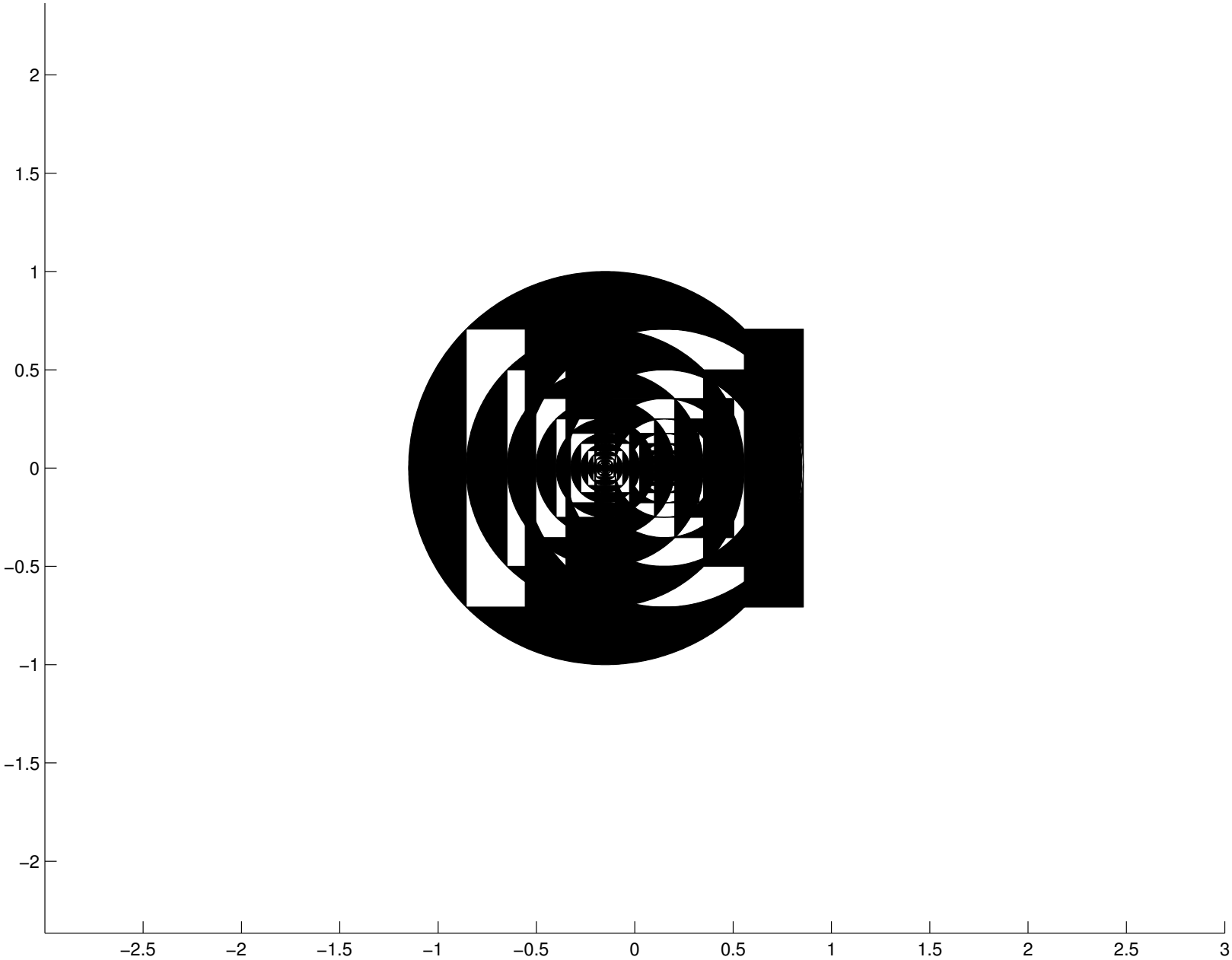

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

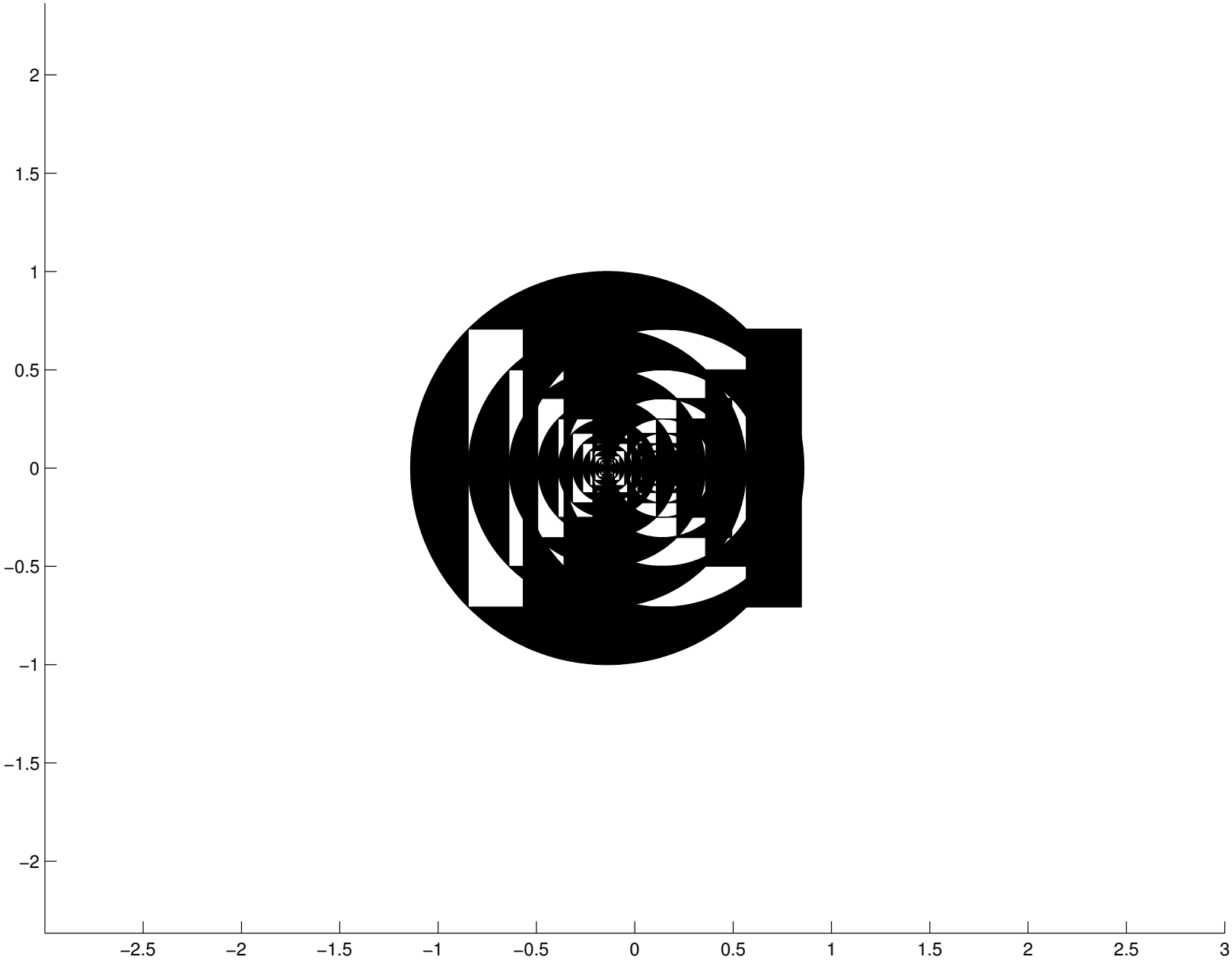

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

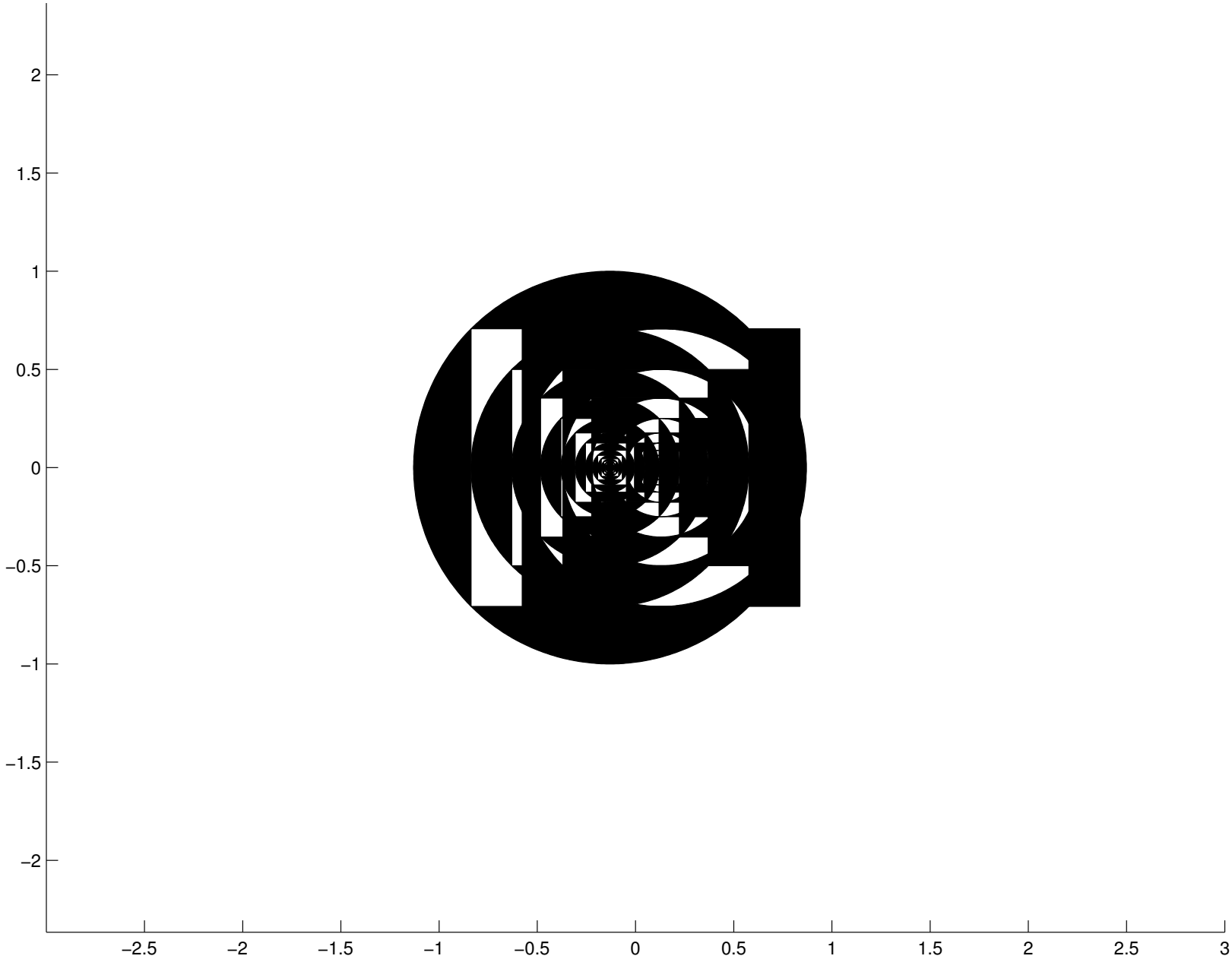

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

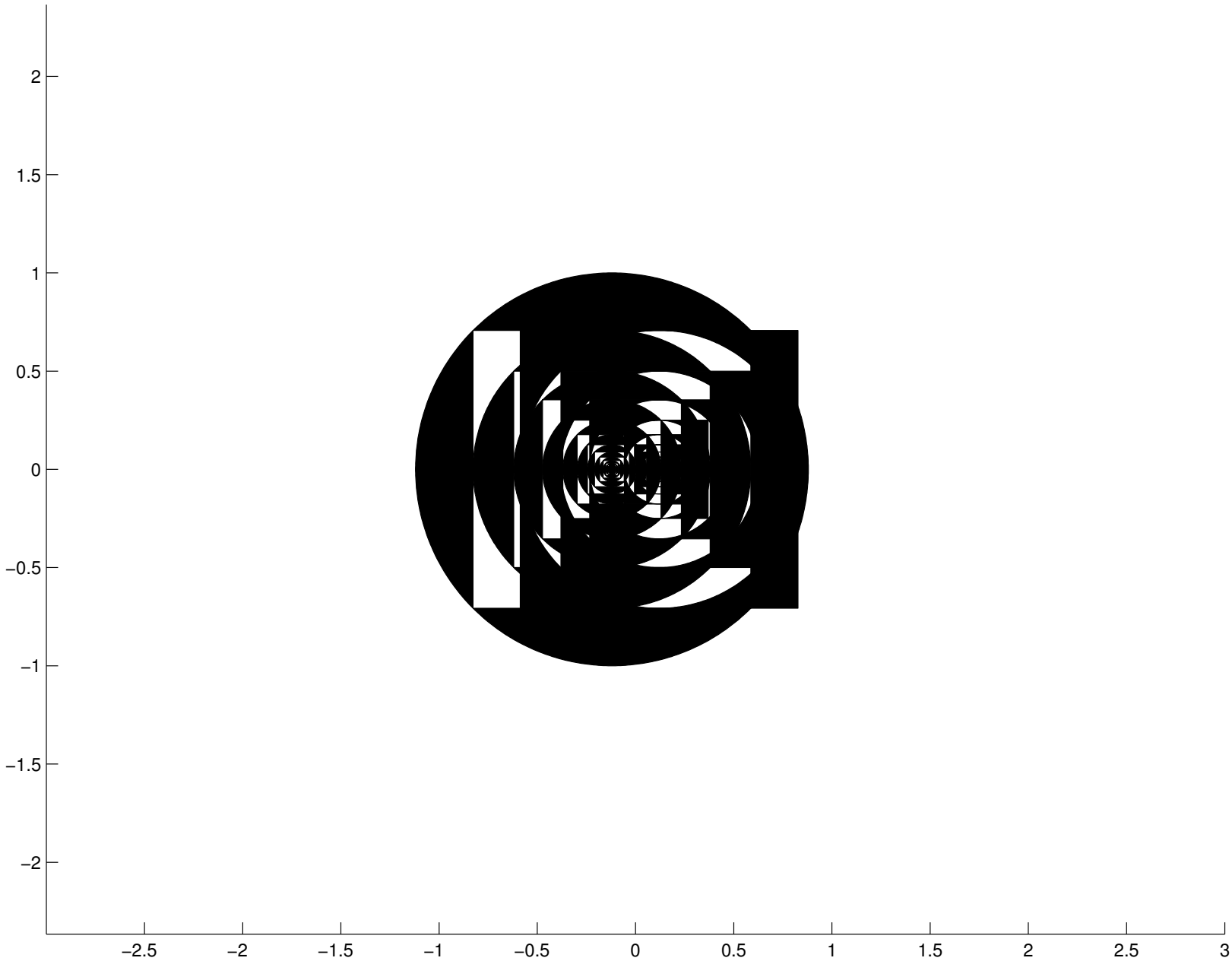

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

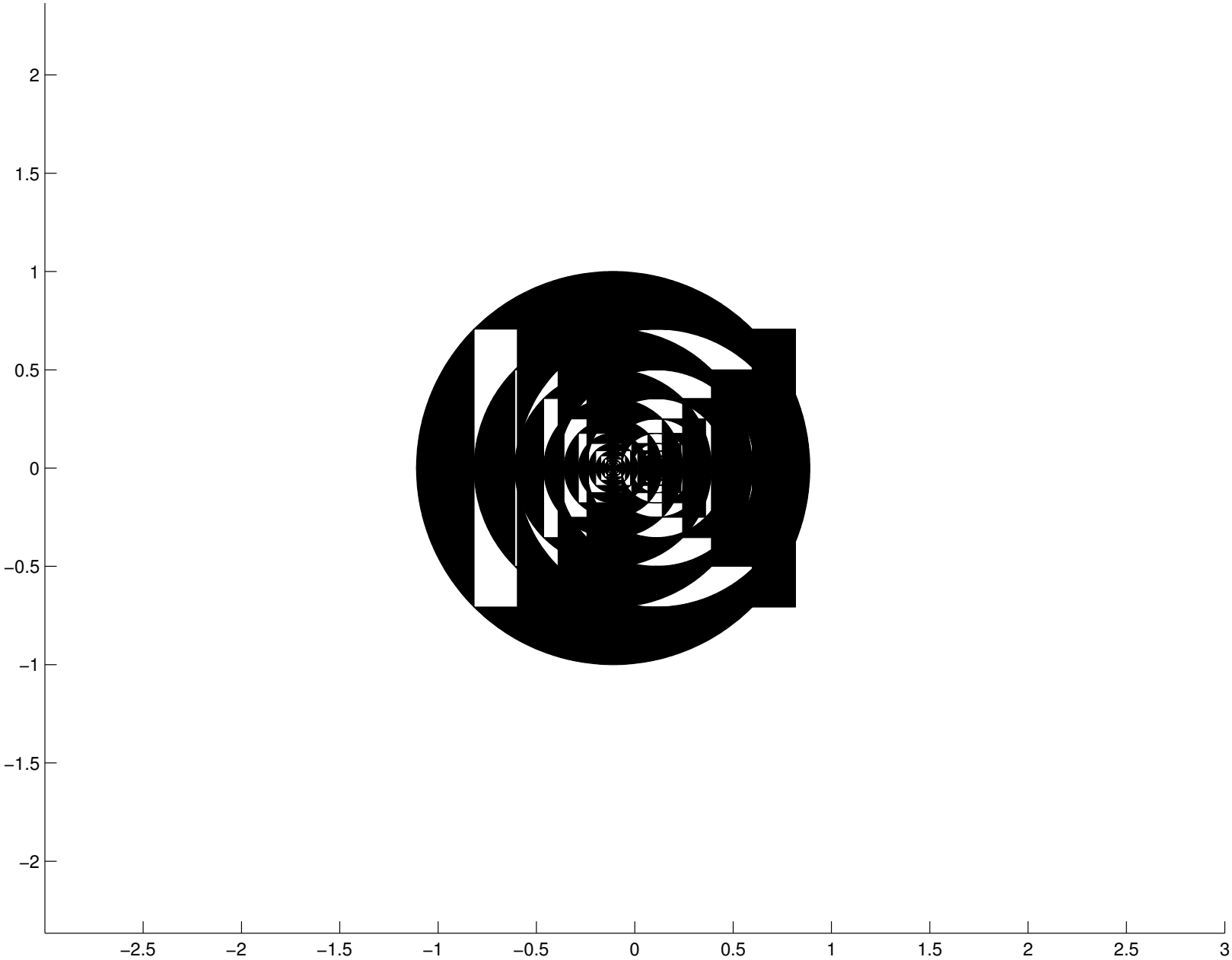

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

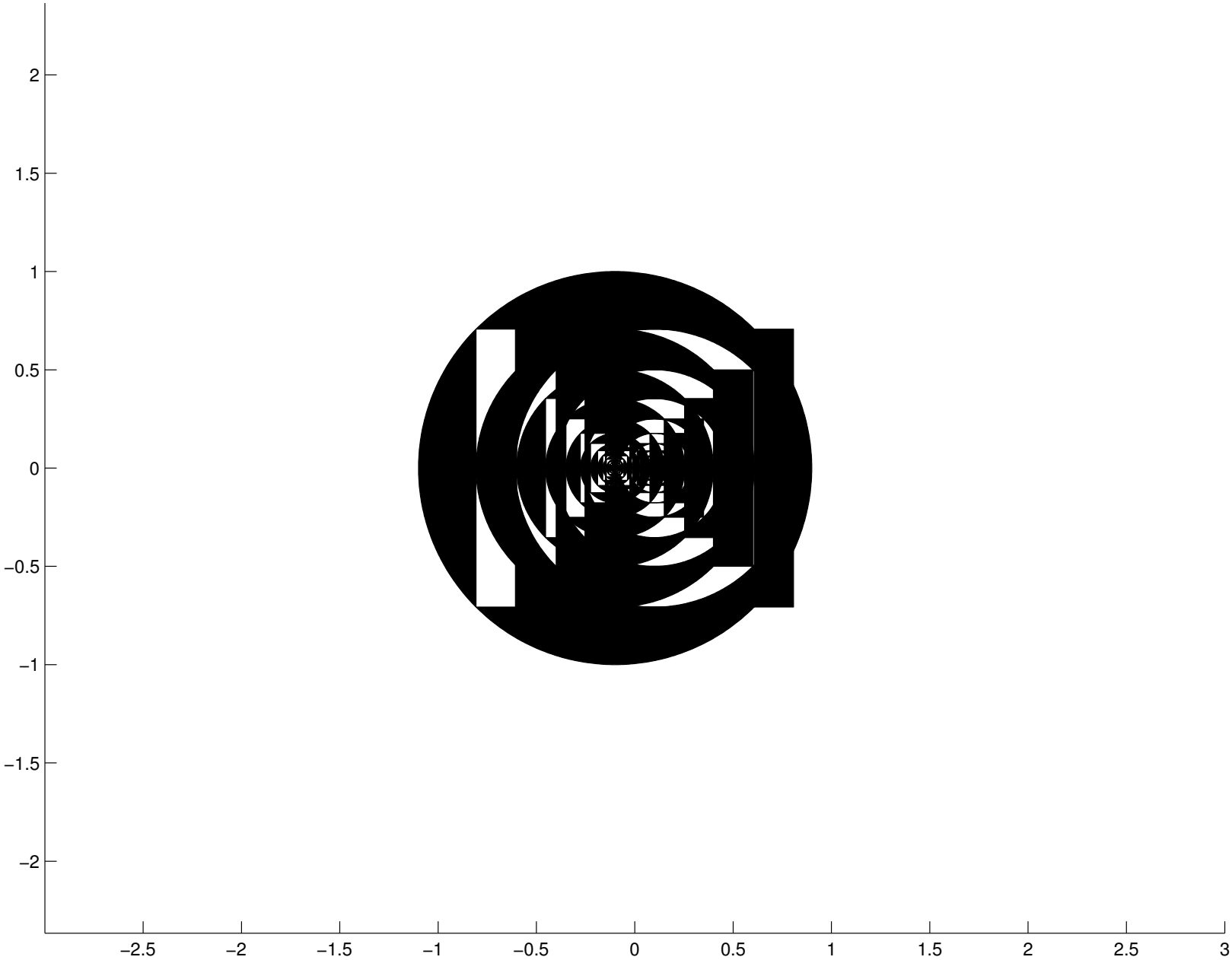

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

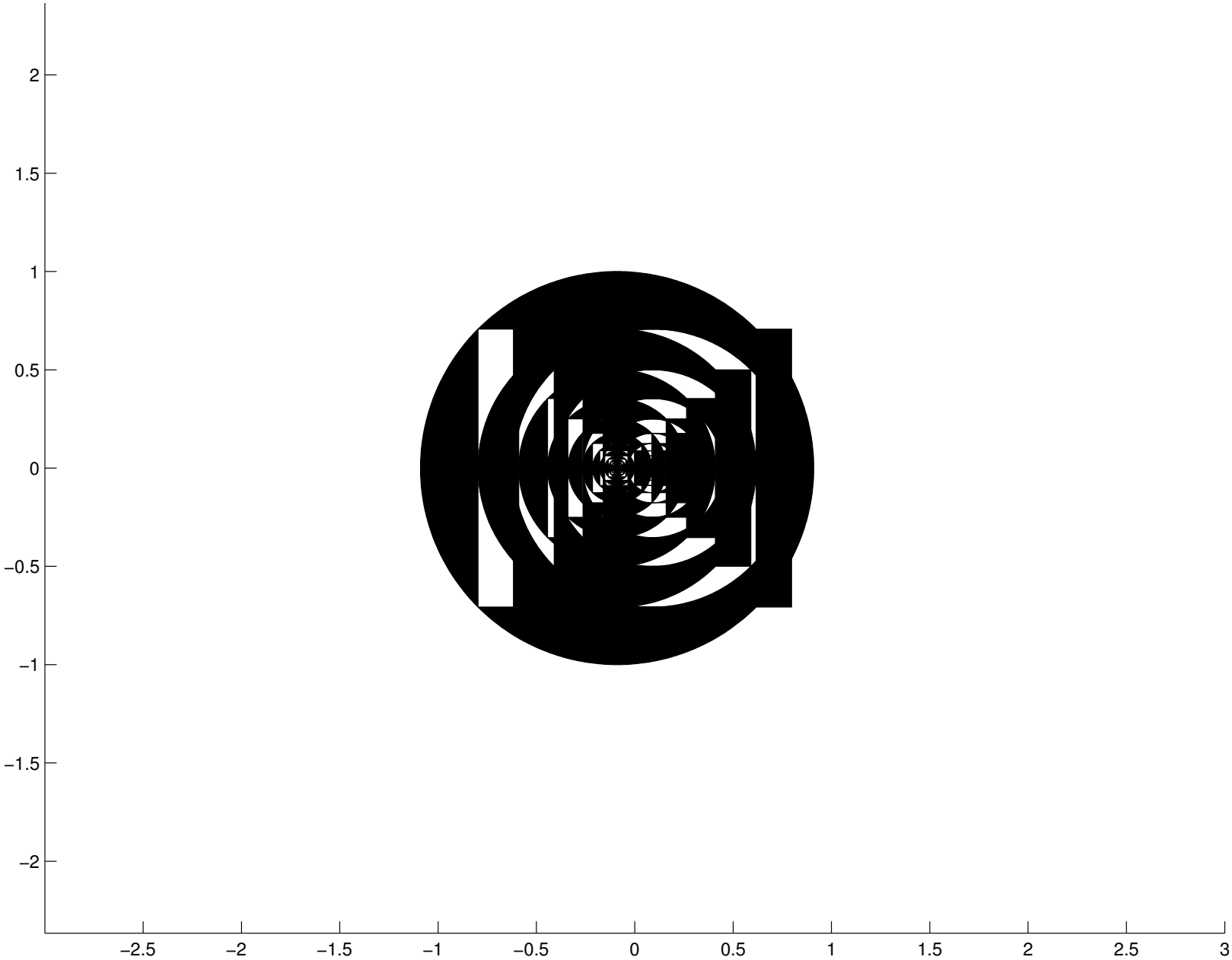

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

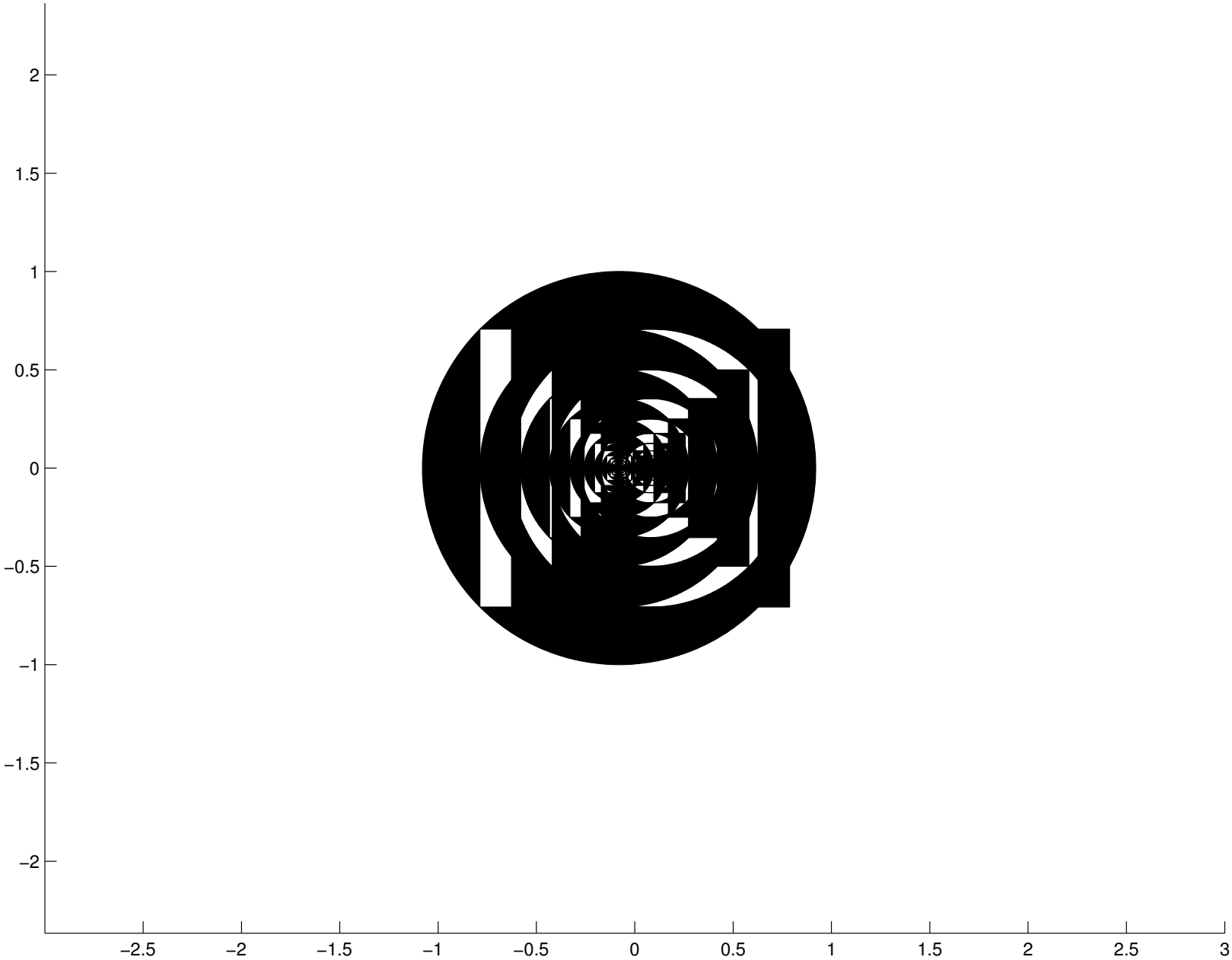

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

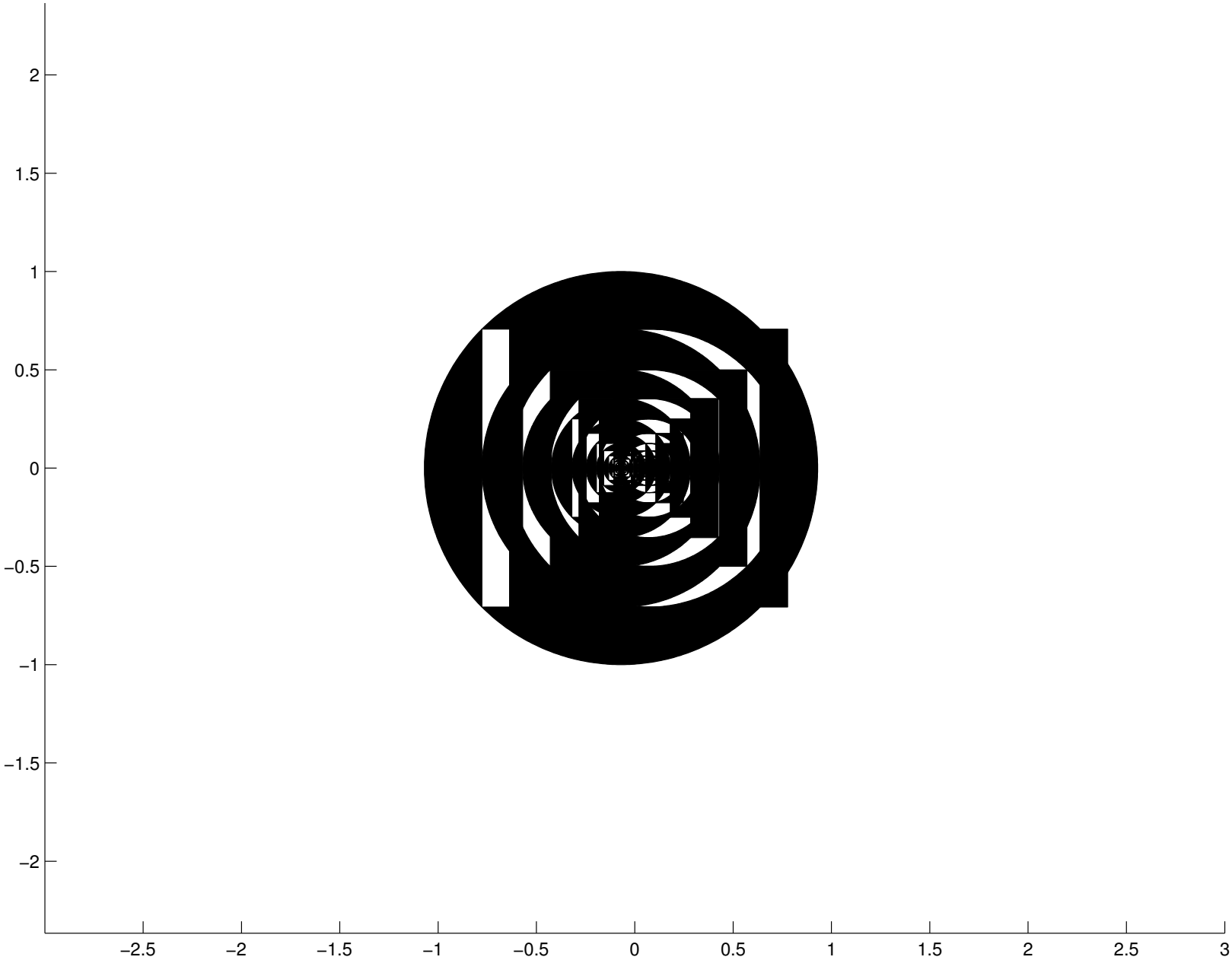

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

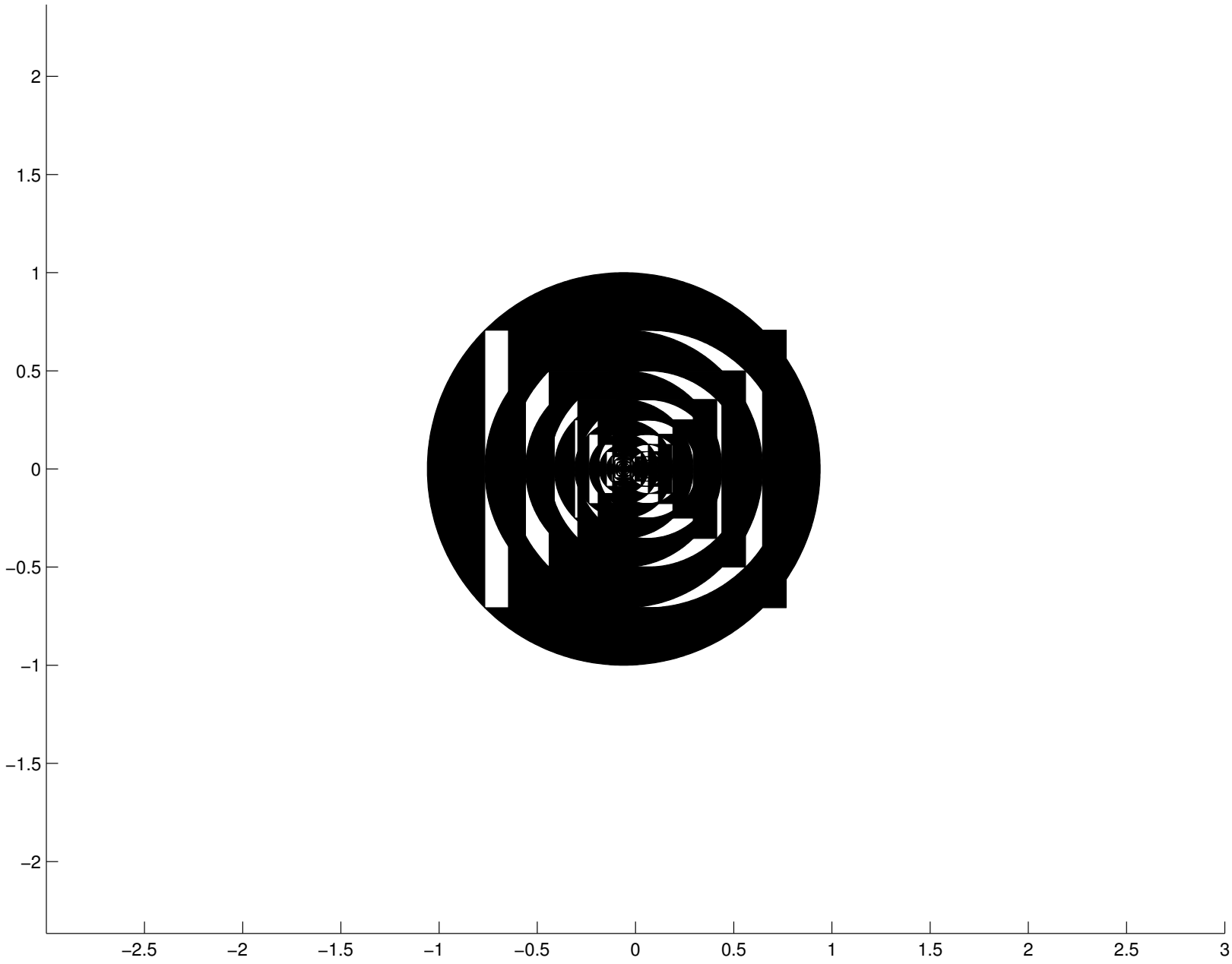

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

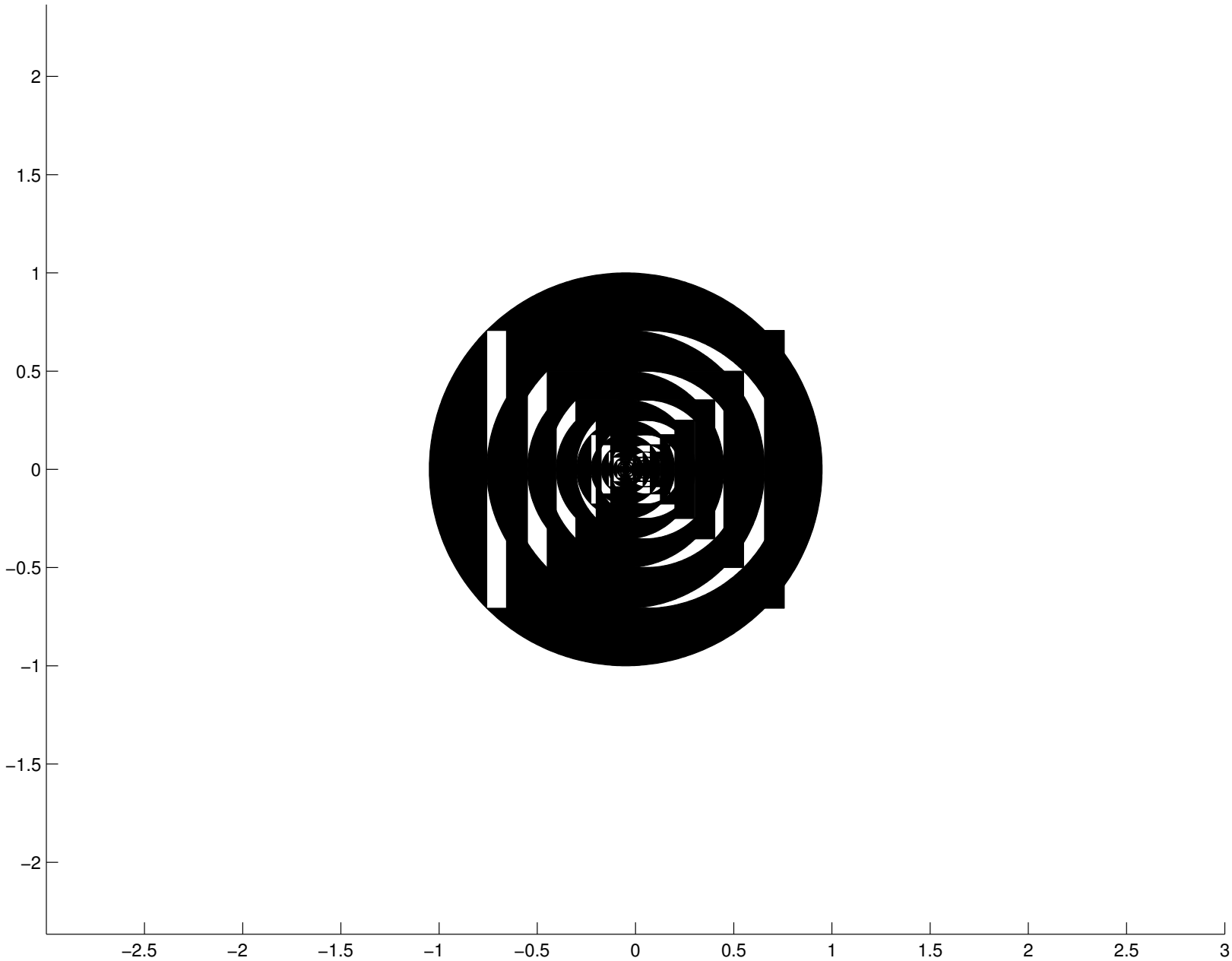

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

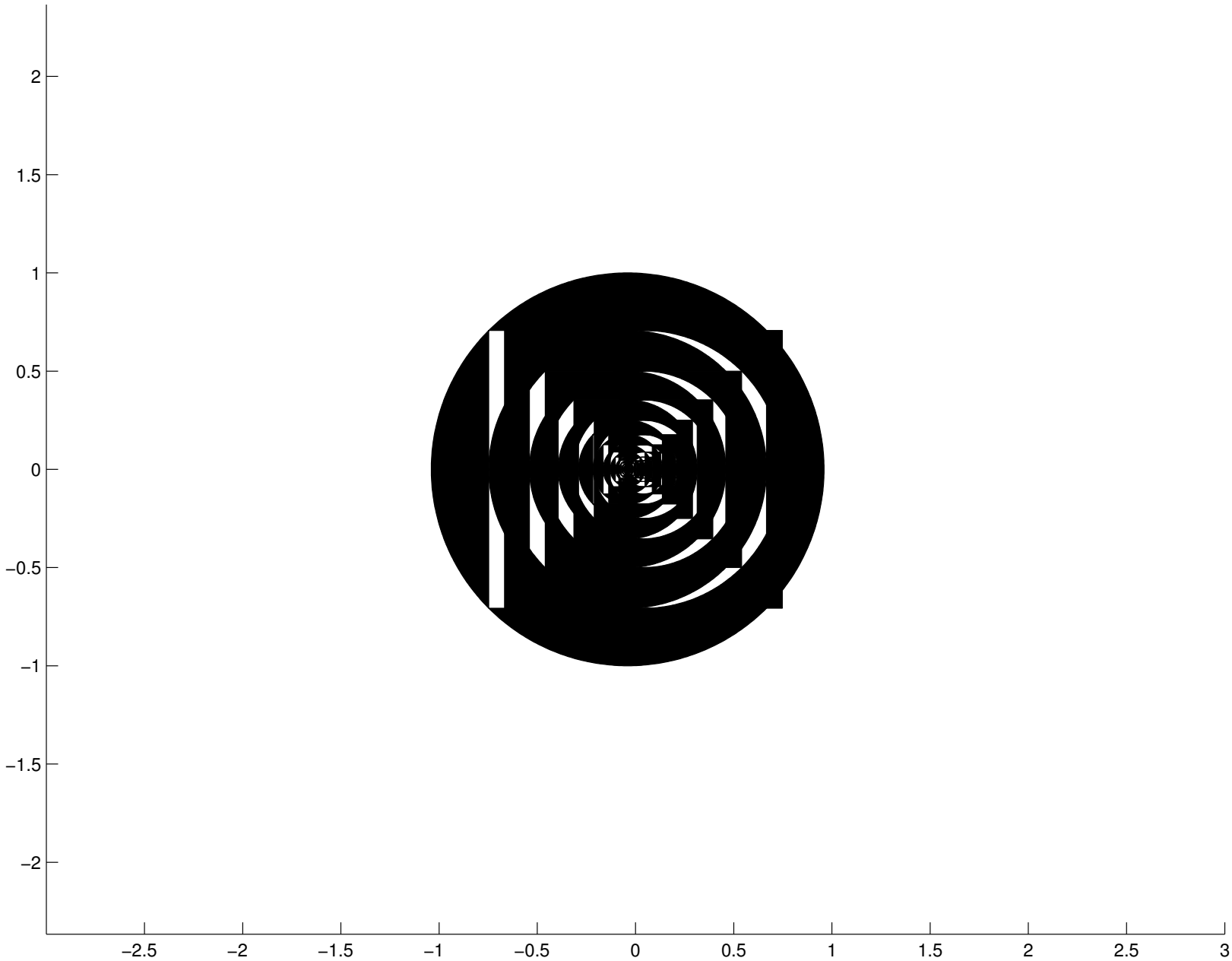

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

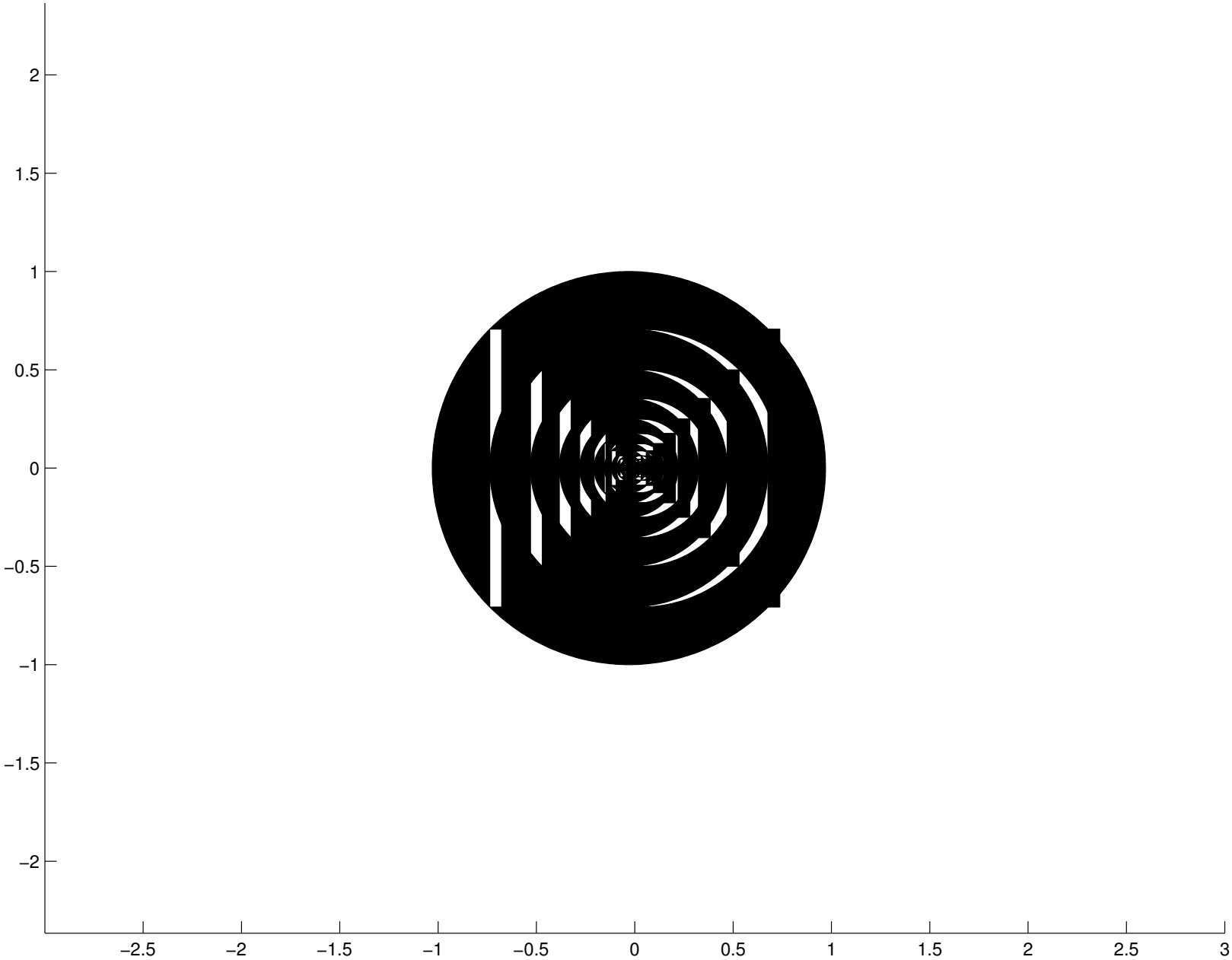

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

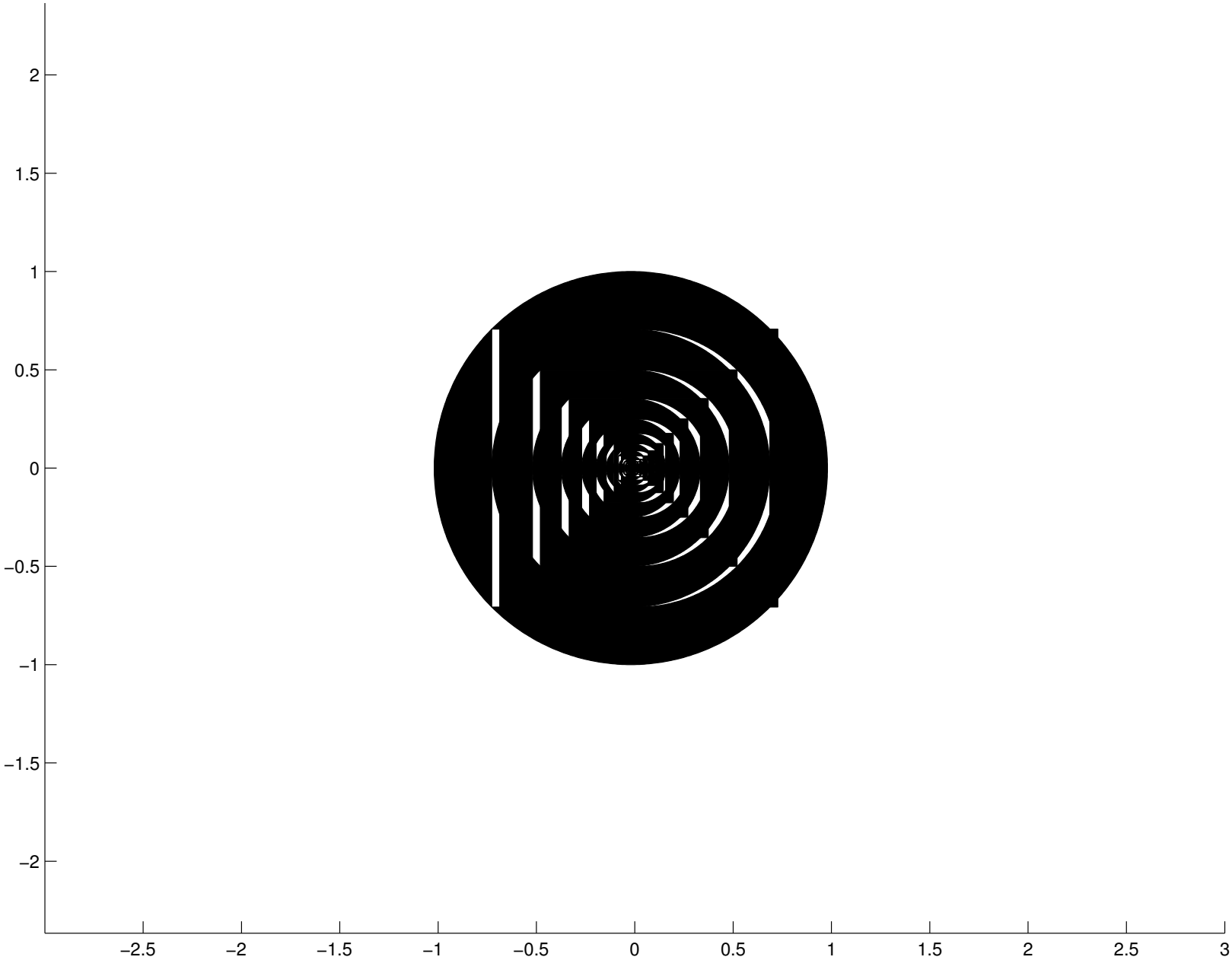

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

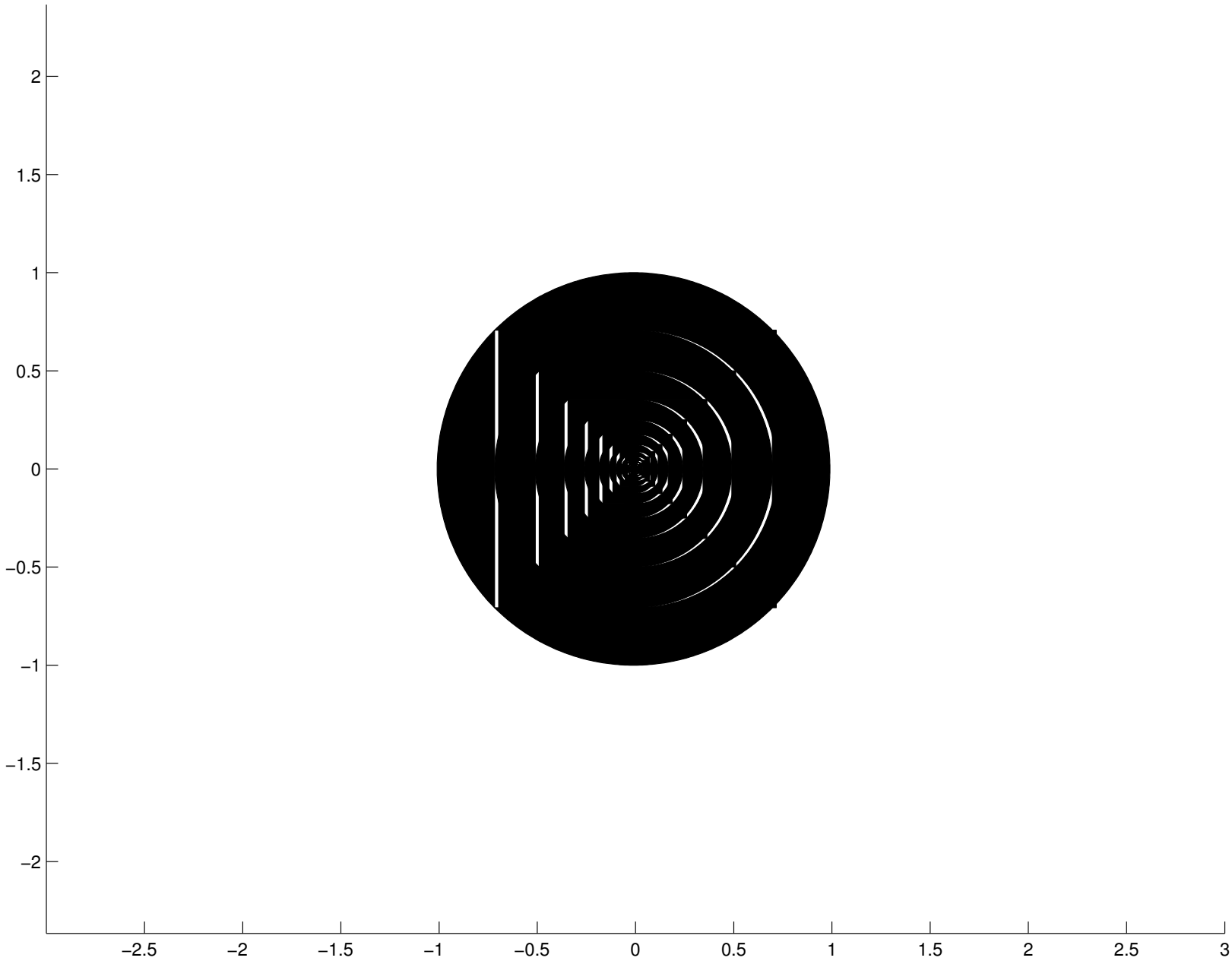

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

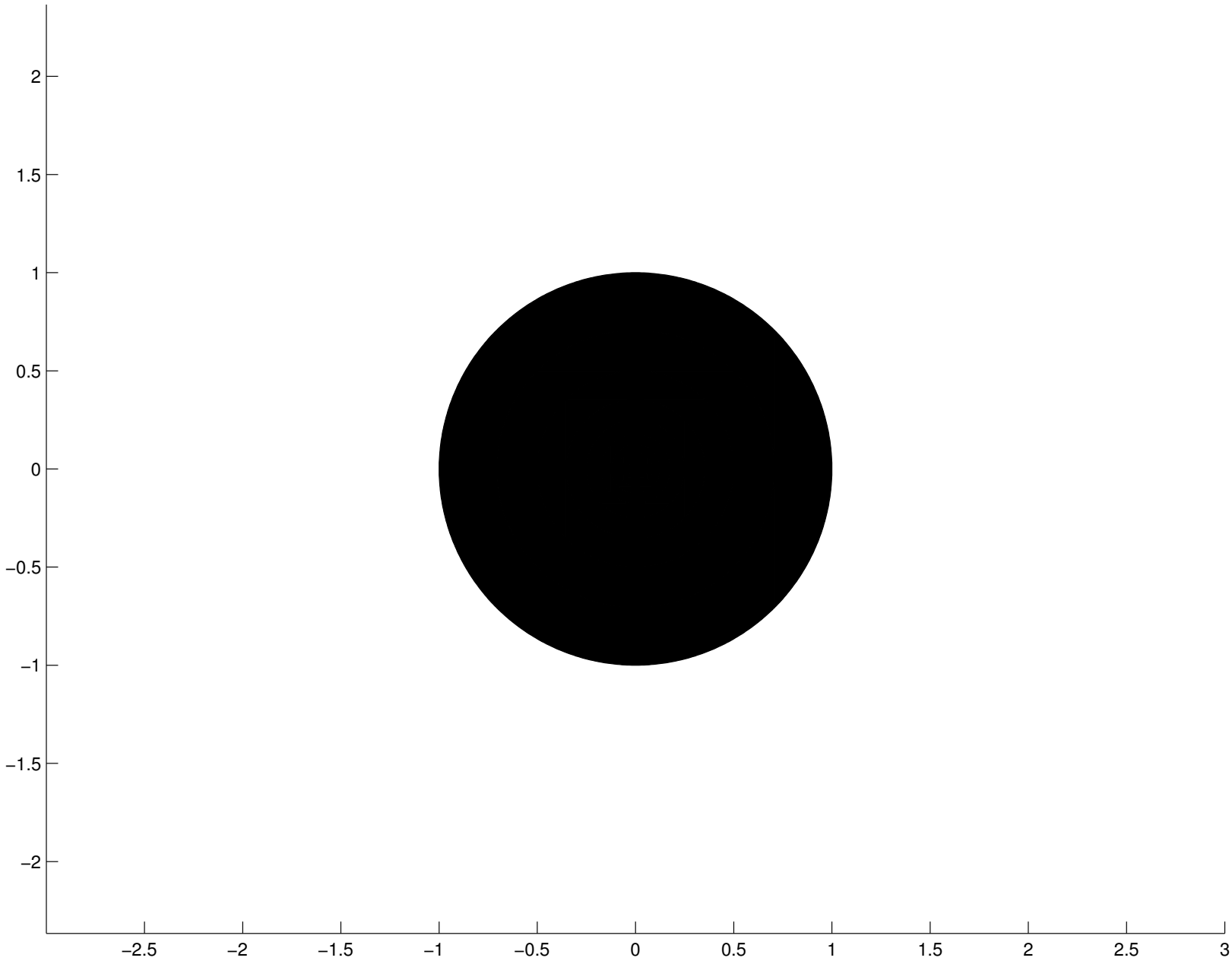

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3


2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3


2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

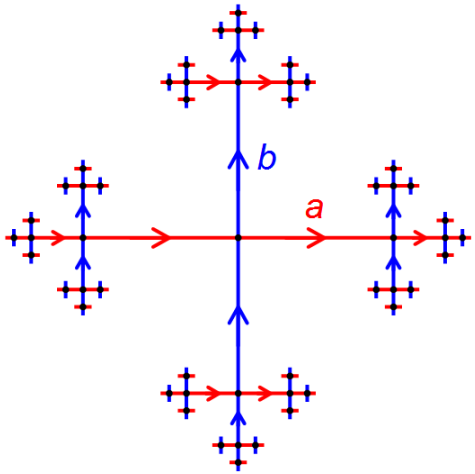

2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3


2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3


2
1.5
1
0.5
0
−0.5
−1
−1.5
−2
−2.5
−2
−1.5
−1
−0.5
0
0.5
1
1.5
2
2.5
3

# Celly Graph of $F_2$

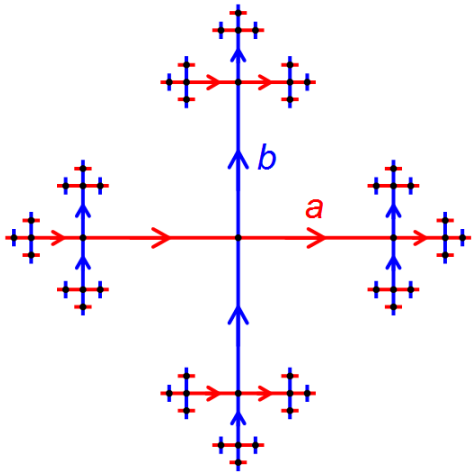
Consider the following graph:




(The graph is infinite.)

# Celly Graph of $F_2$

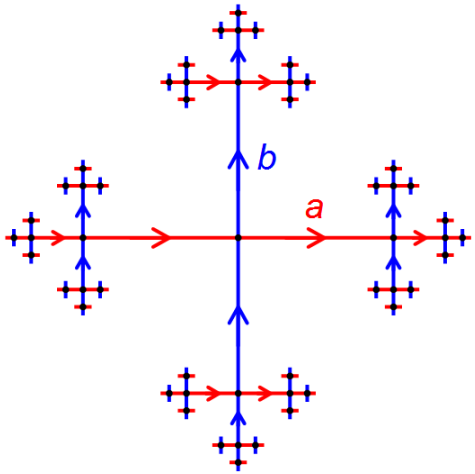
Consider the following graph:




(The graph is infinite.) We considered it as colored directed graph, but we do not care about the geometry (only the combinatorics)

# Celly Graph of $F_2$

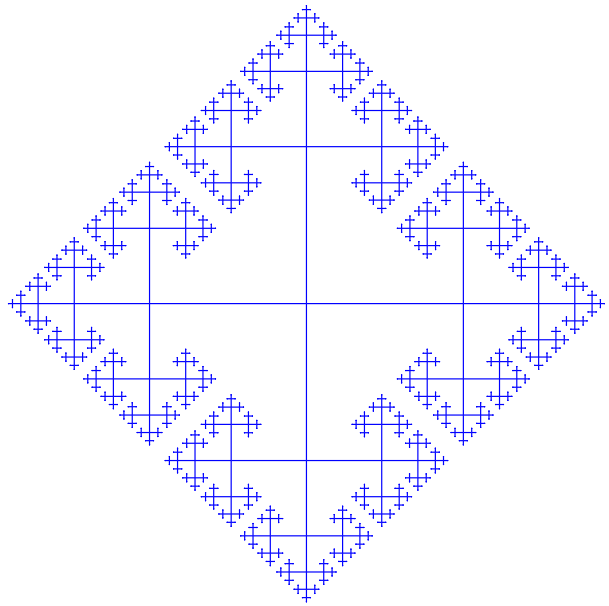
Consider the following graph:

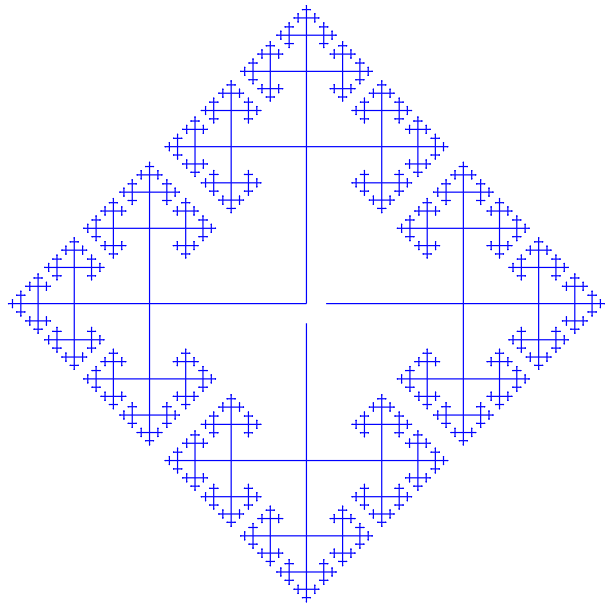


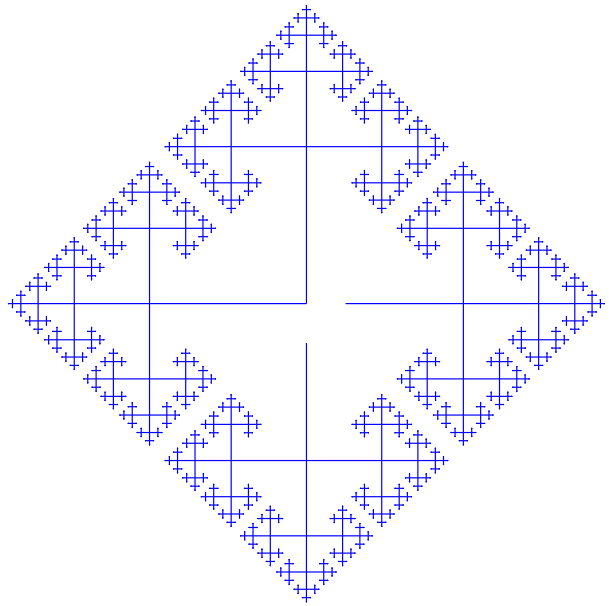

(The graph is infinite.) We considered it as colored directed graph, but we do not care about the geometry (only the combinatorics)

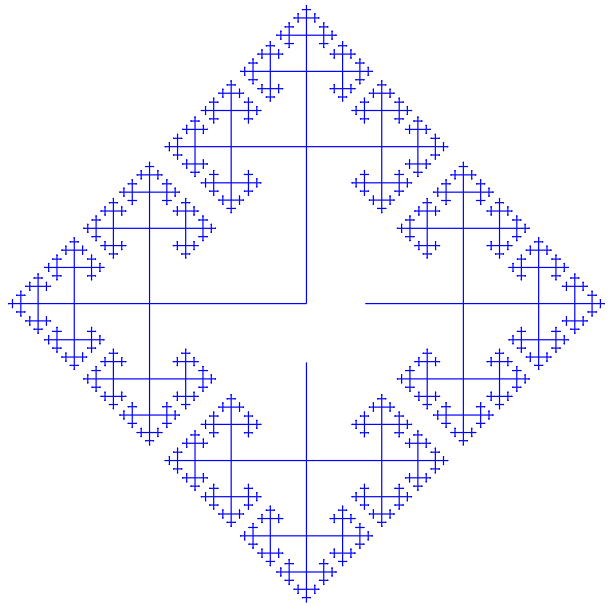
**Theorem**

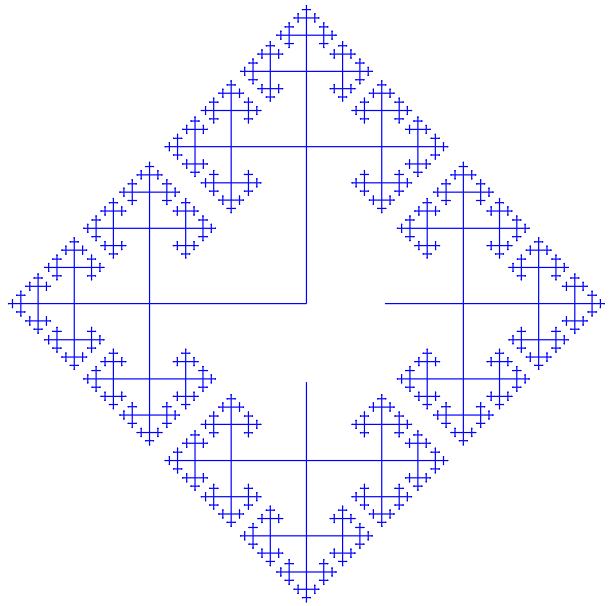
*This graph has a paradoxical decomposition.*

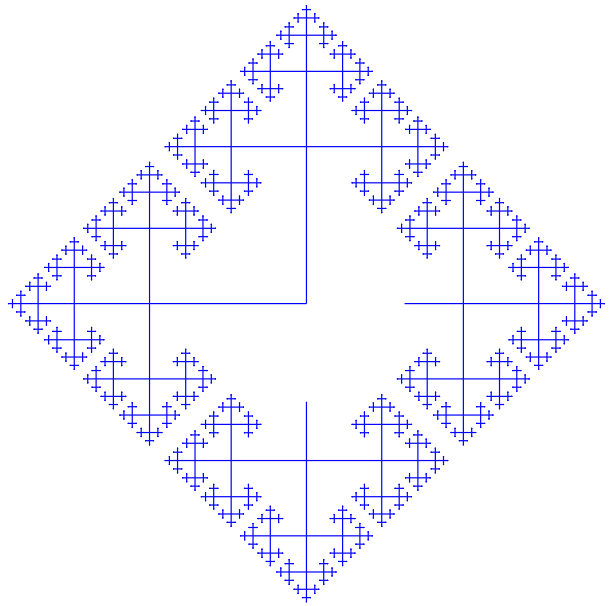


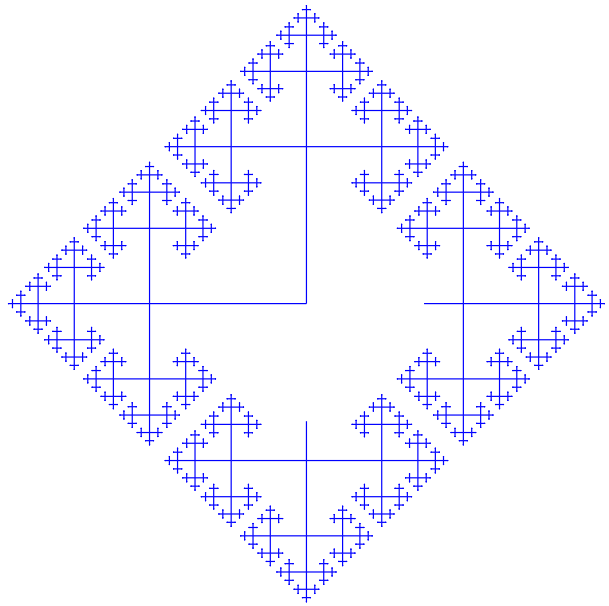


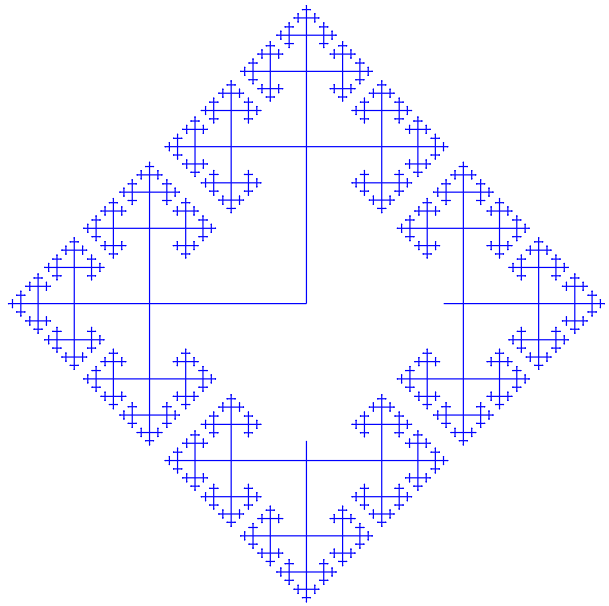


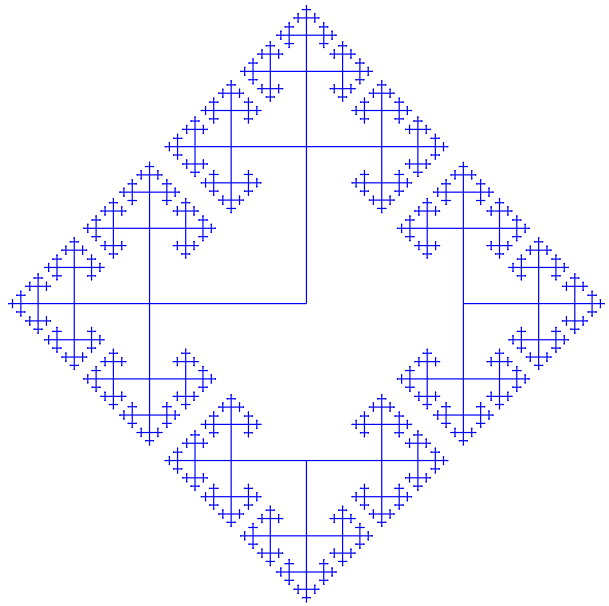


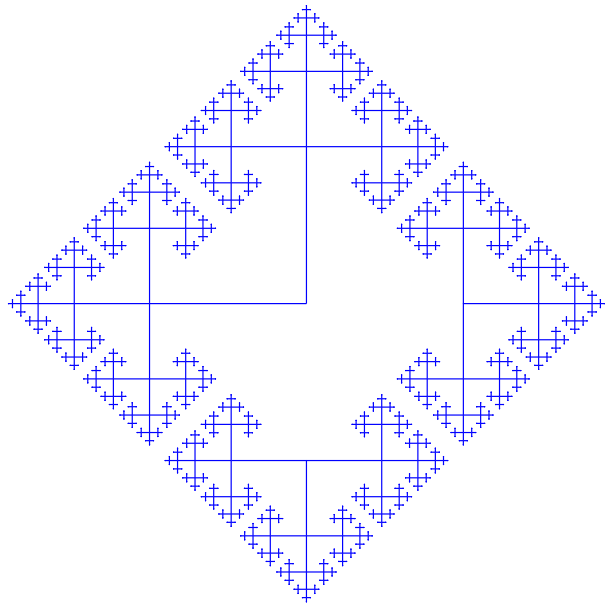


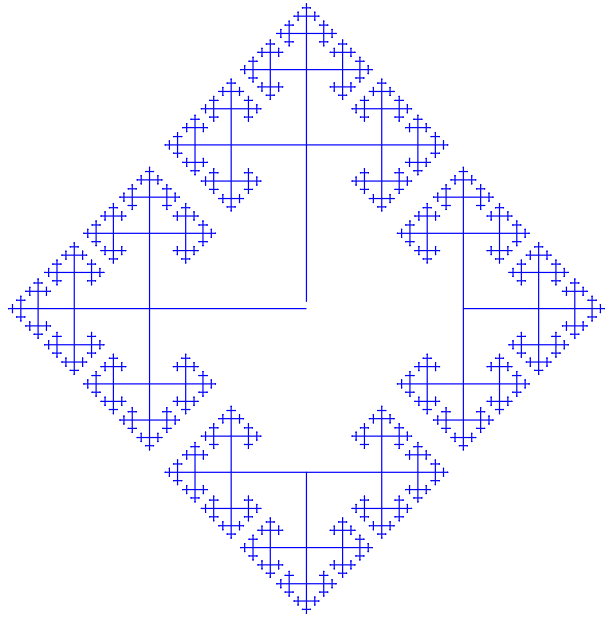


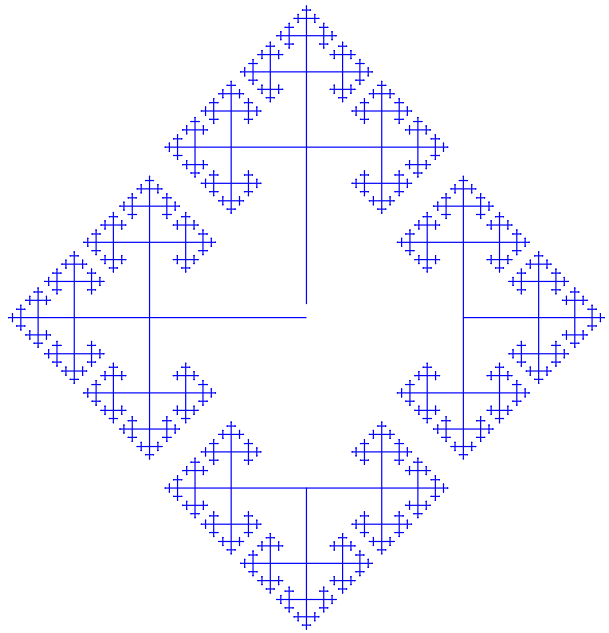


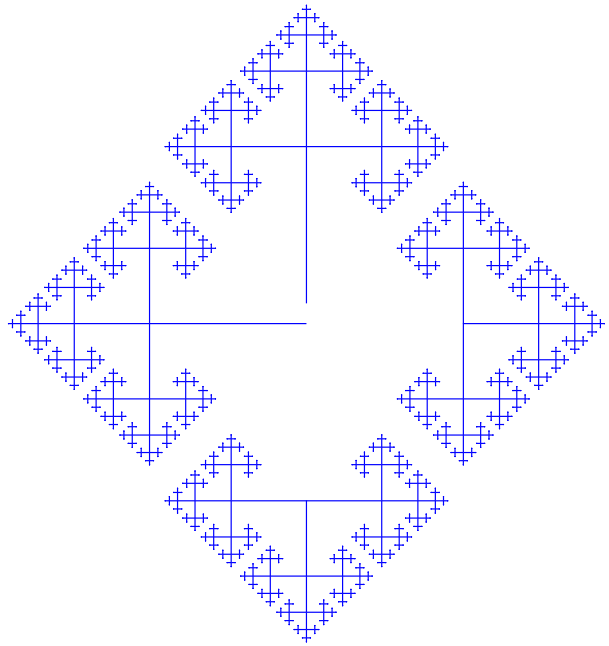


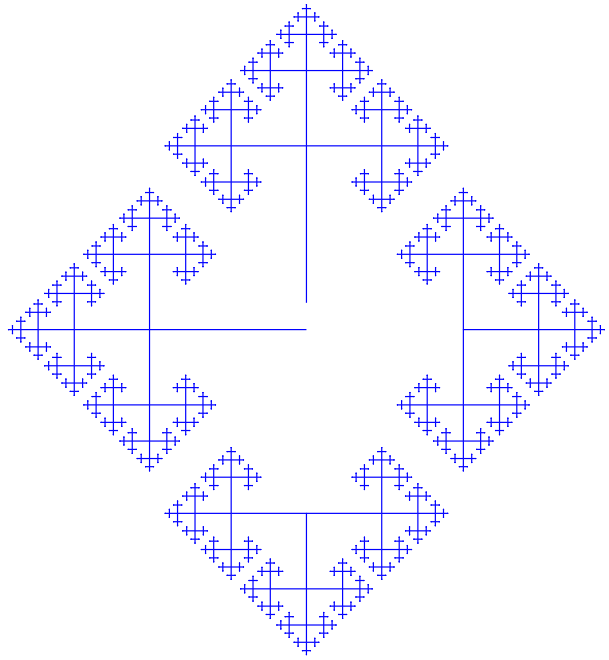


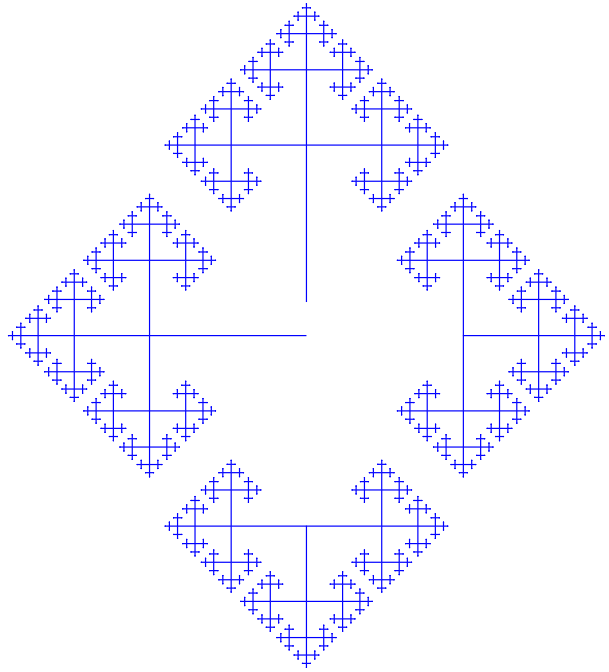


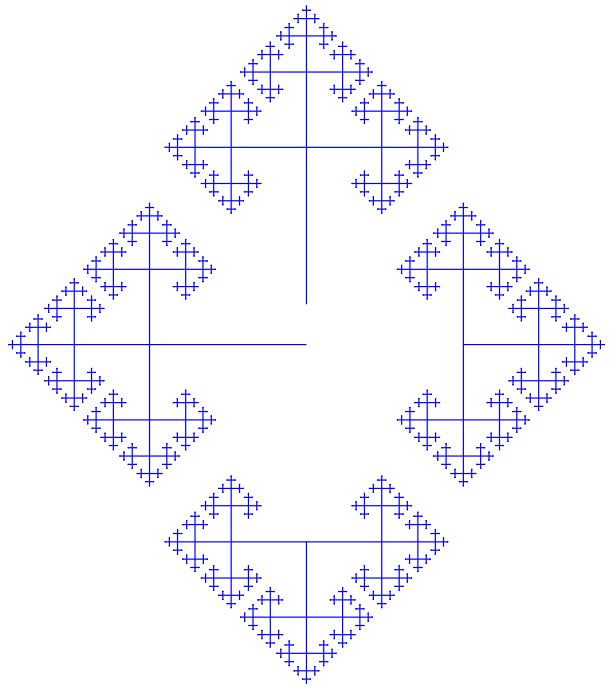


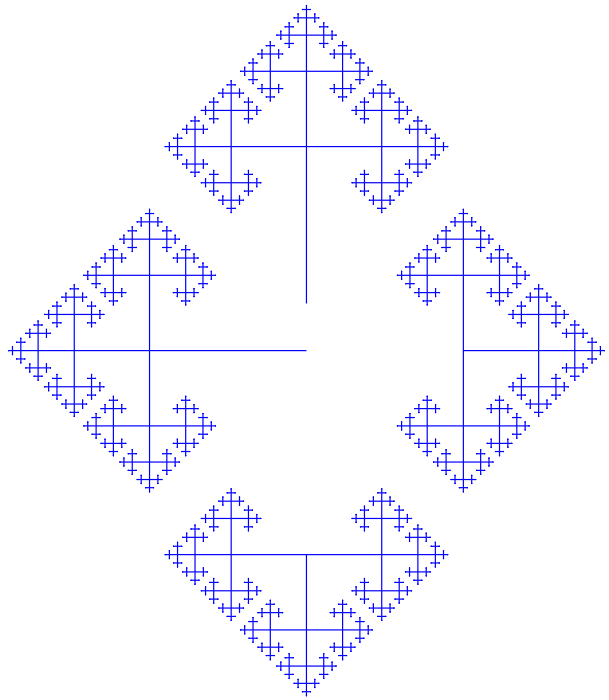


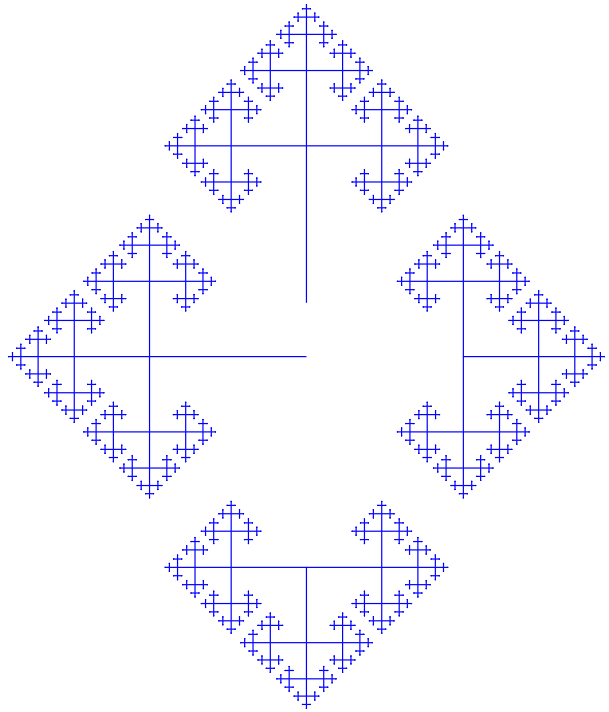


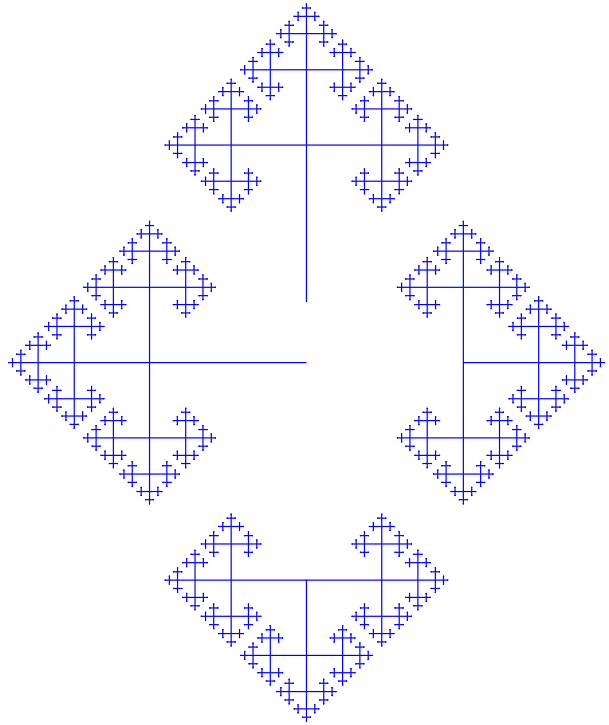


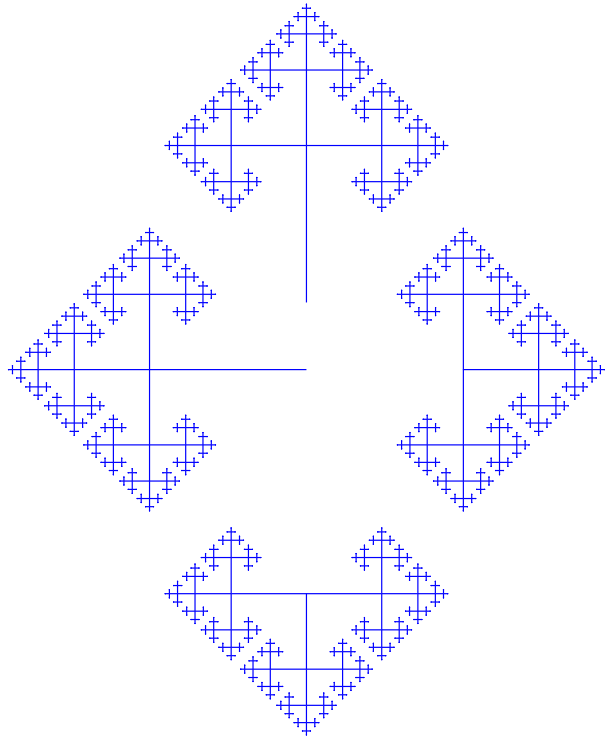


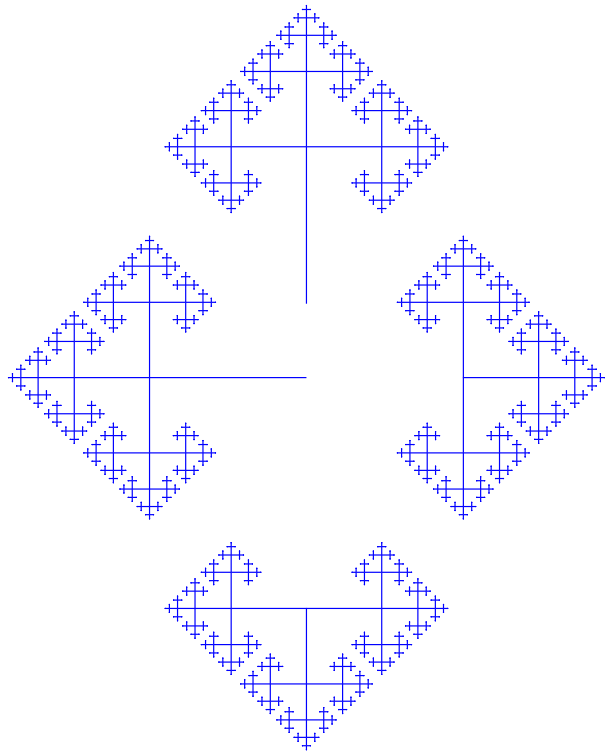


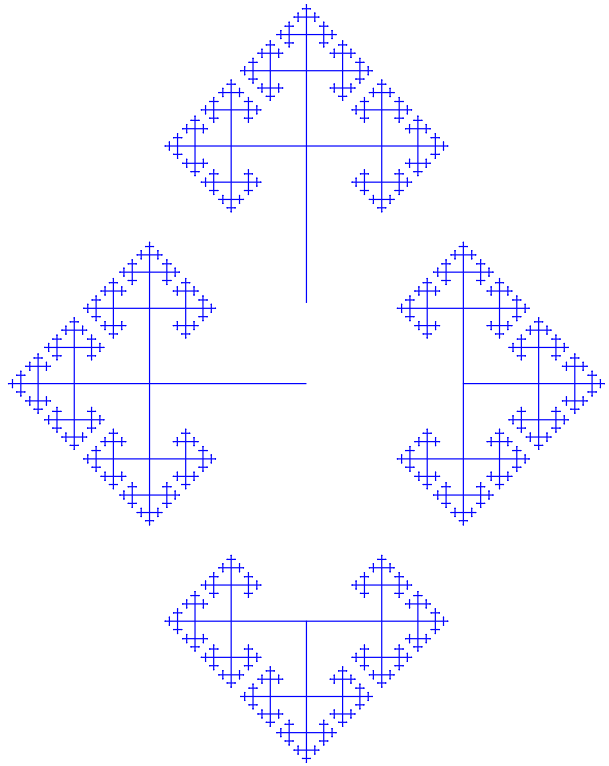


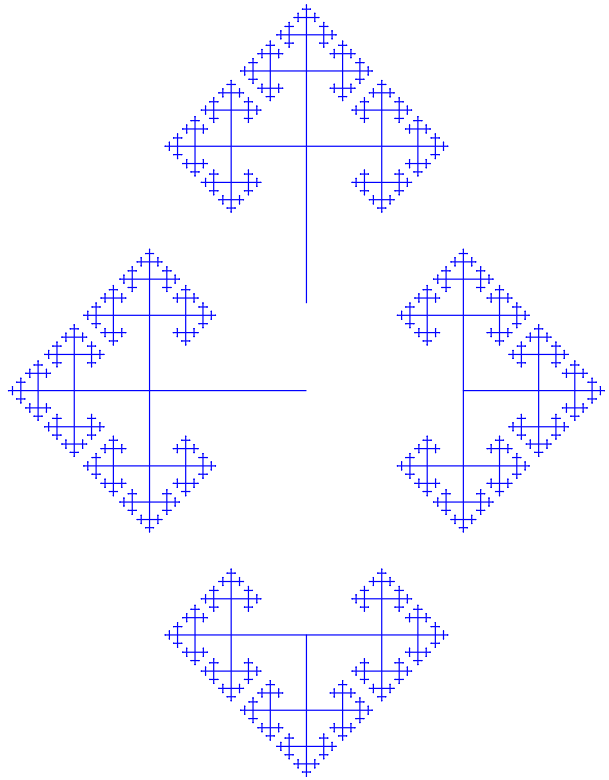


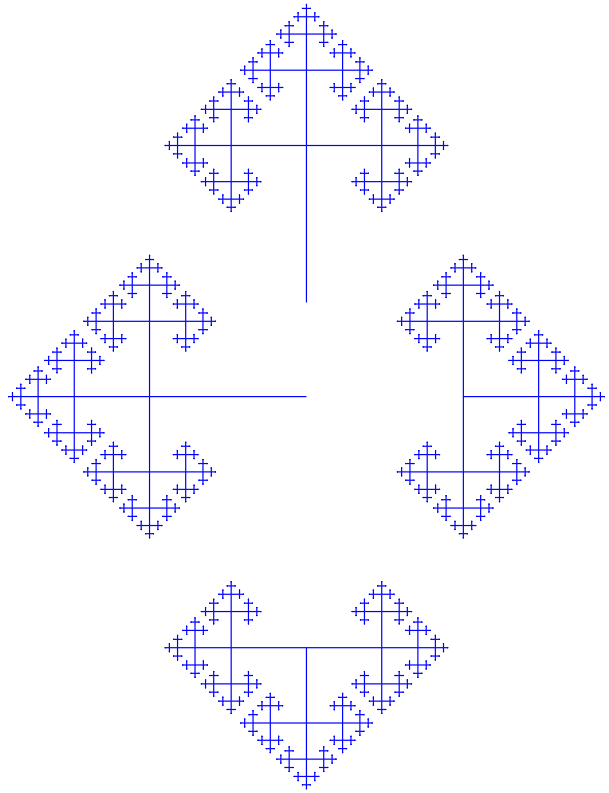


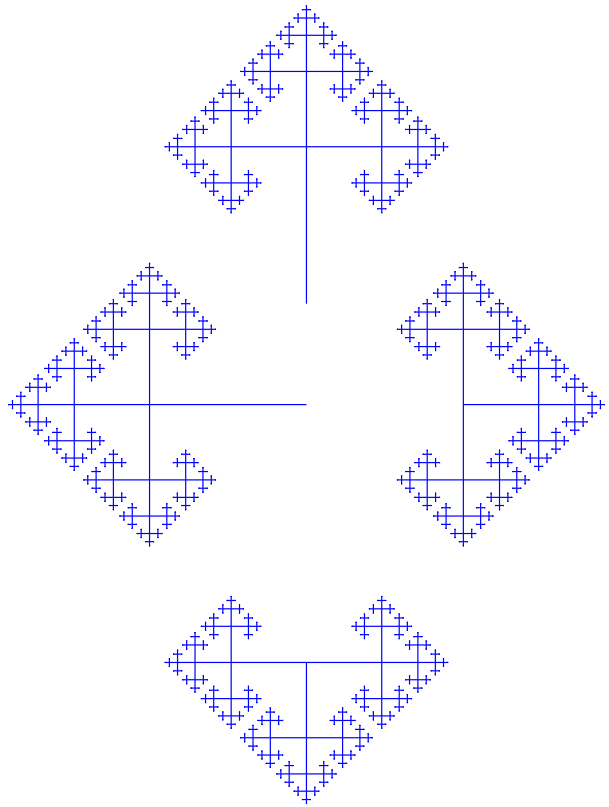


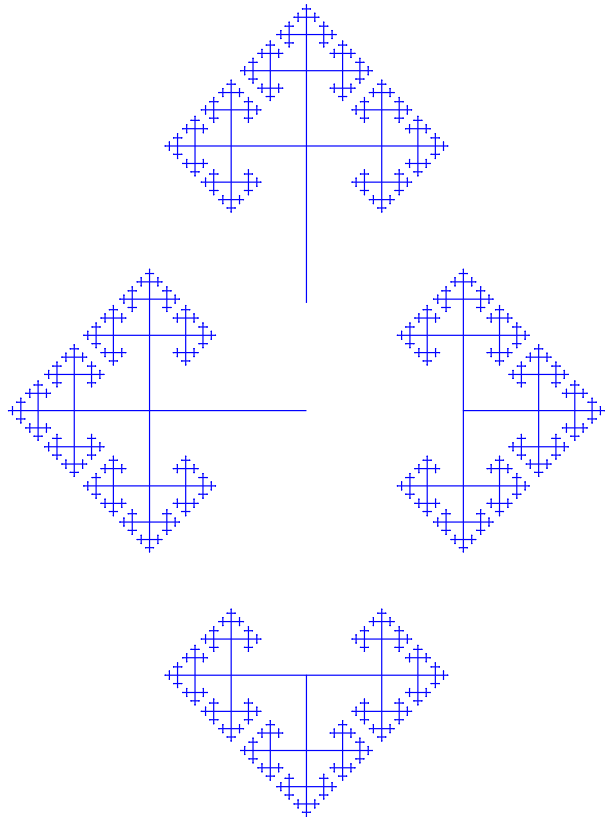


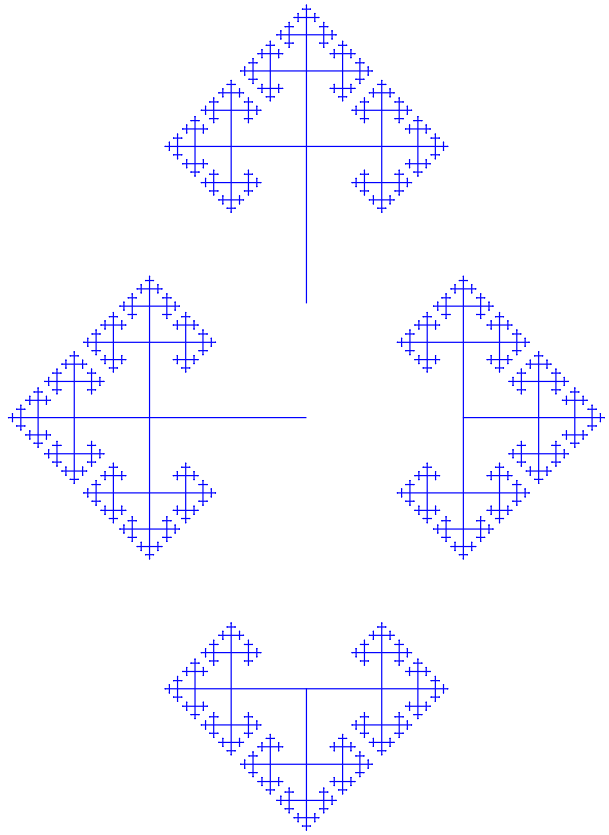


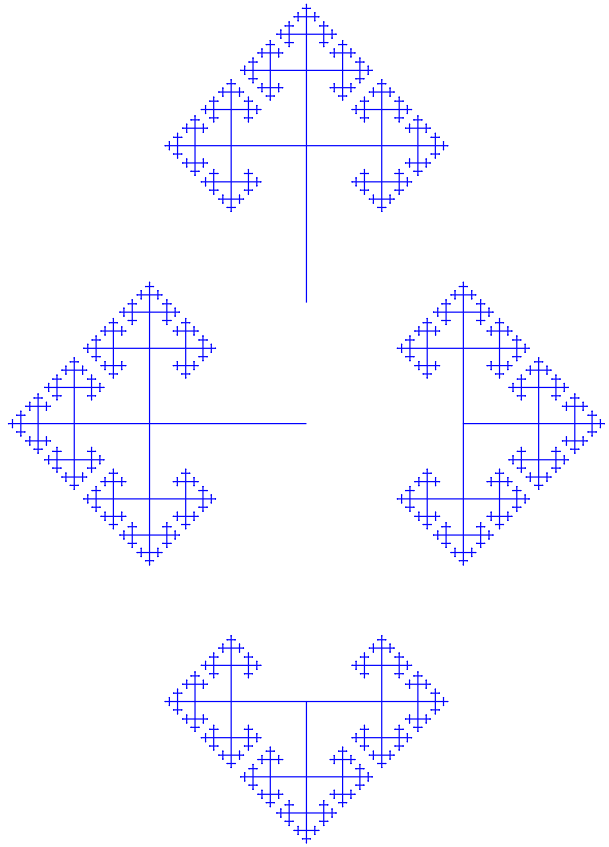


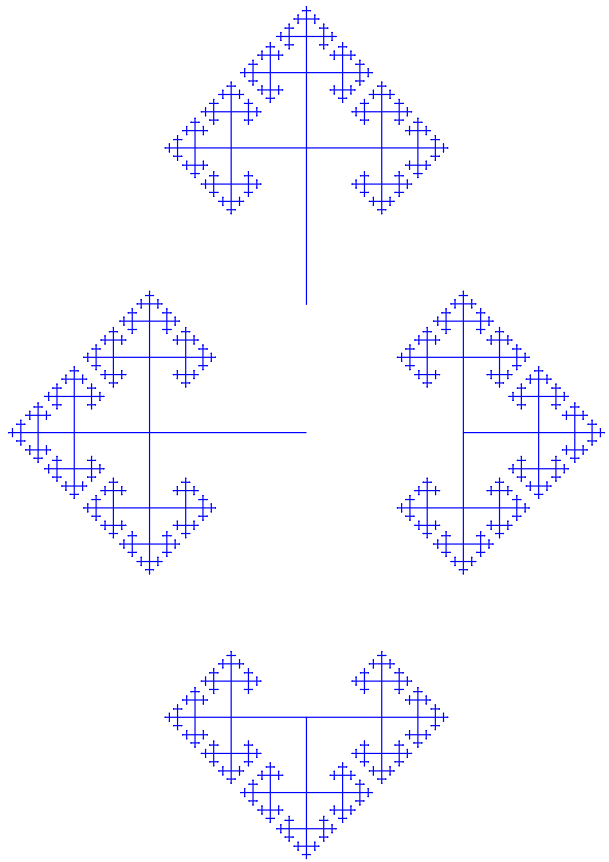


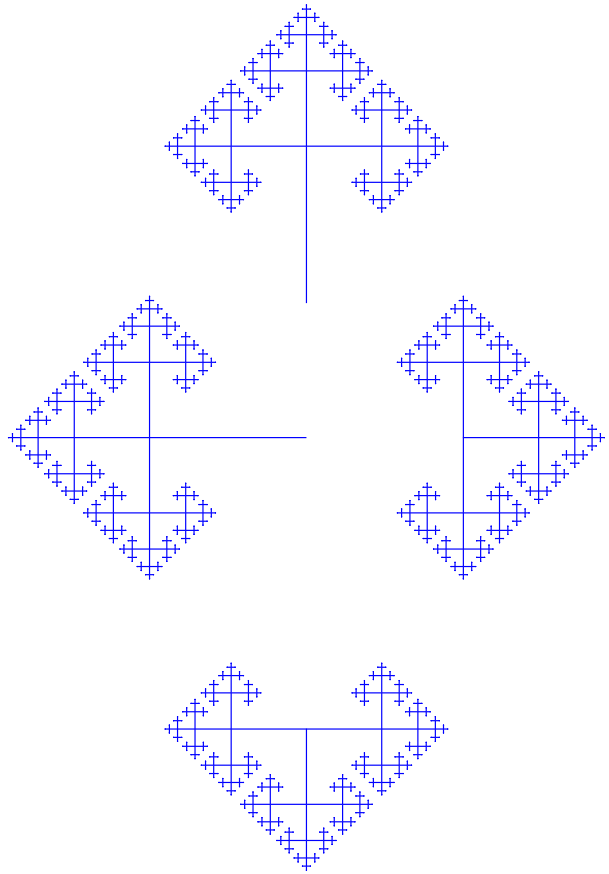


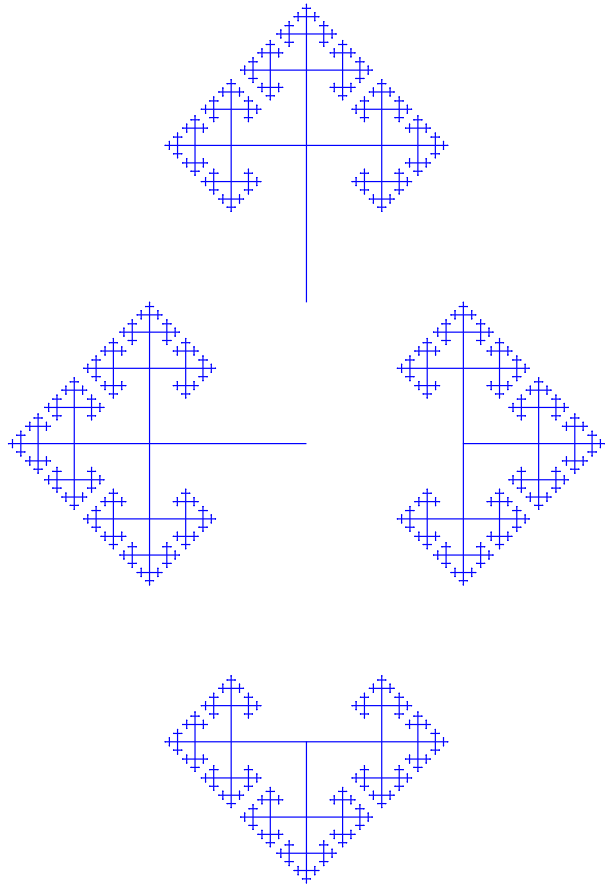


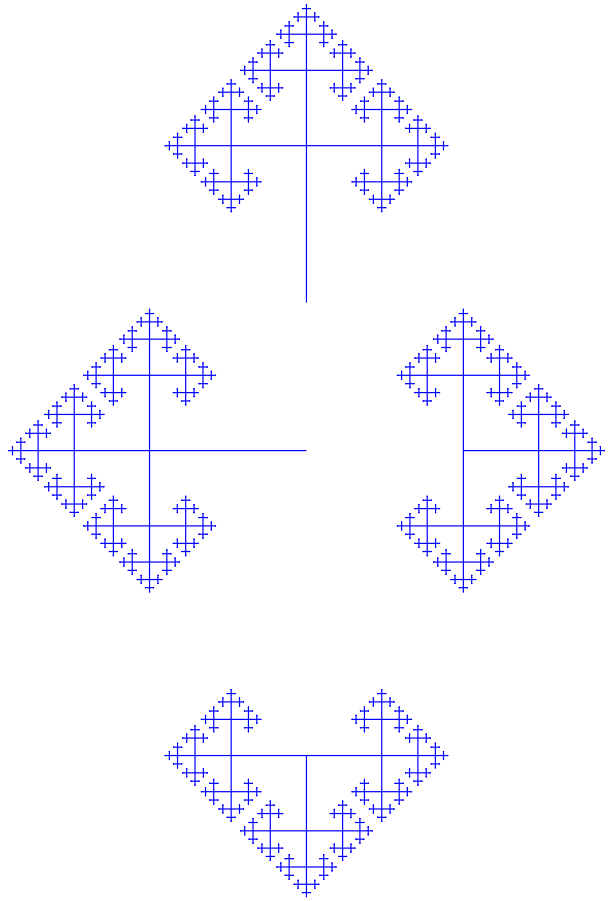


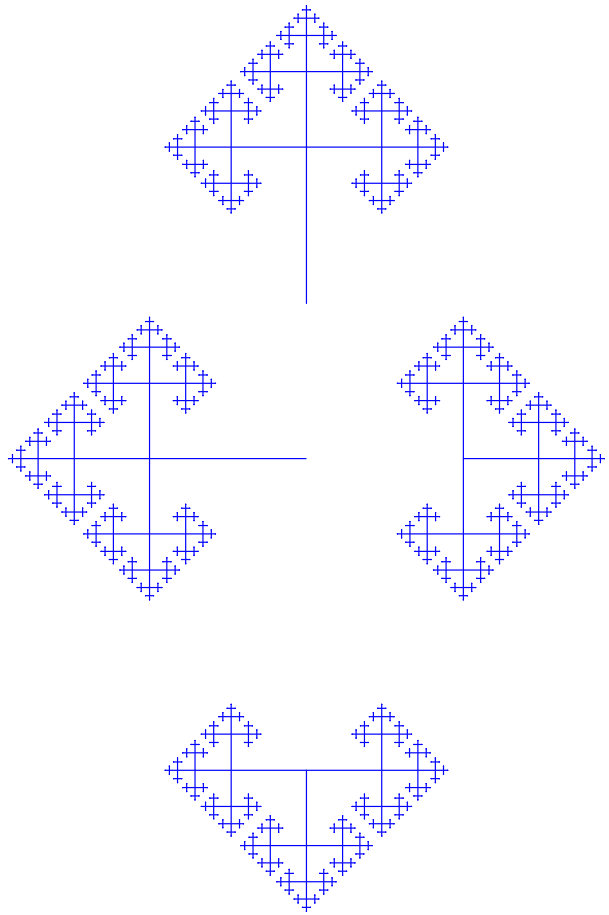


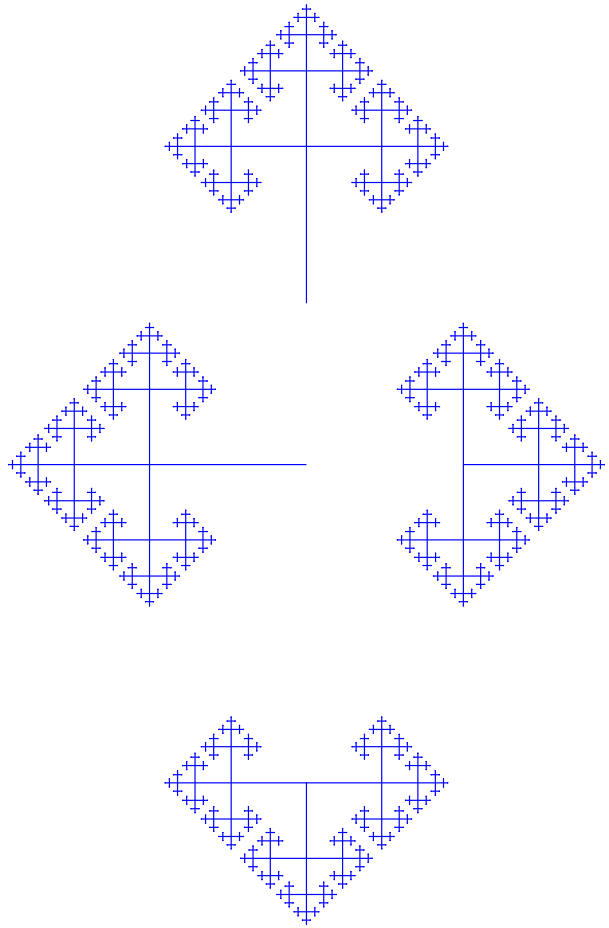


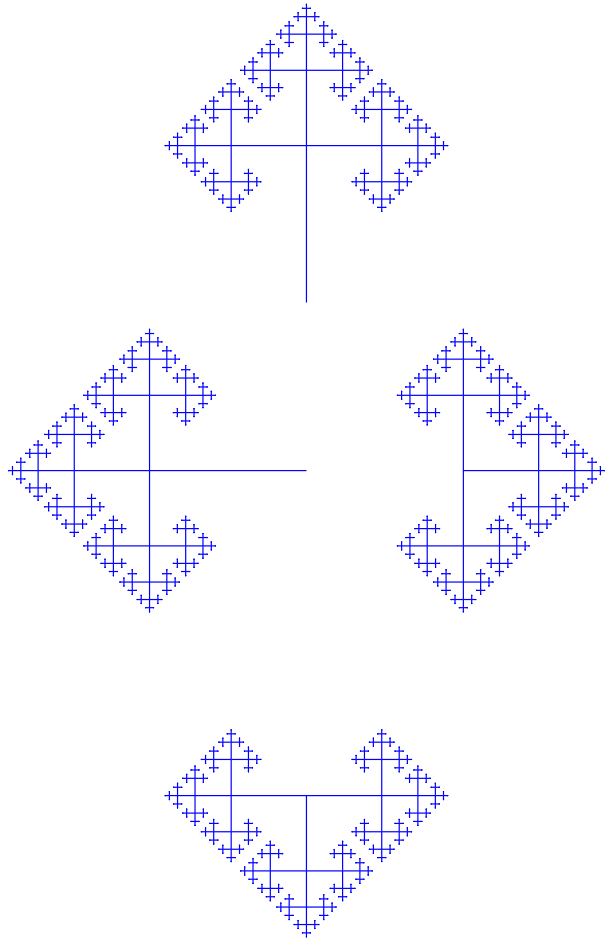


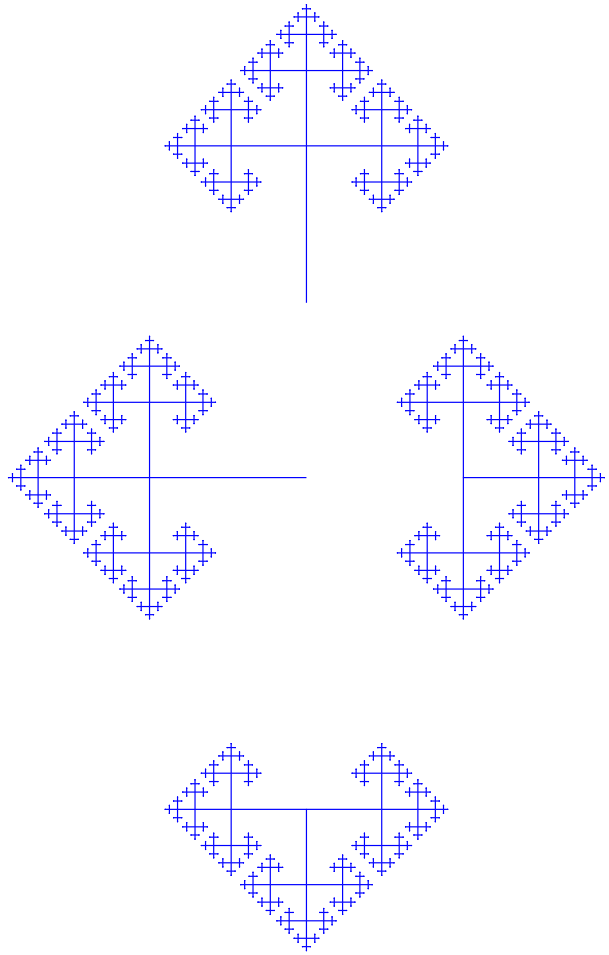


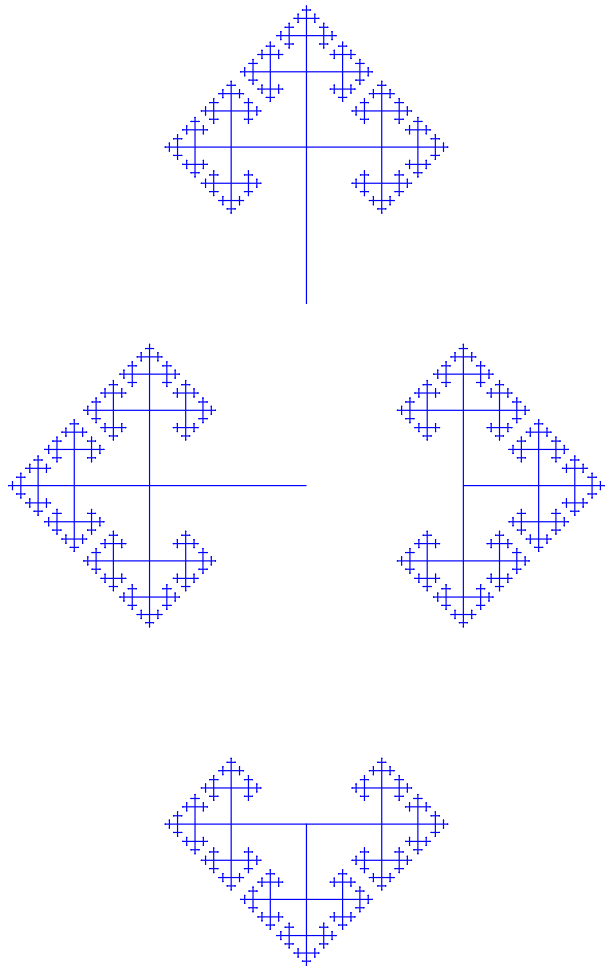


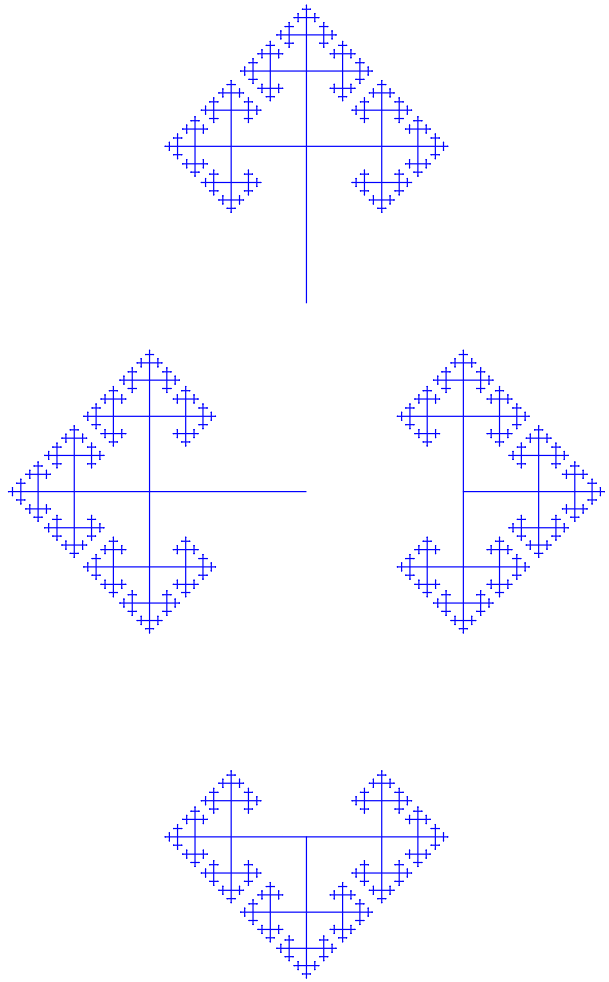


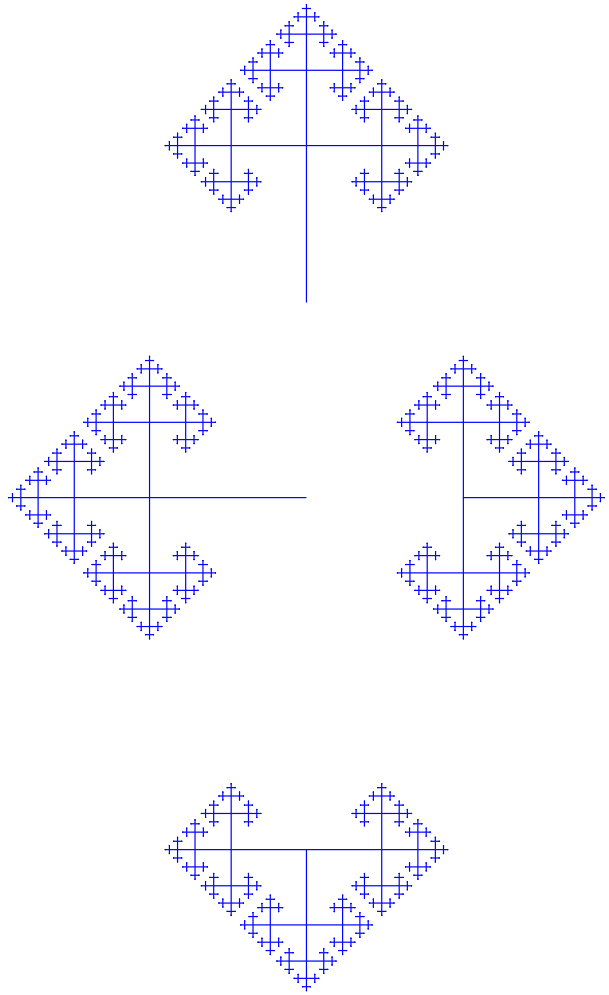


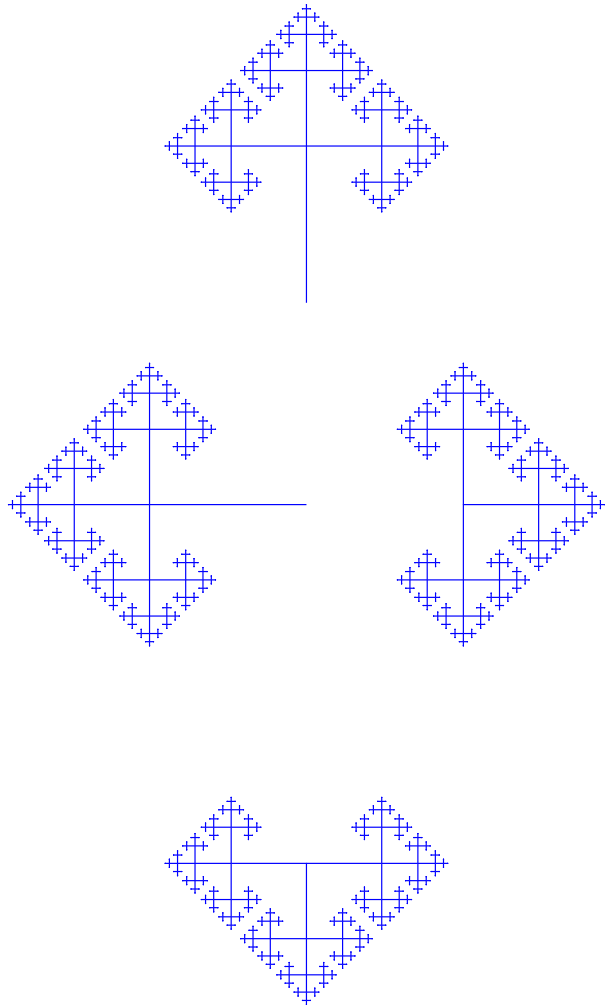


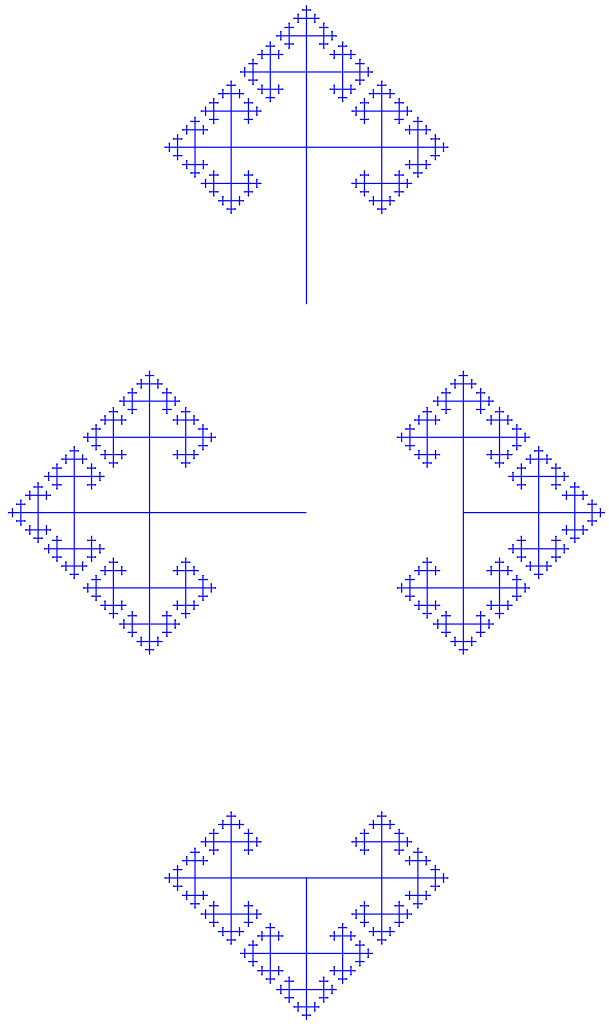


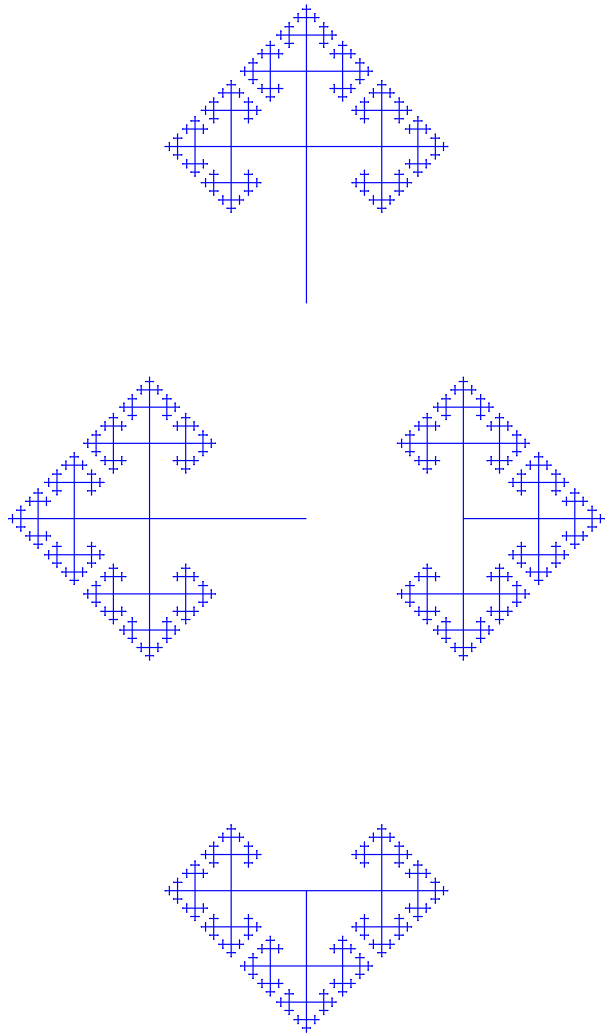


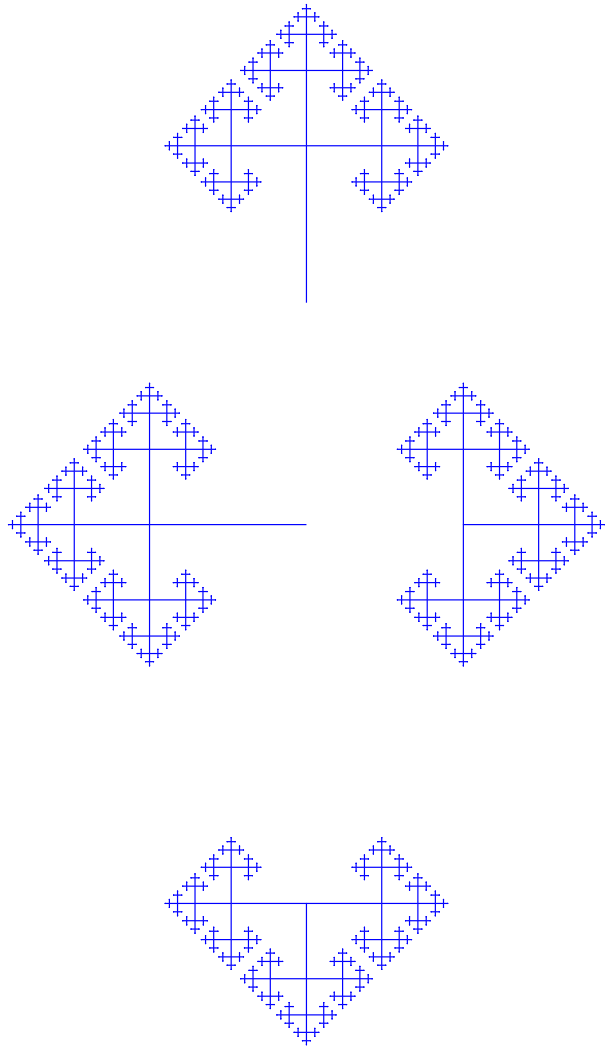


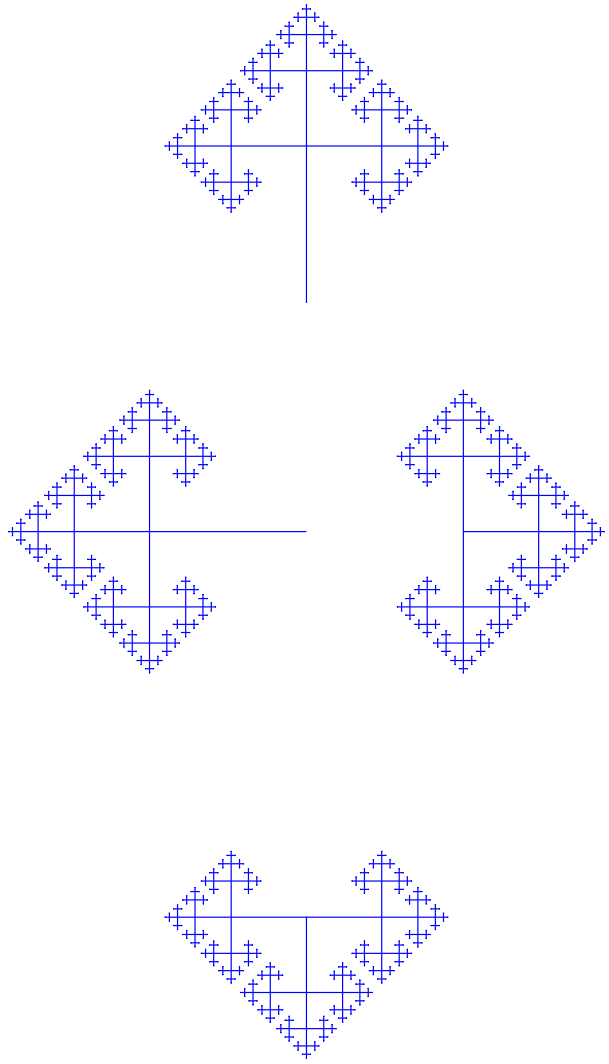


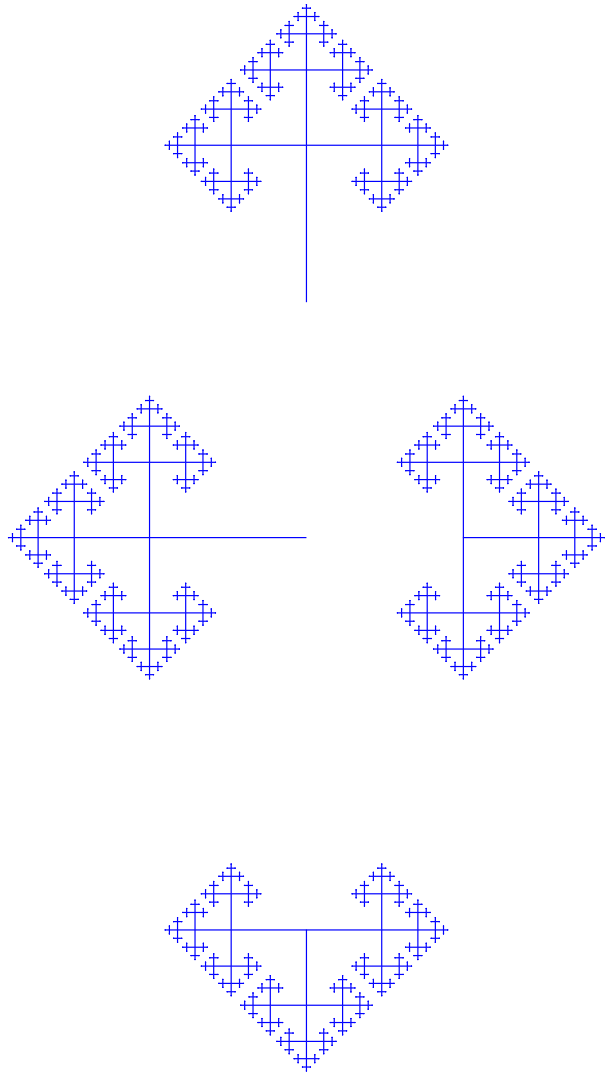


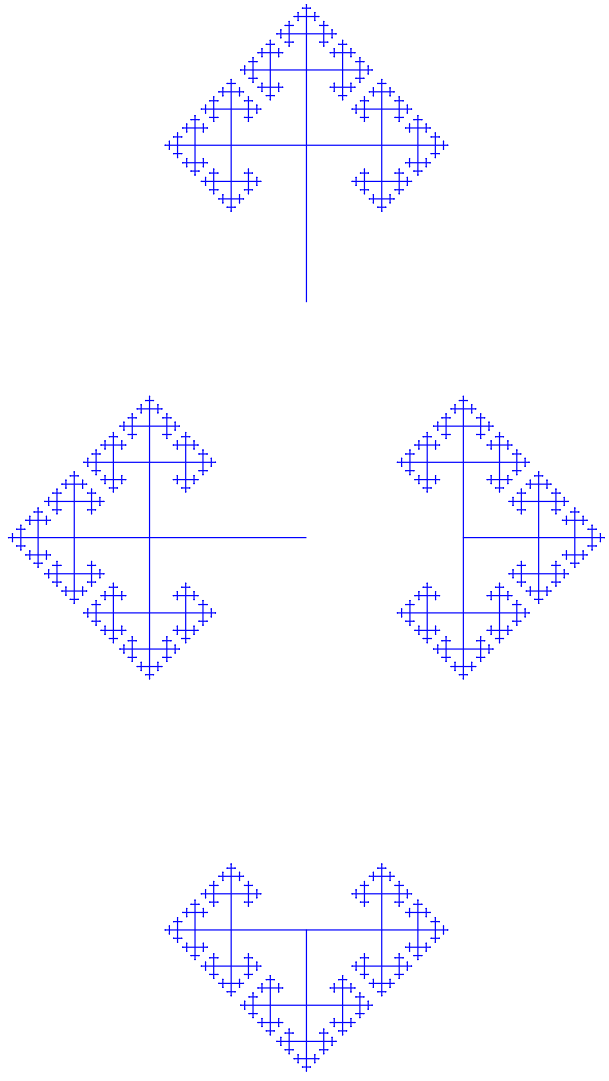


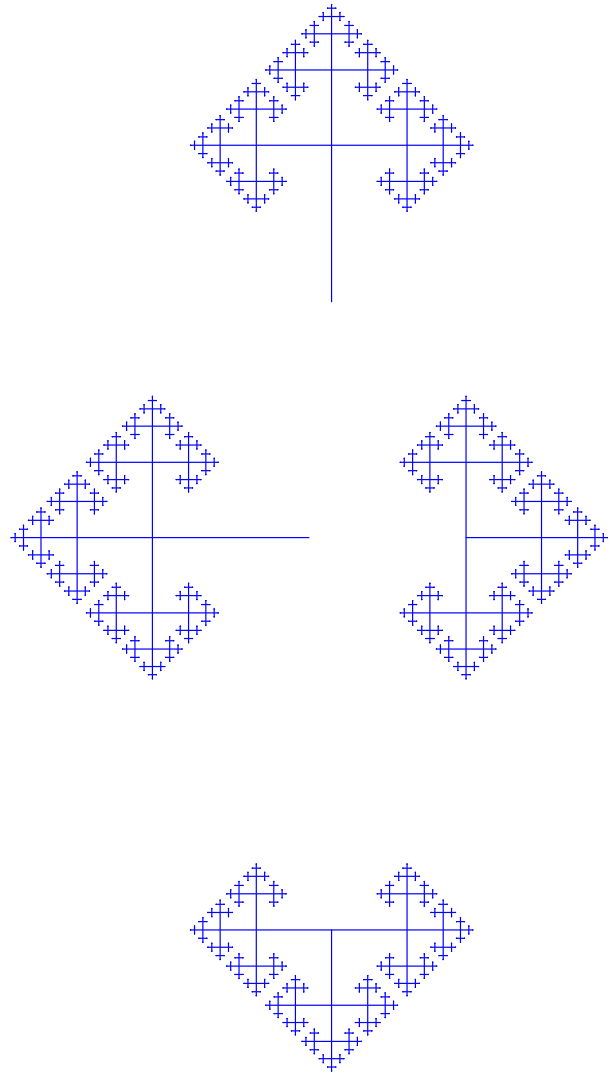


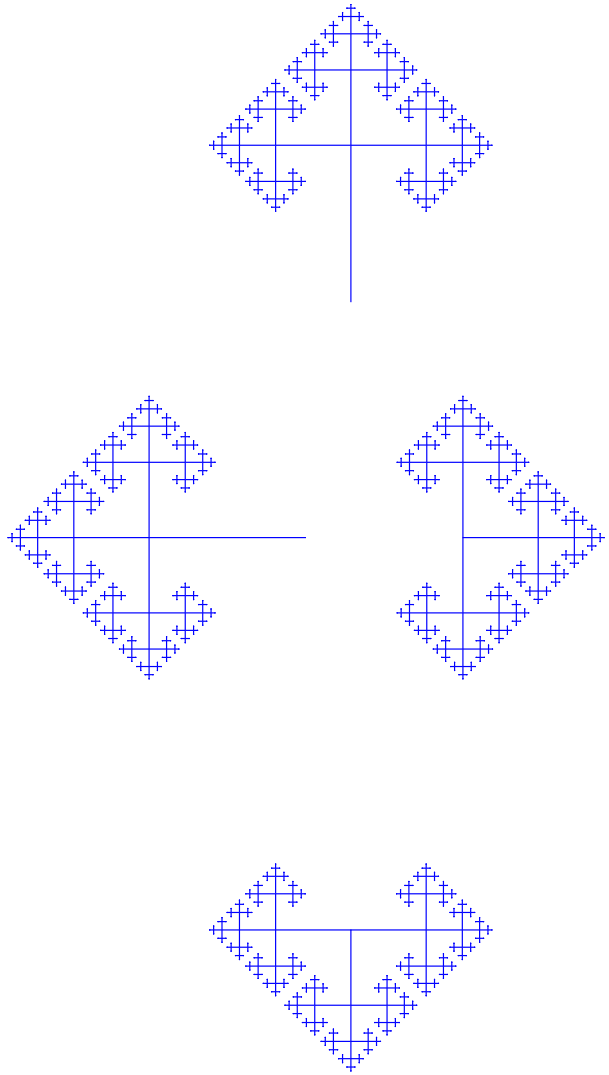


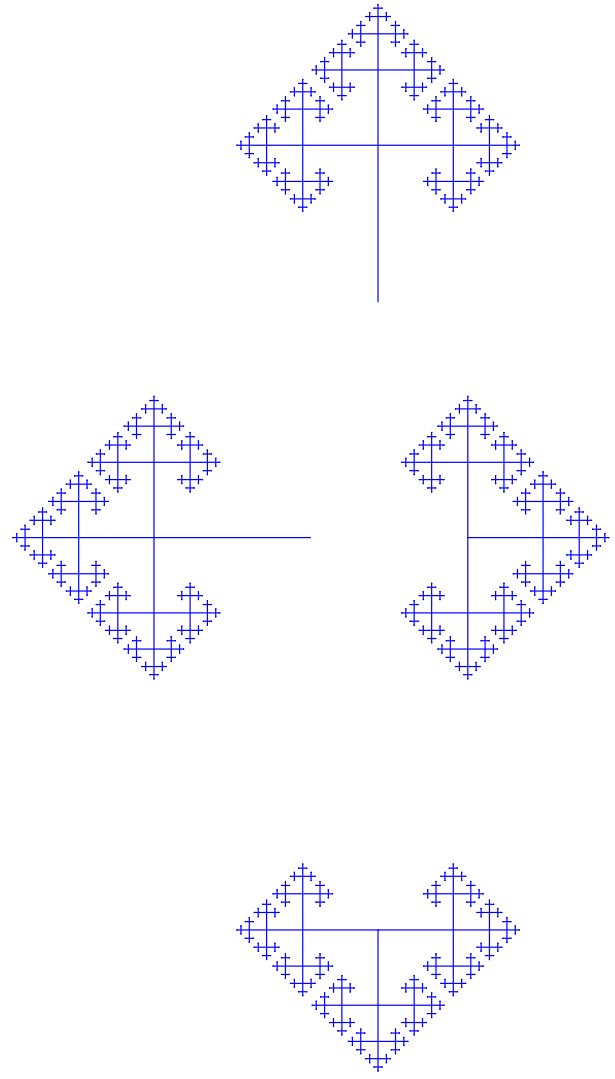


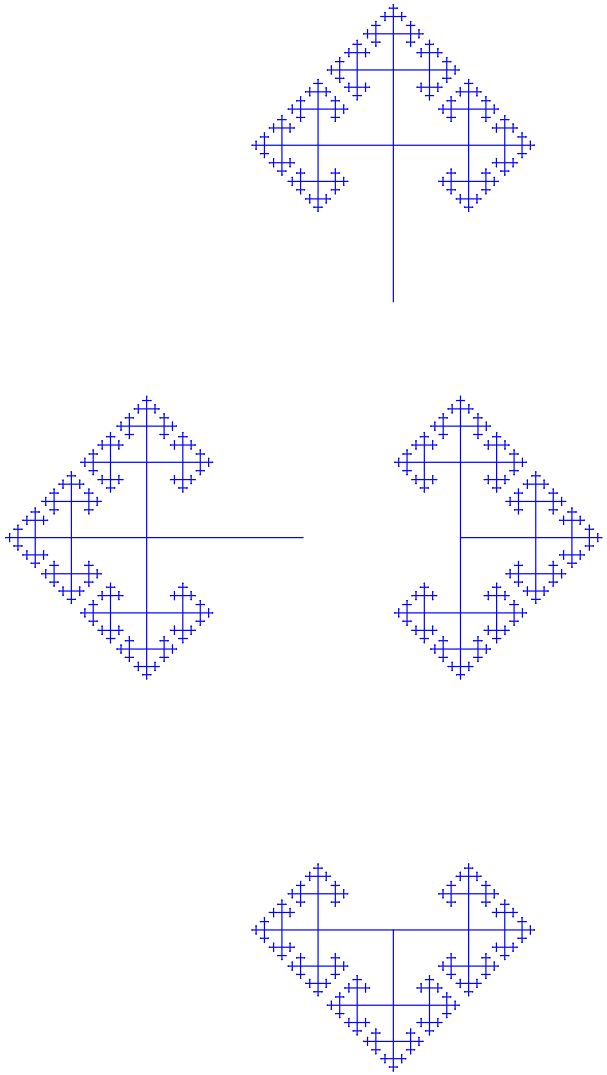


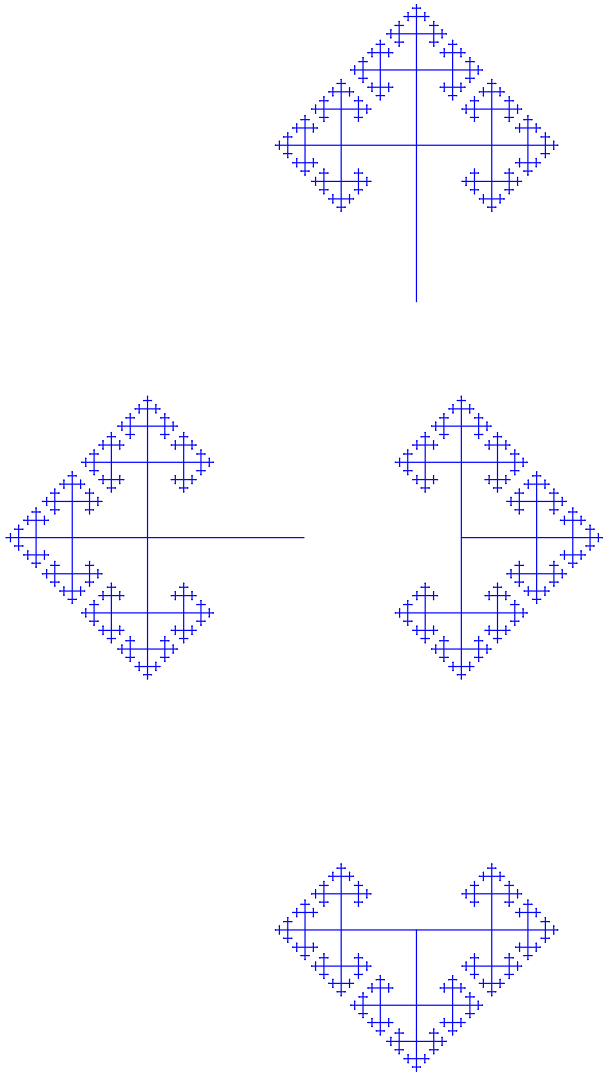


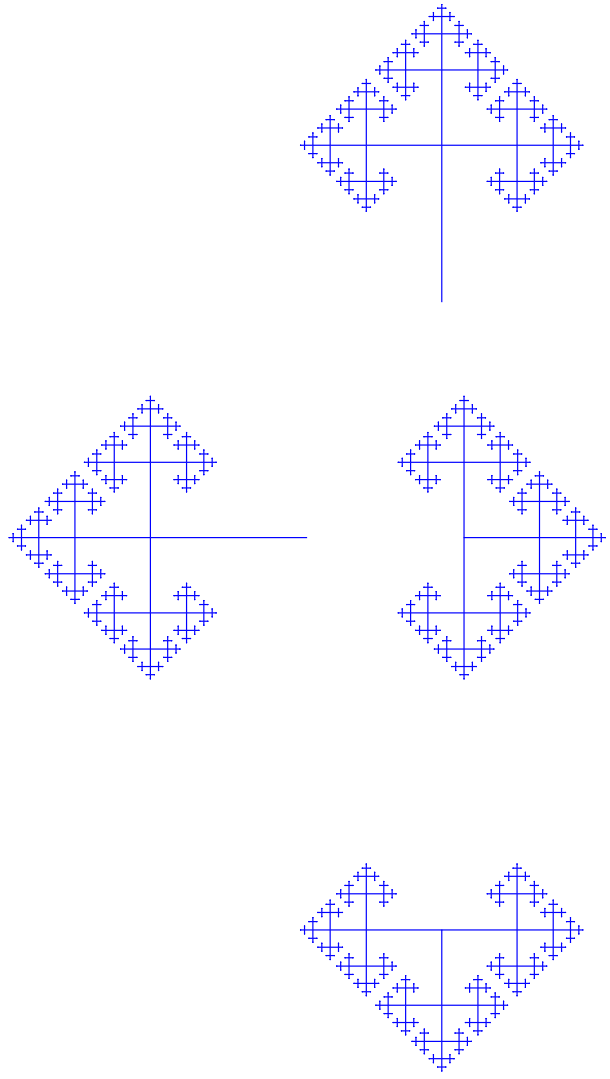


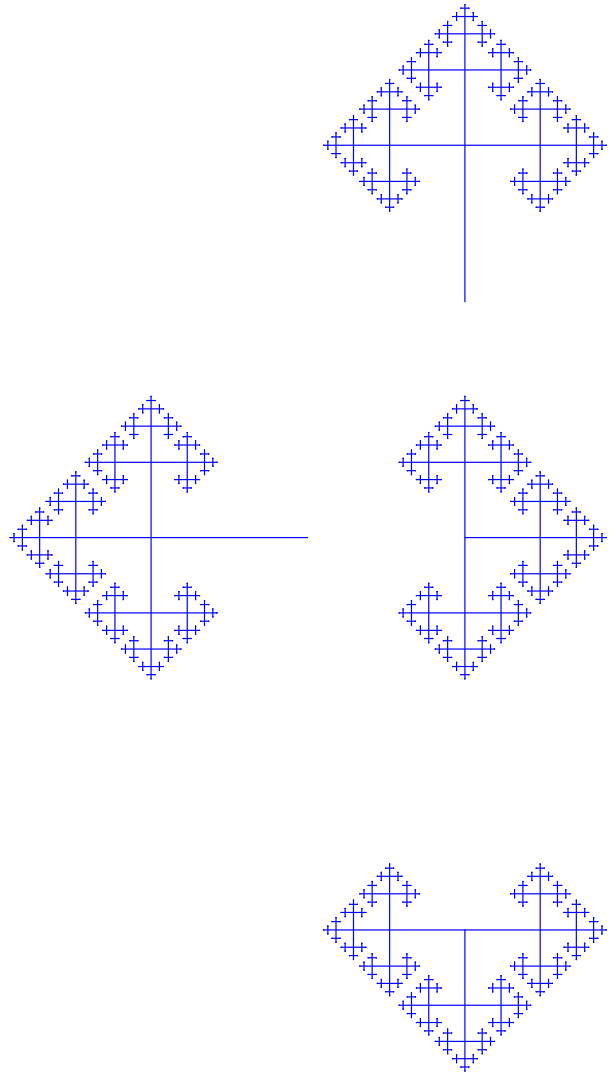


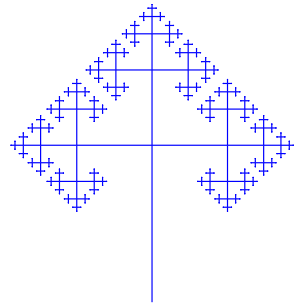


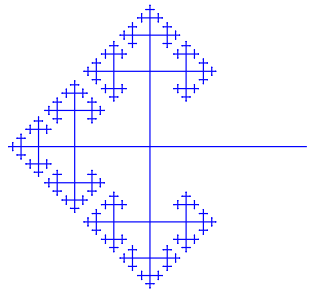


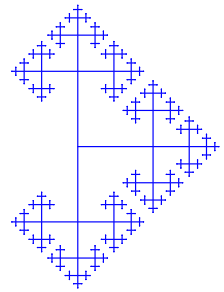


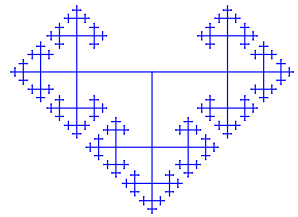


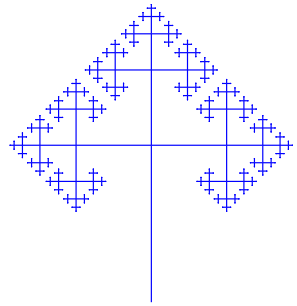


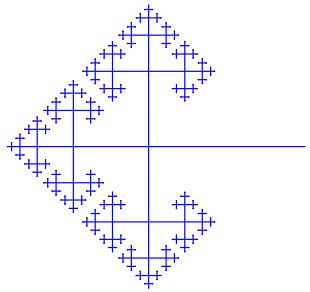


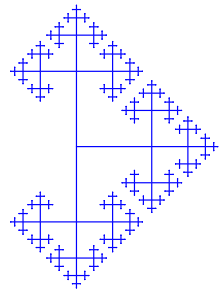


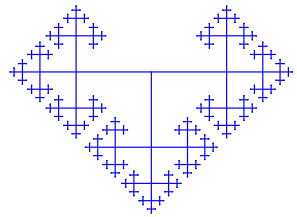


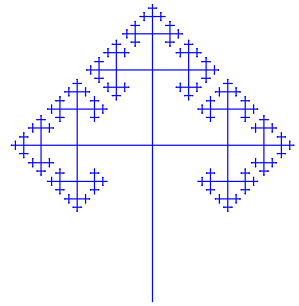


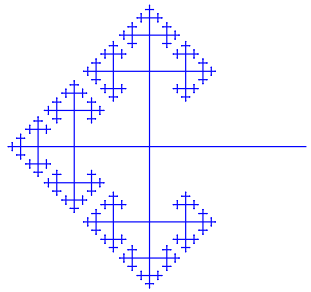


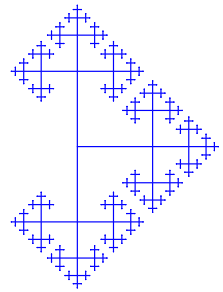


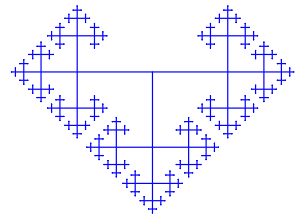


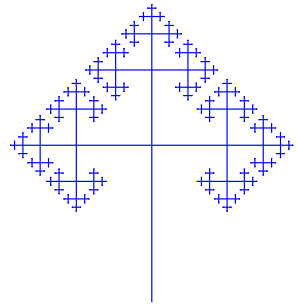


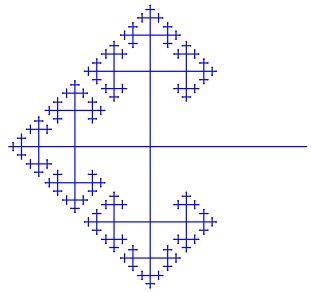


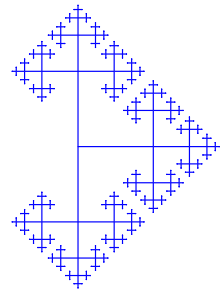


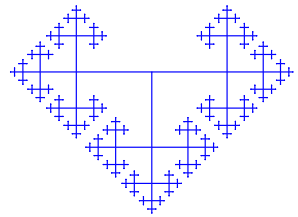


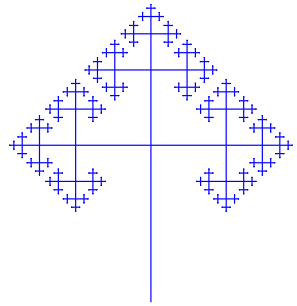


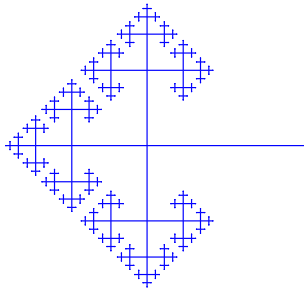


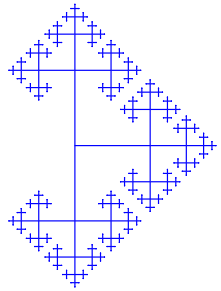


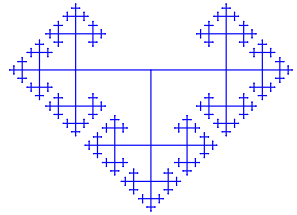


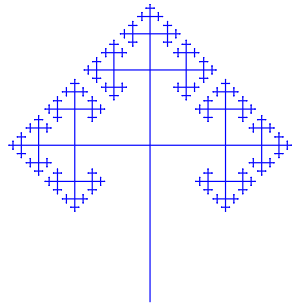


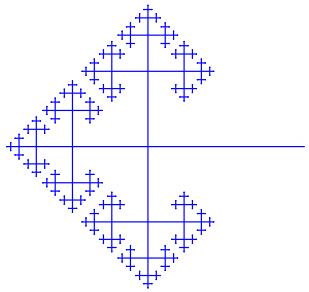


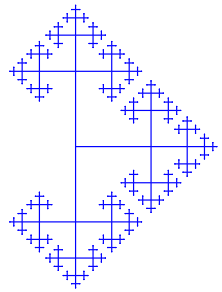


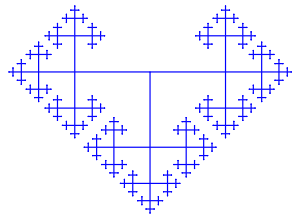


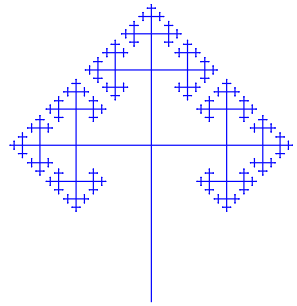


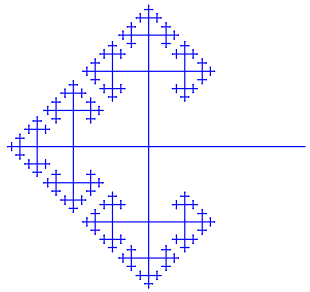


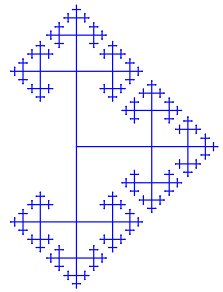


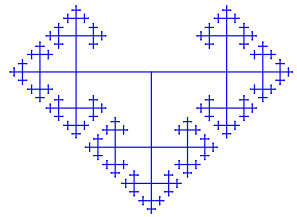


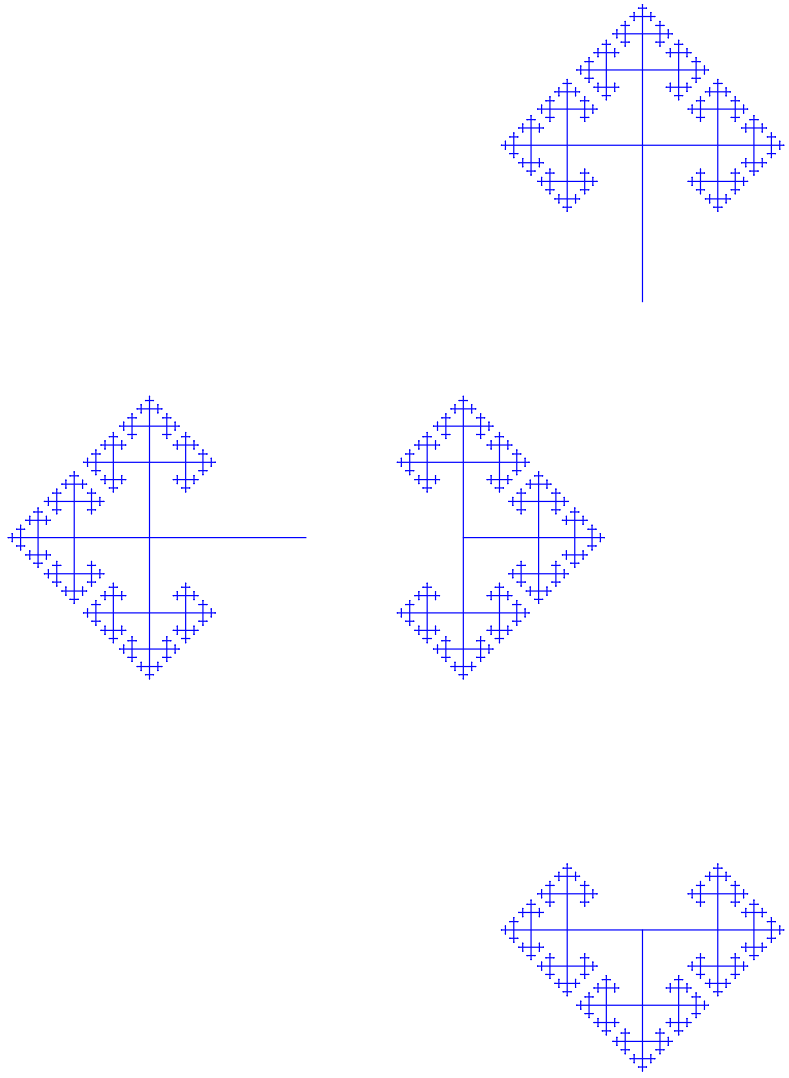


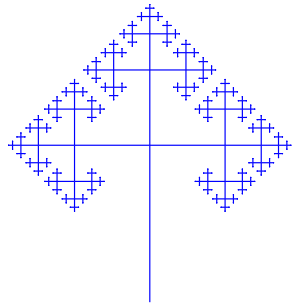


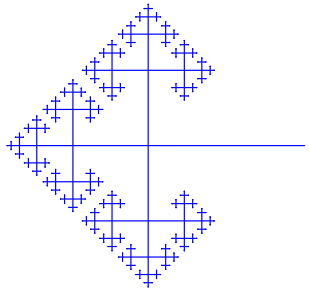


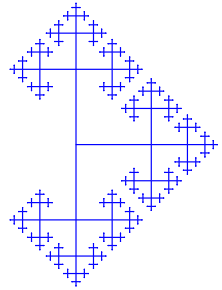


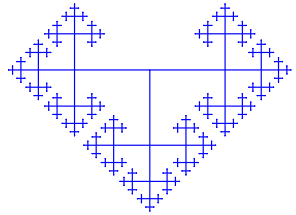


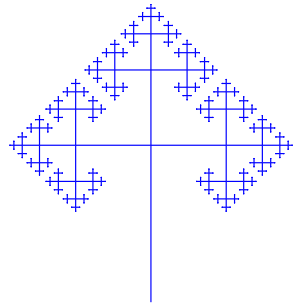


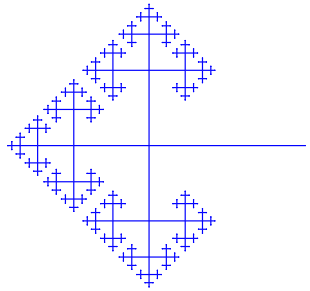


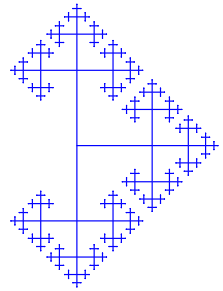


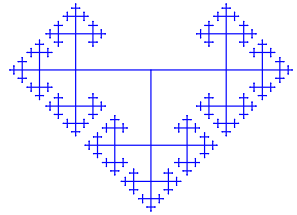


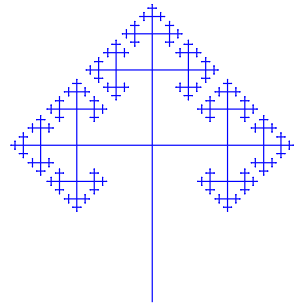


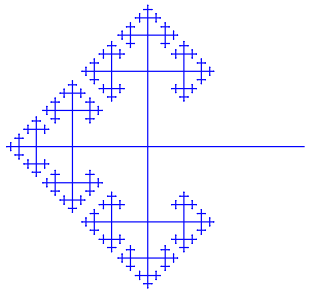


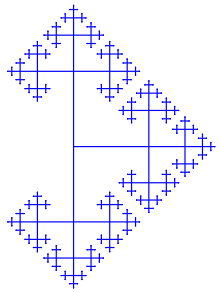


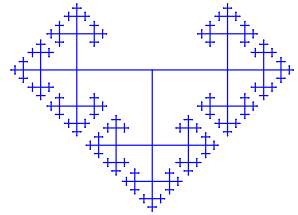


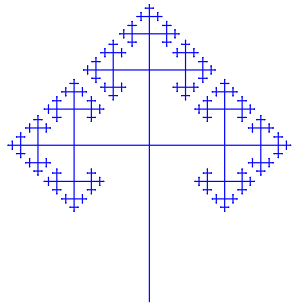


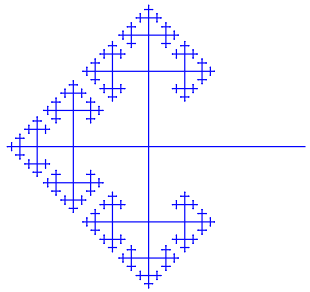


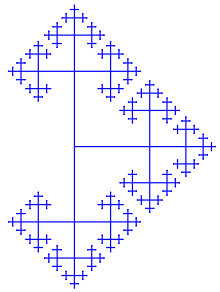


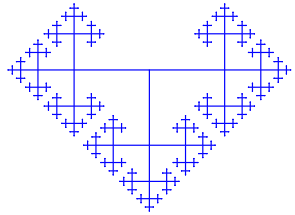


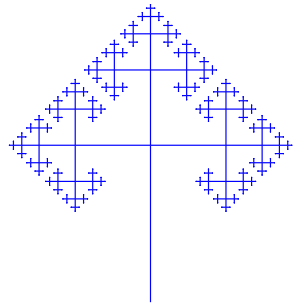


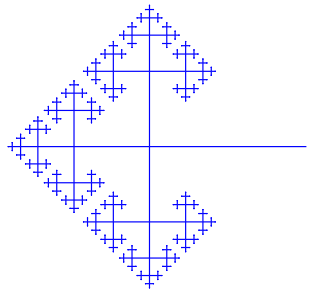


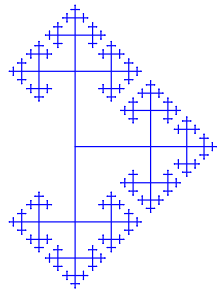


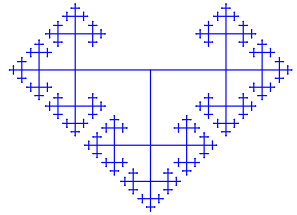


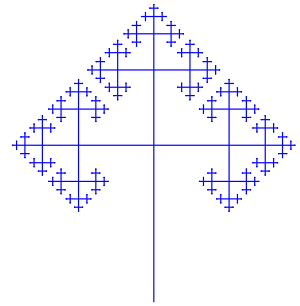


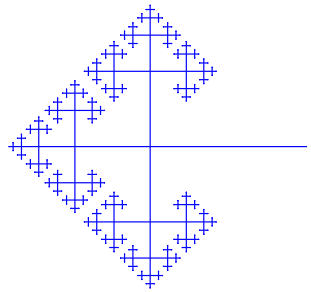


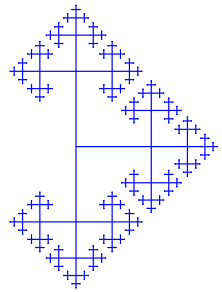


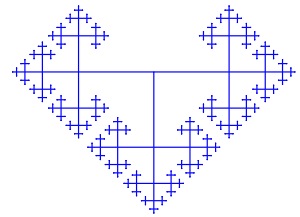


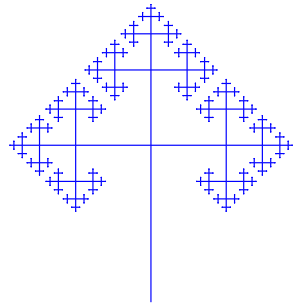


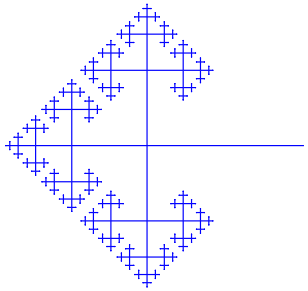


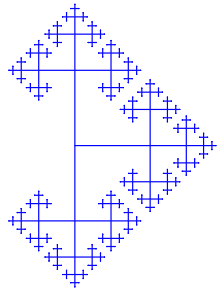


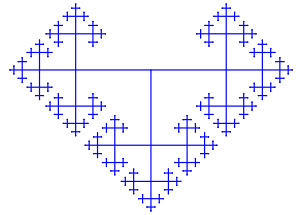


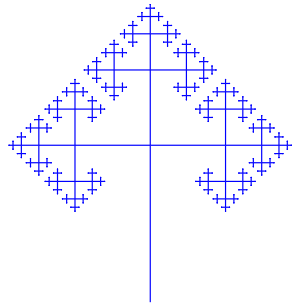


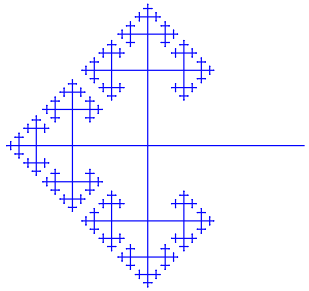


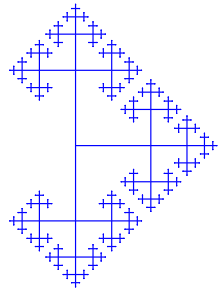


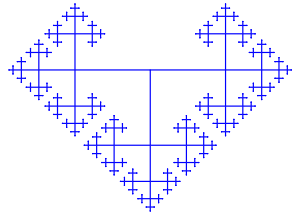


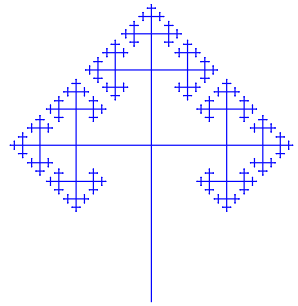


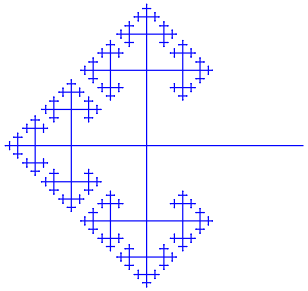


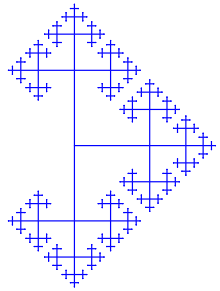


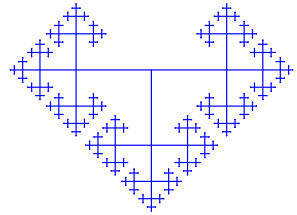


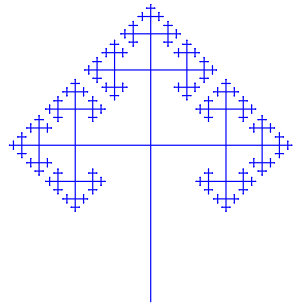


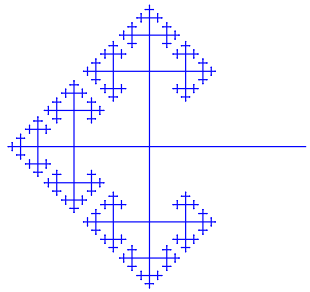


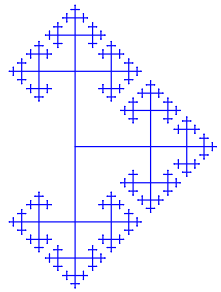


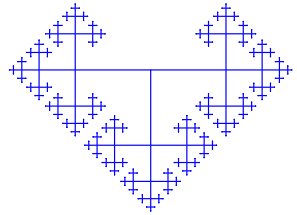


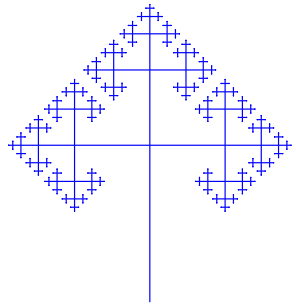


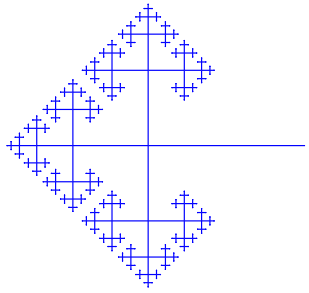


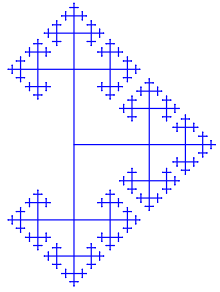


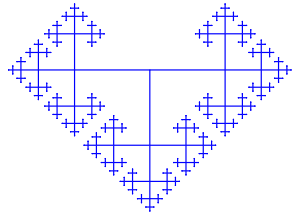


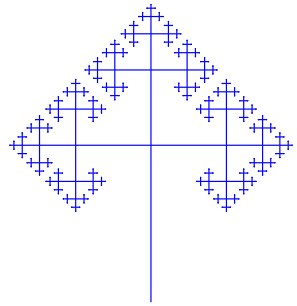


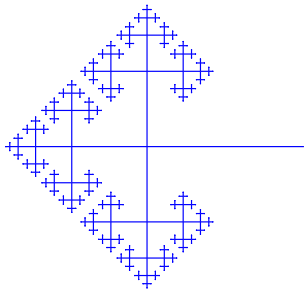


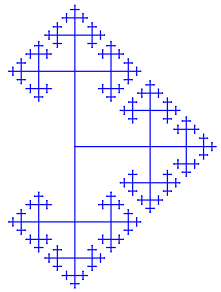


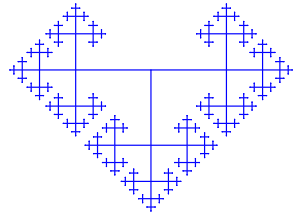


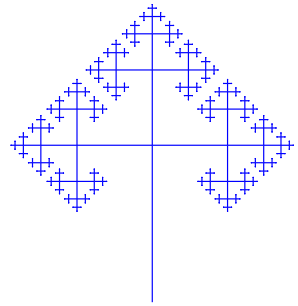


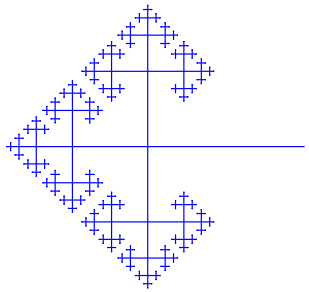


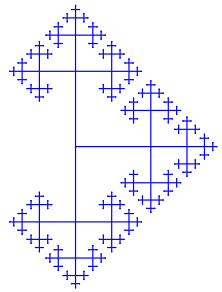


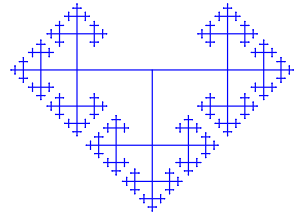


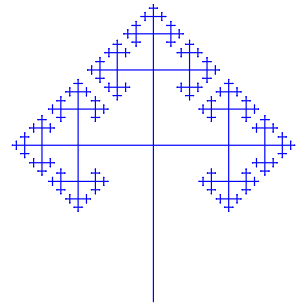


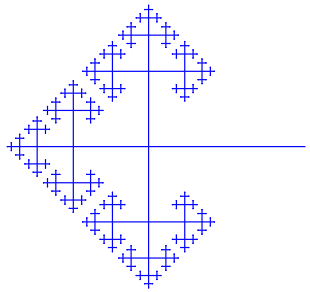


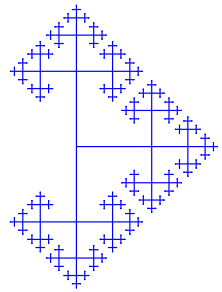


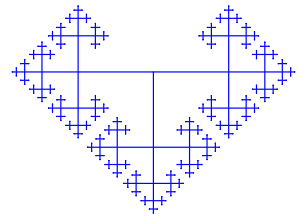


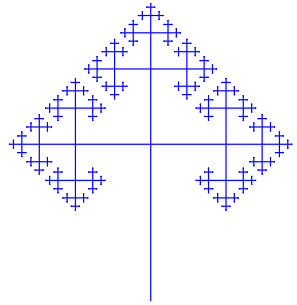


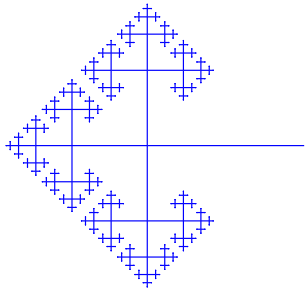


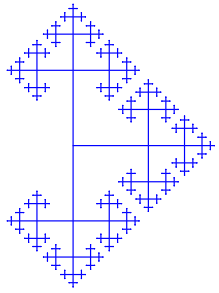


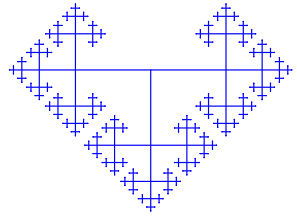


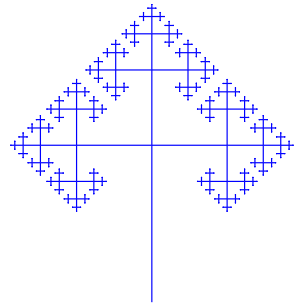


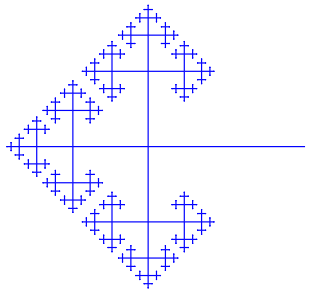


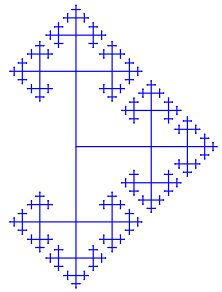


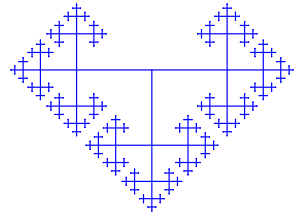


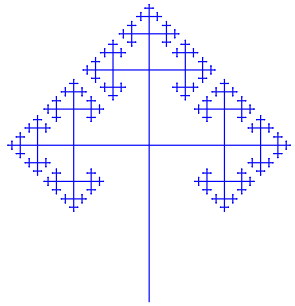


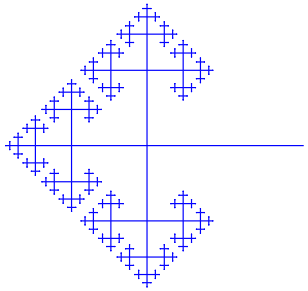


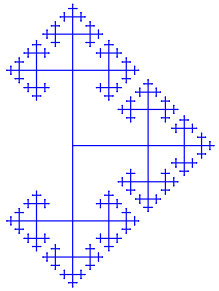


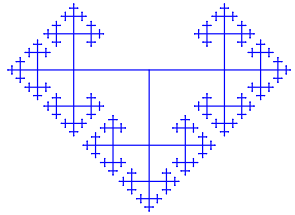


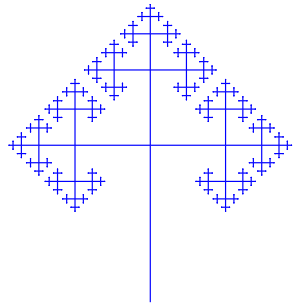


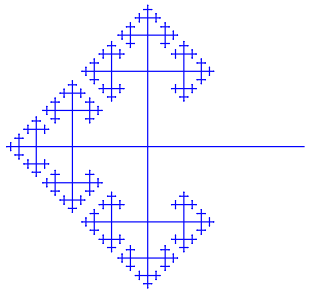


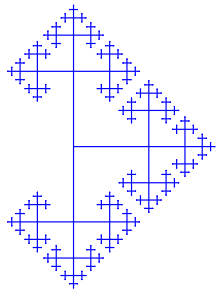


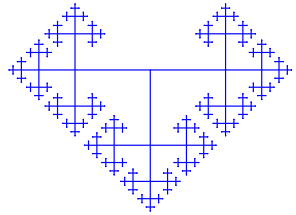


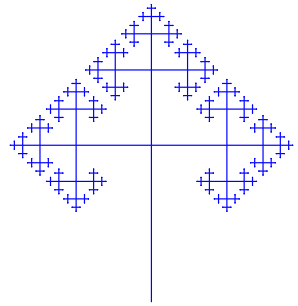


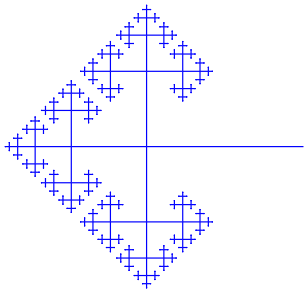


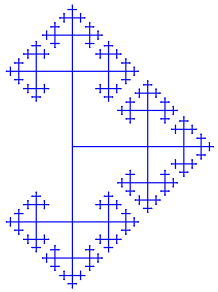


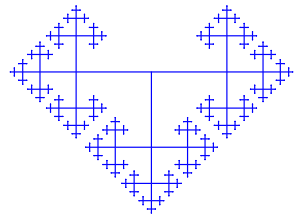


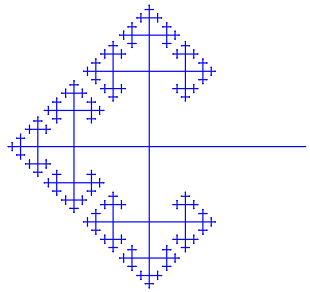


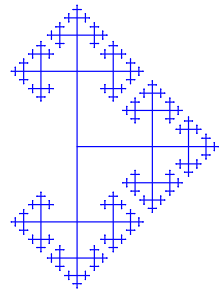


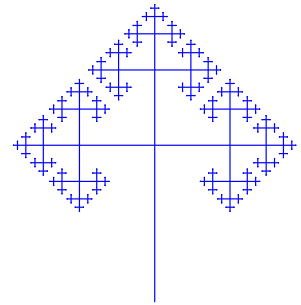


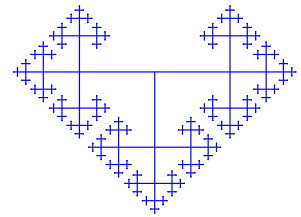


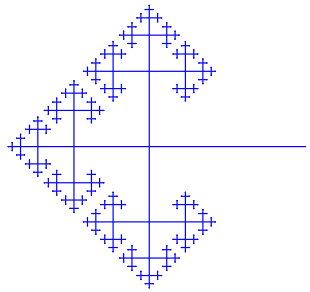


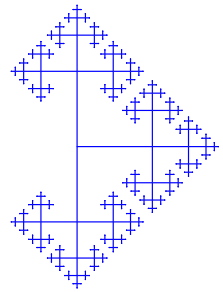


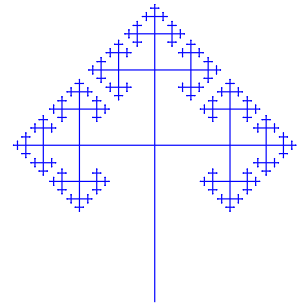


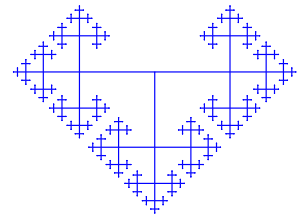


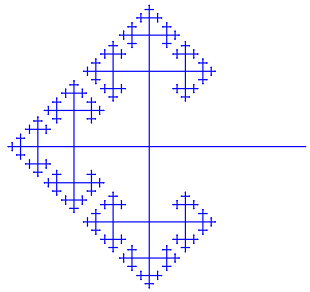


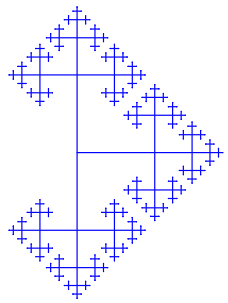


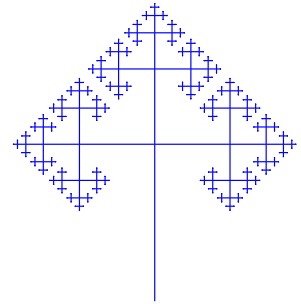


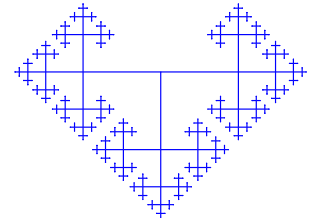


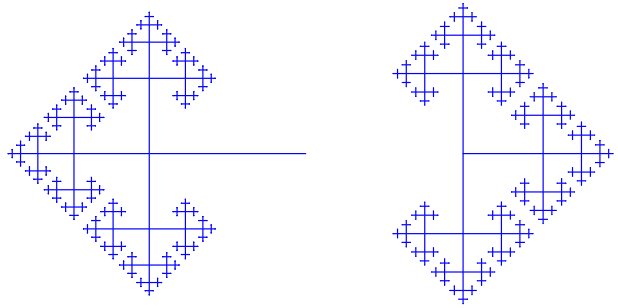


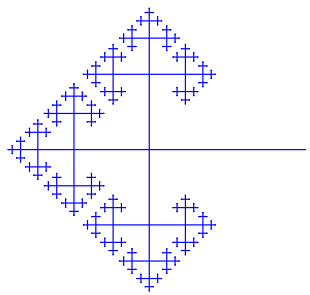


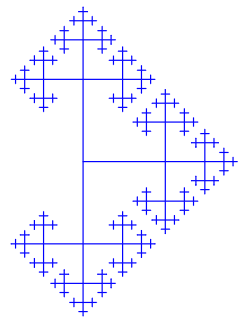


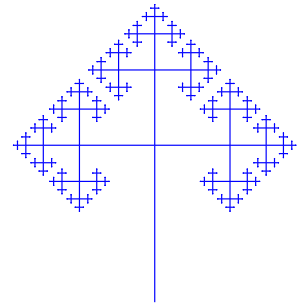


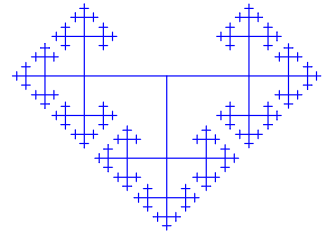


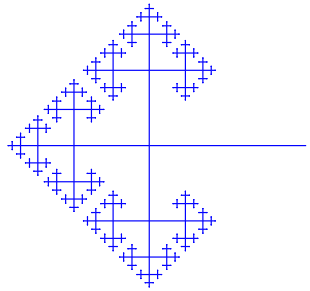


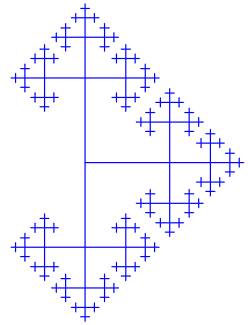


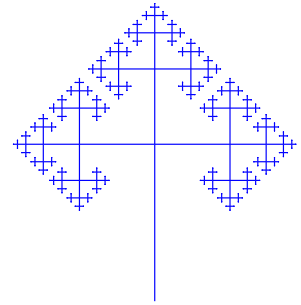


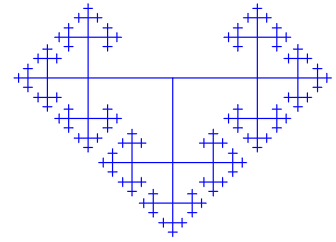


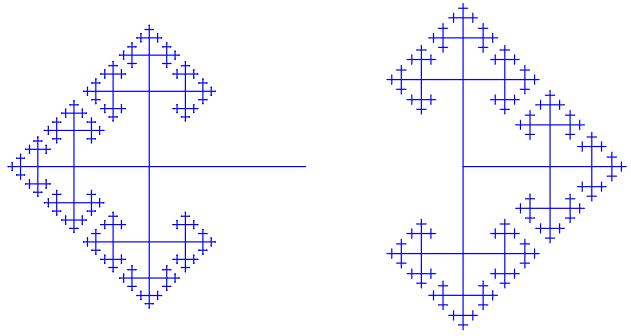


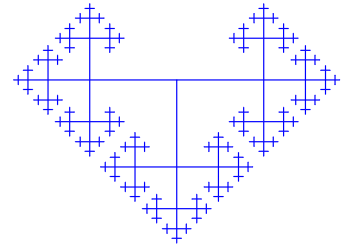


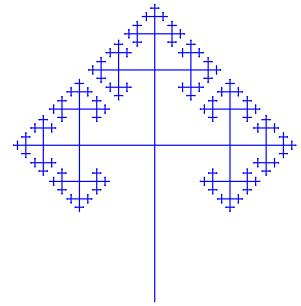


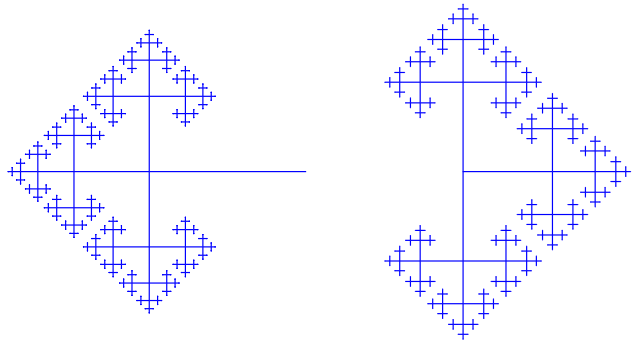


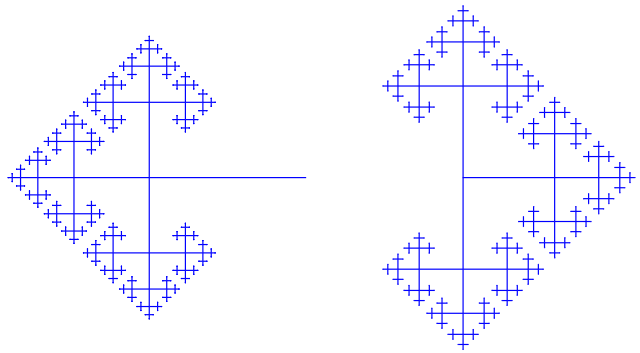


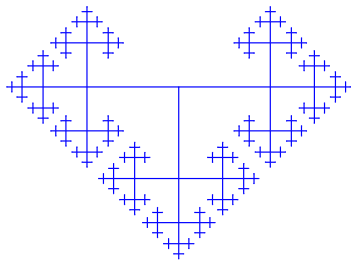


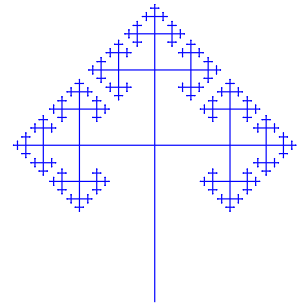


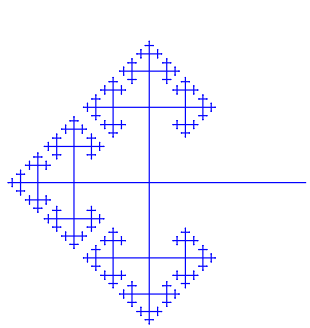


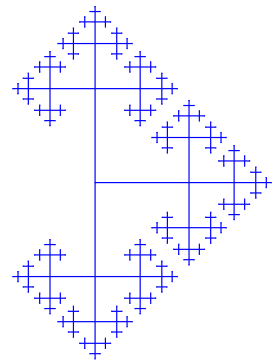


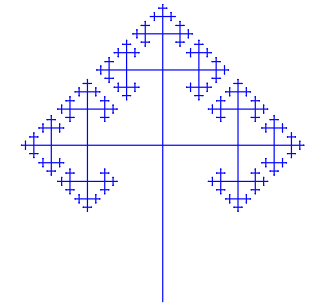


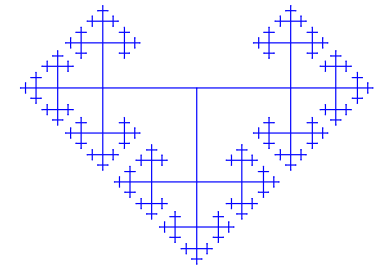


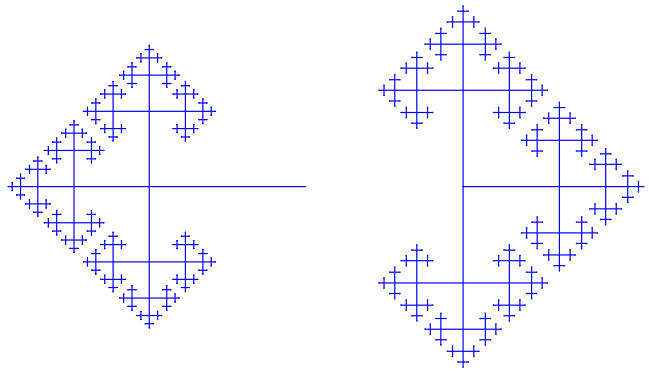


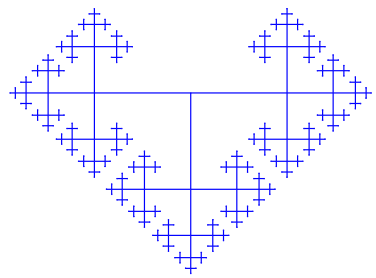


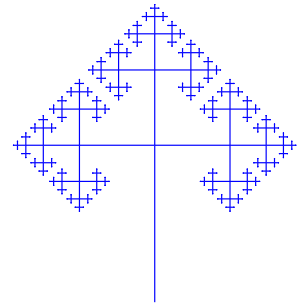


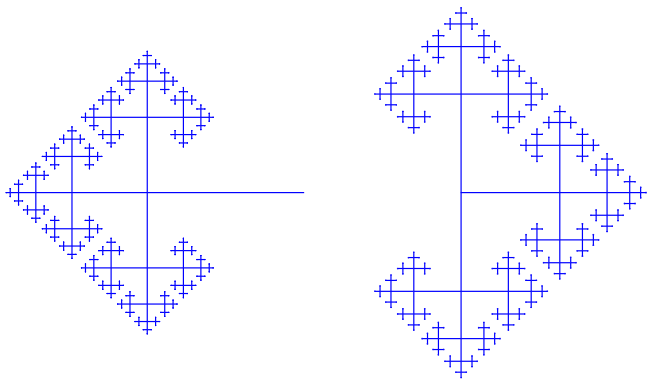


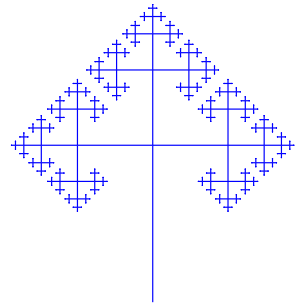


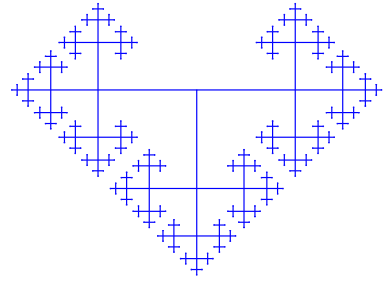


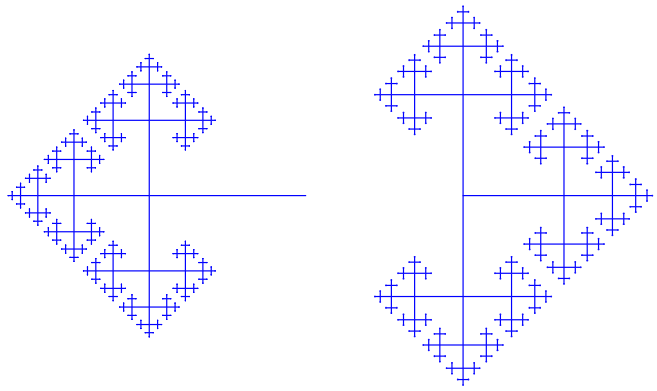


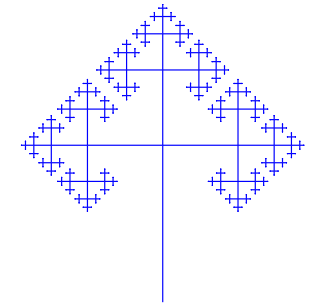


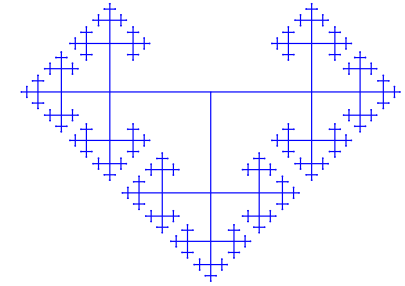


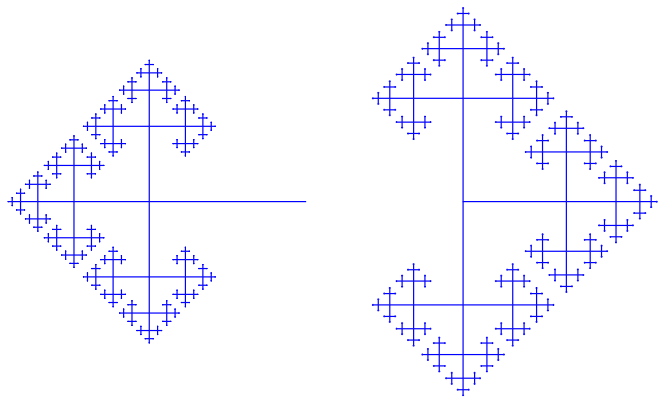


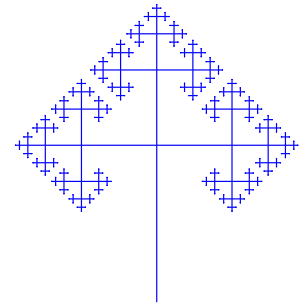


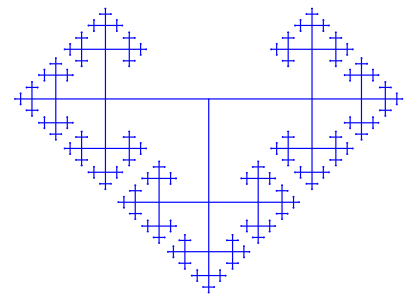


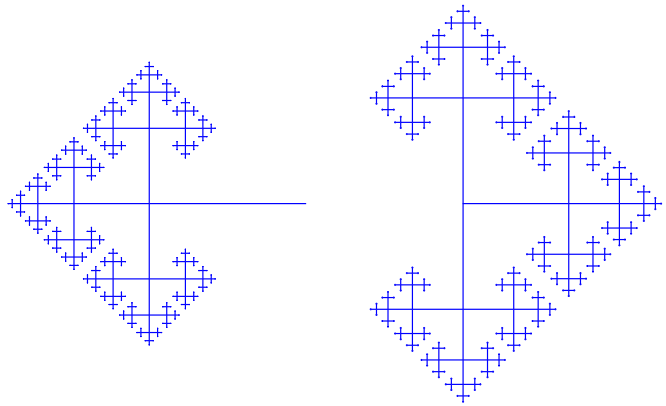


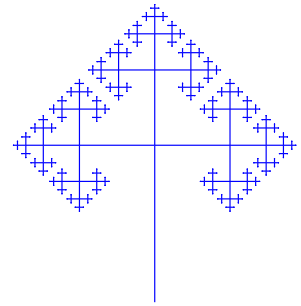


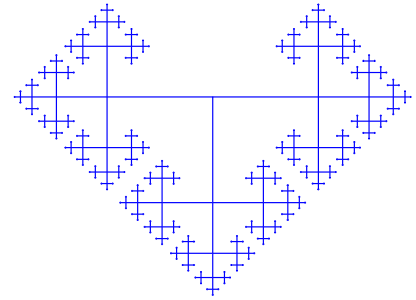


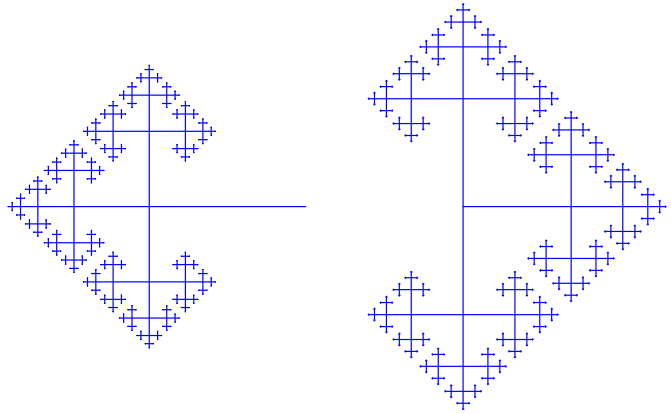


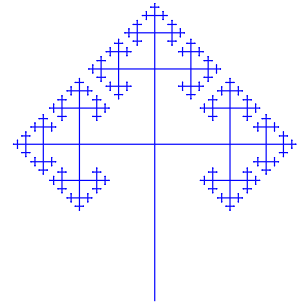


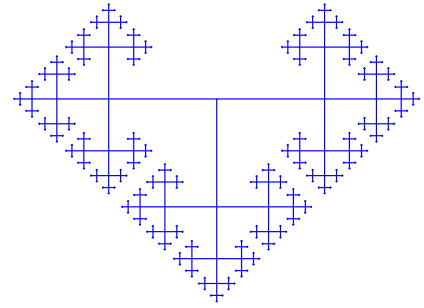


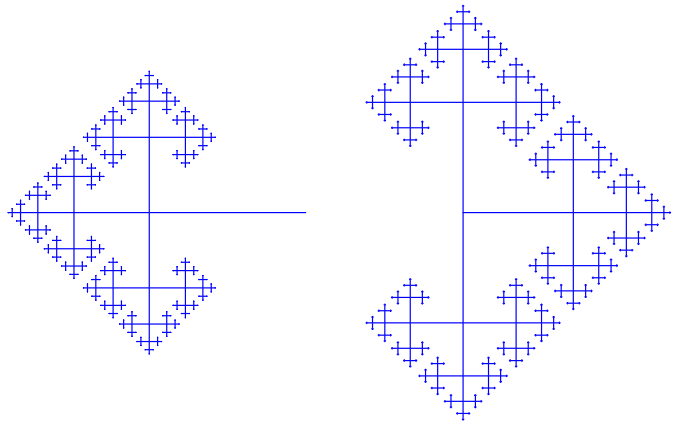


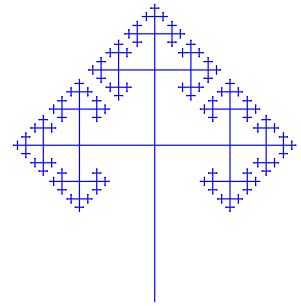


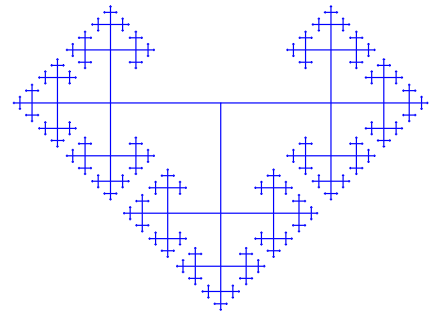


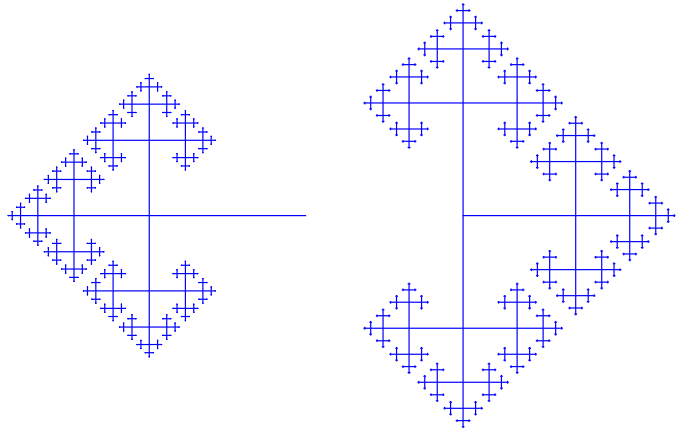


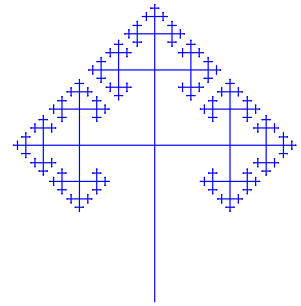


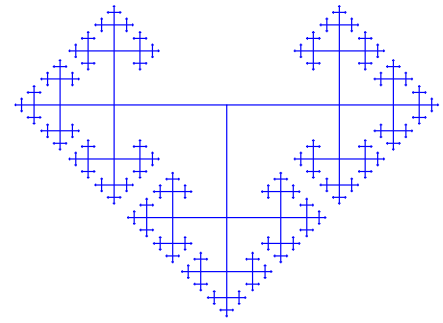


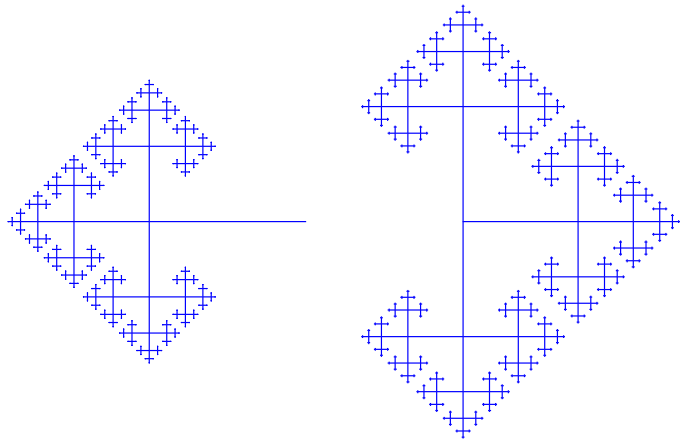


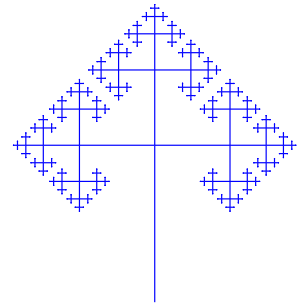


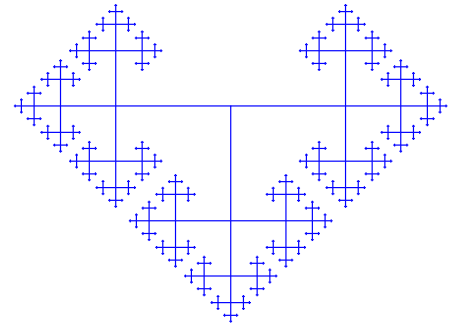


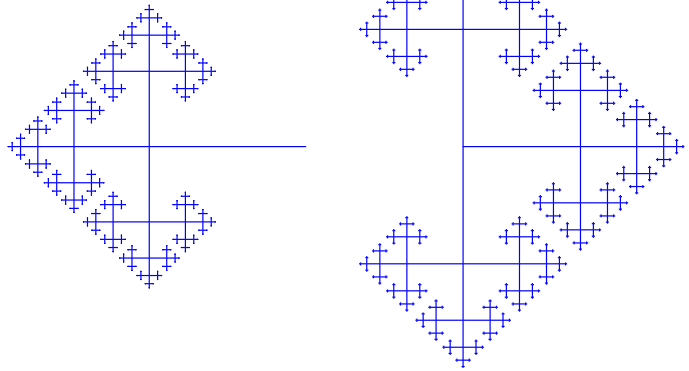


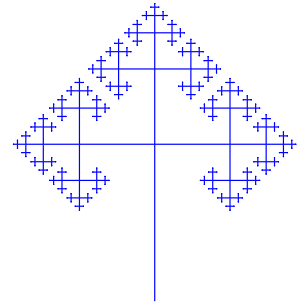


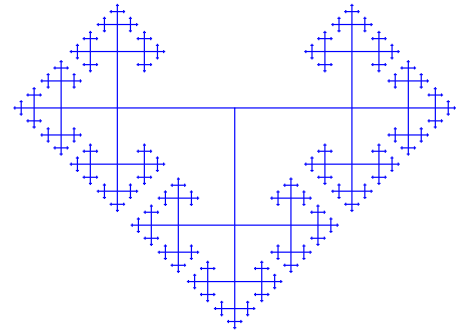


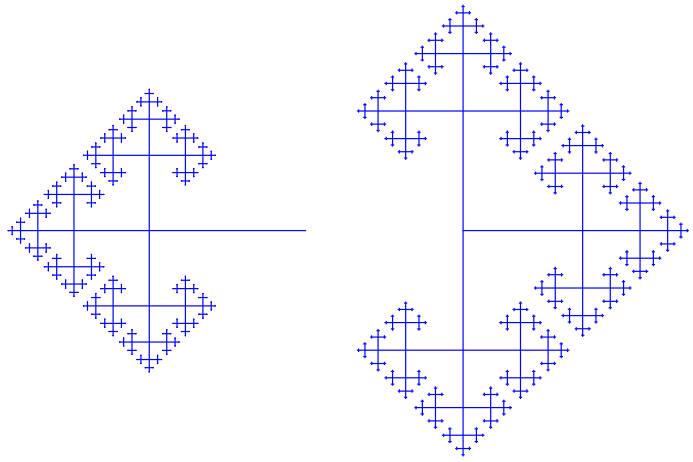


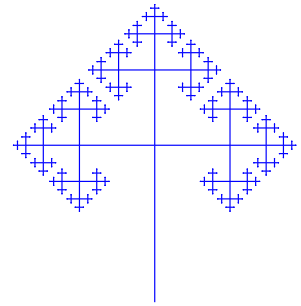


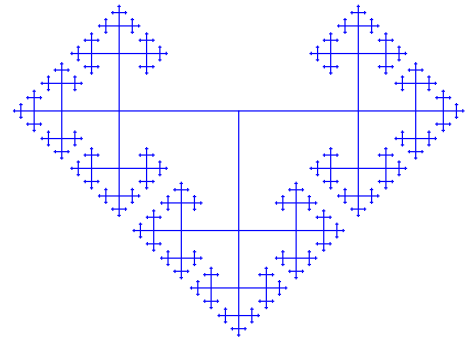


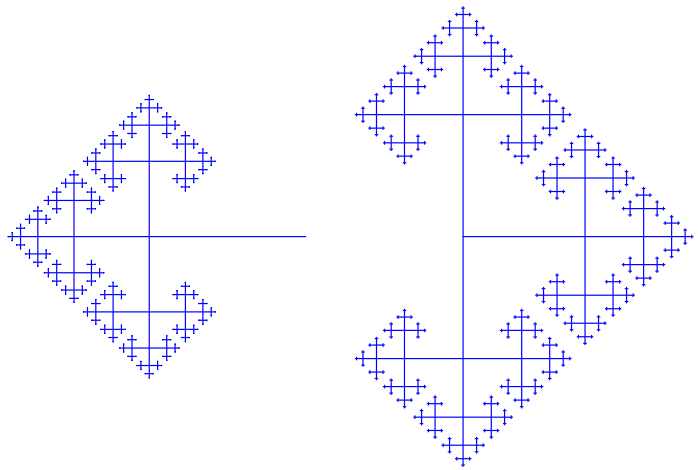


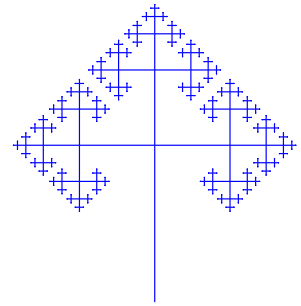


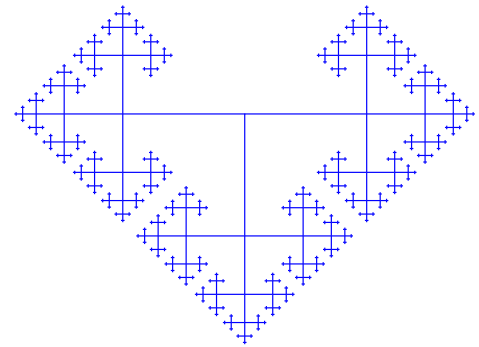


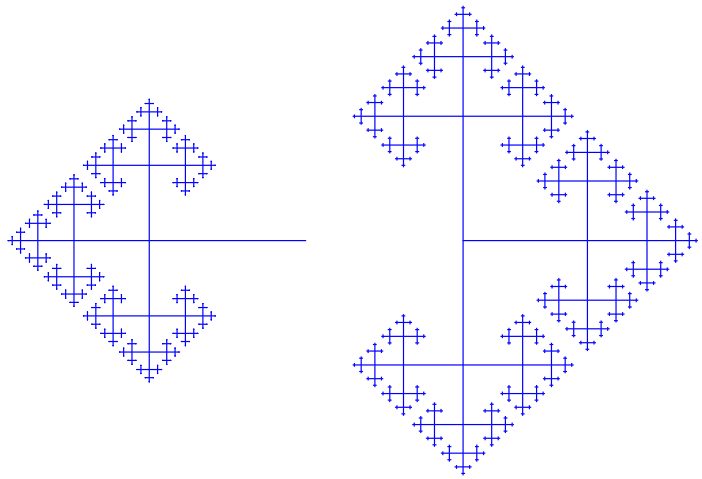


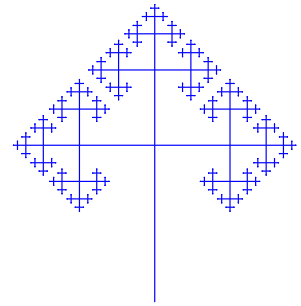


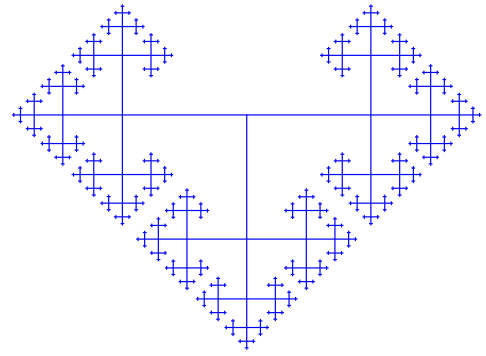


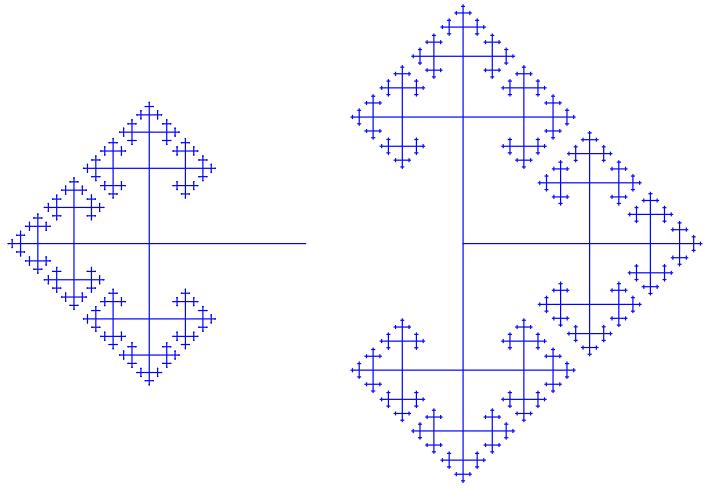


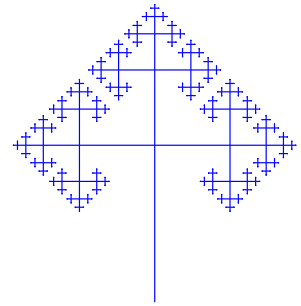


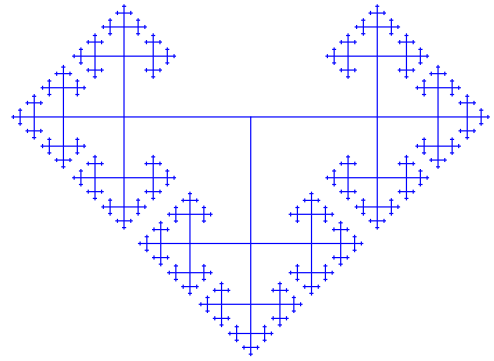


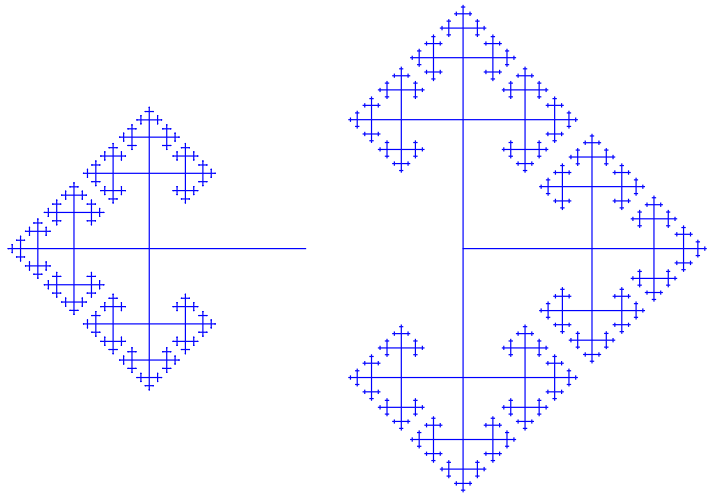


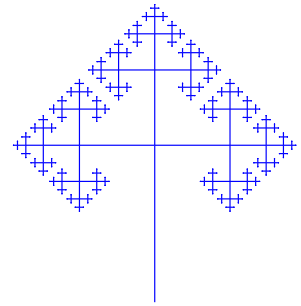


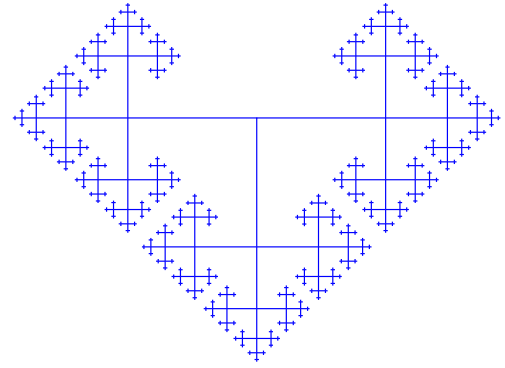


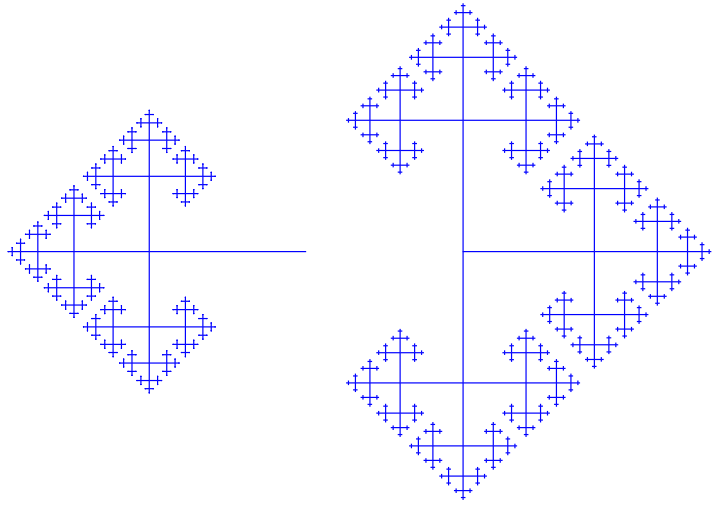


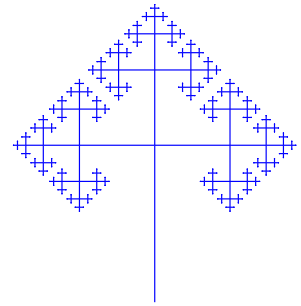


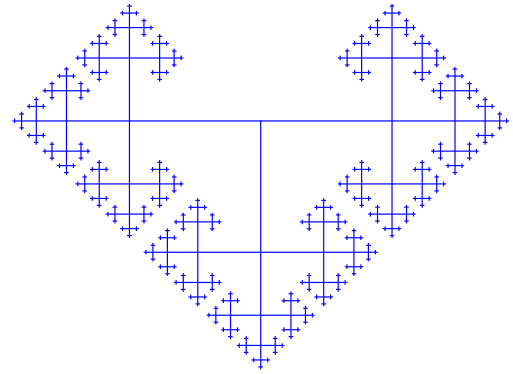


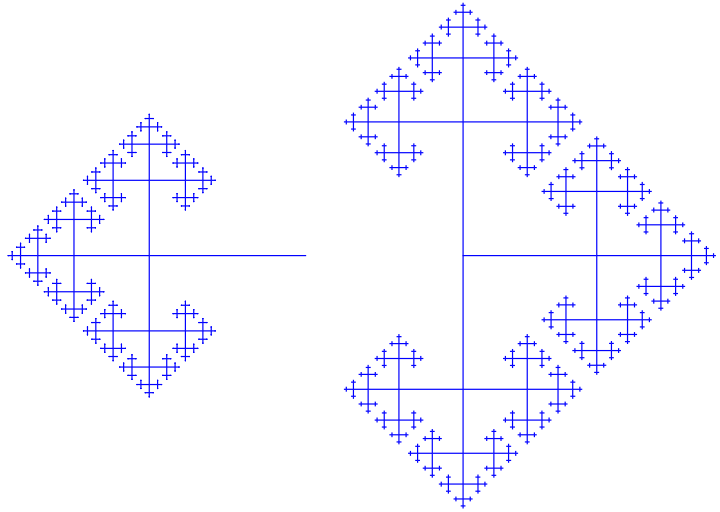


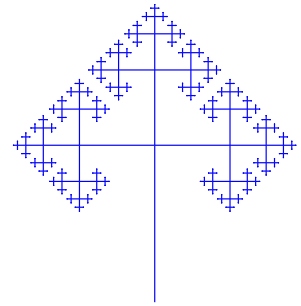


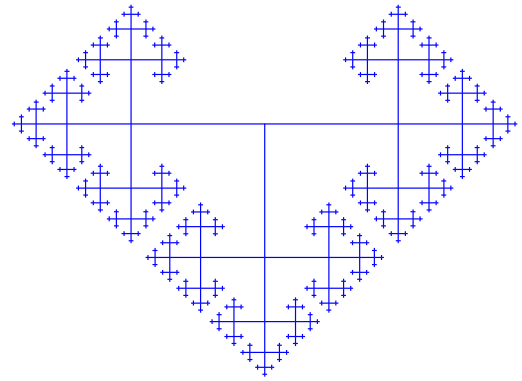


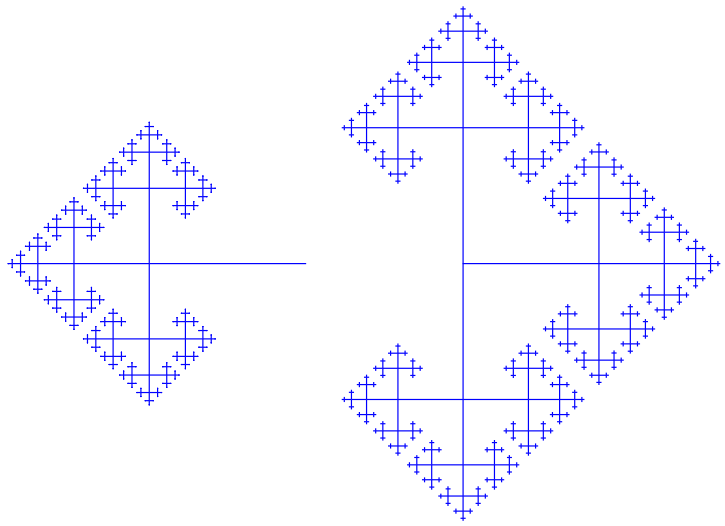


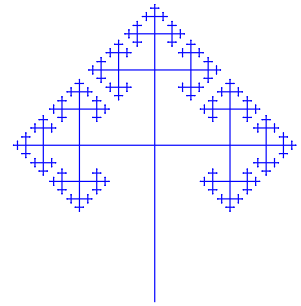


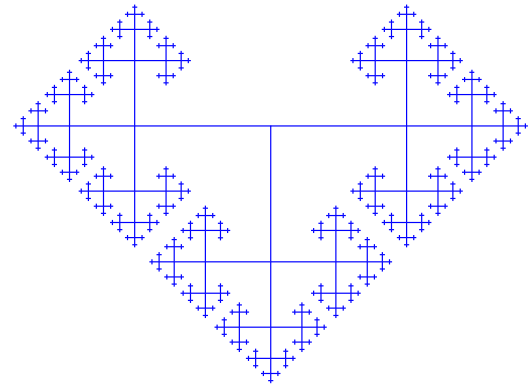


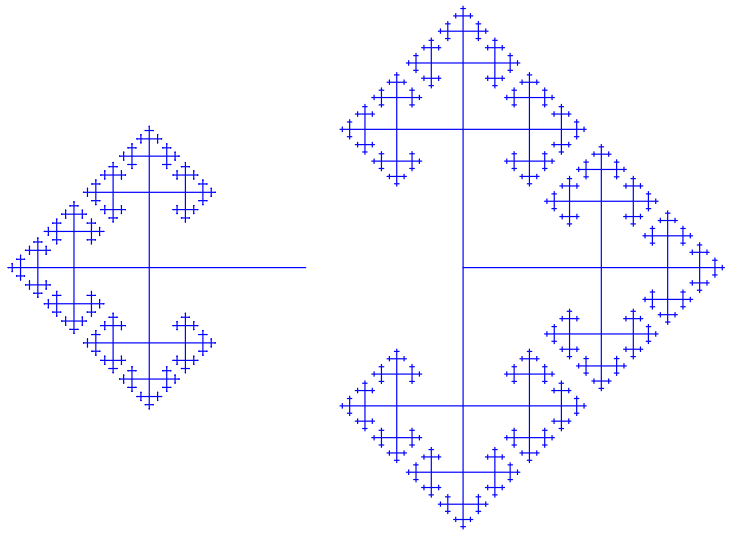


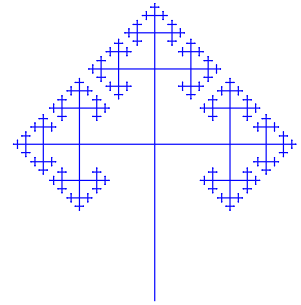


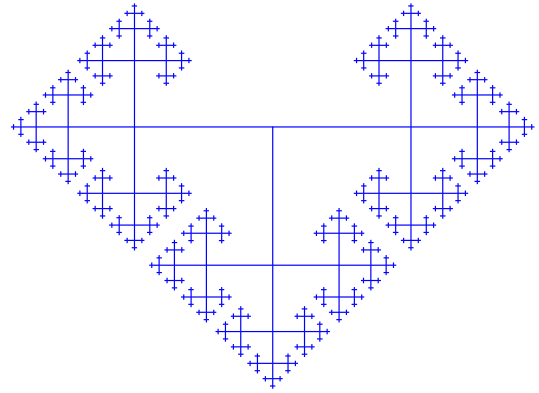


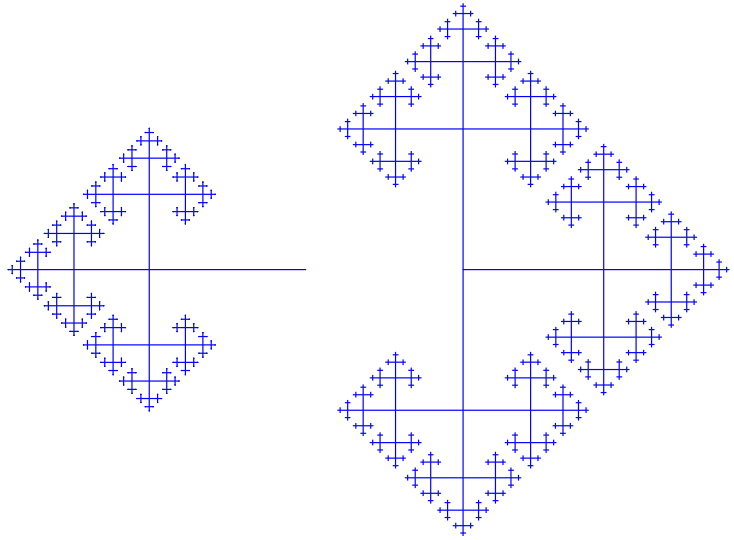


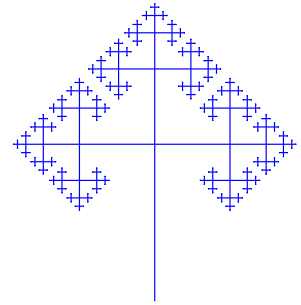


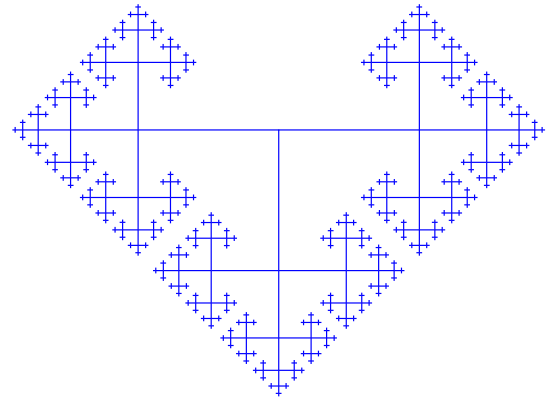


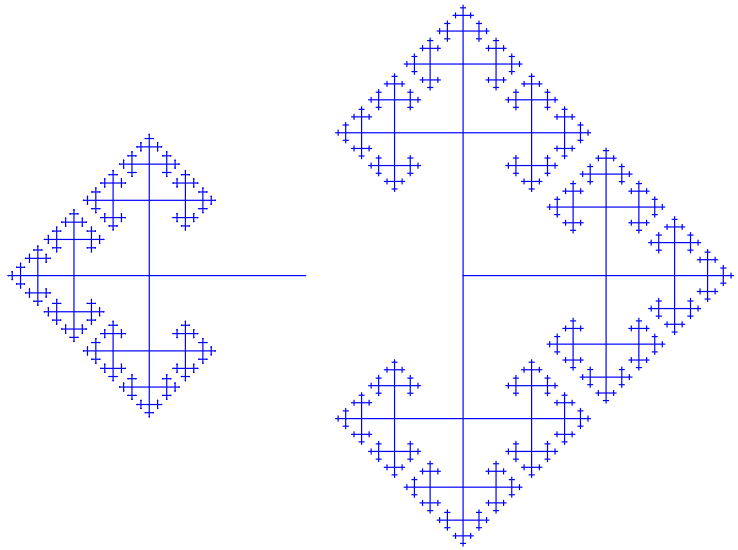


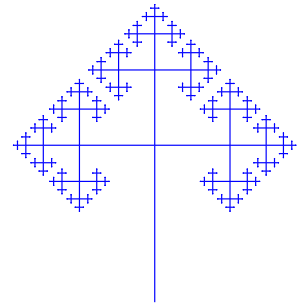


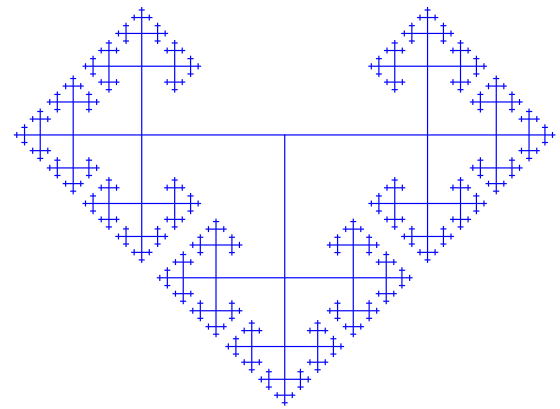


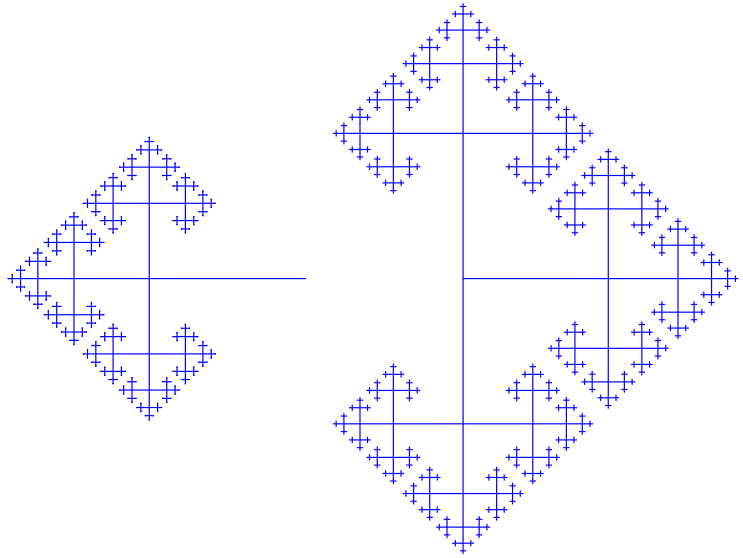


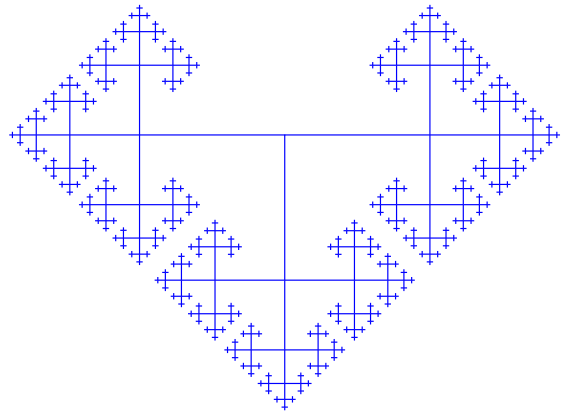


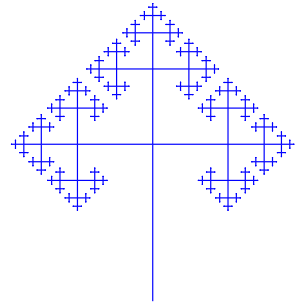


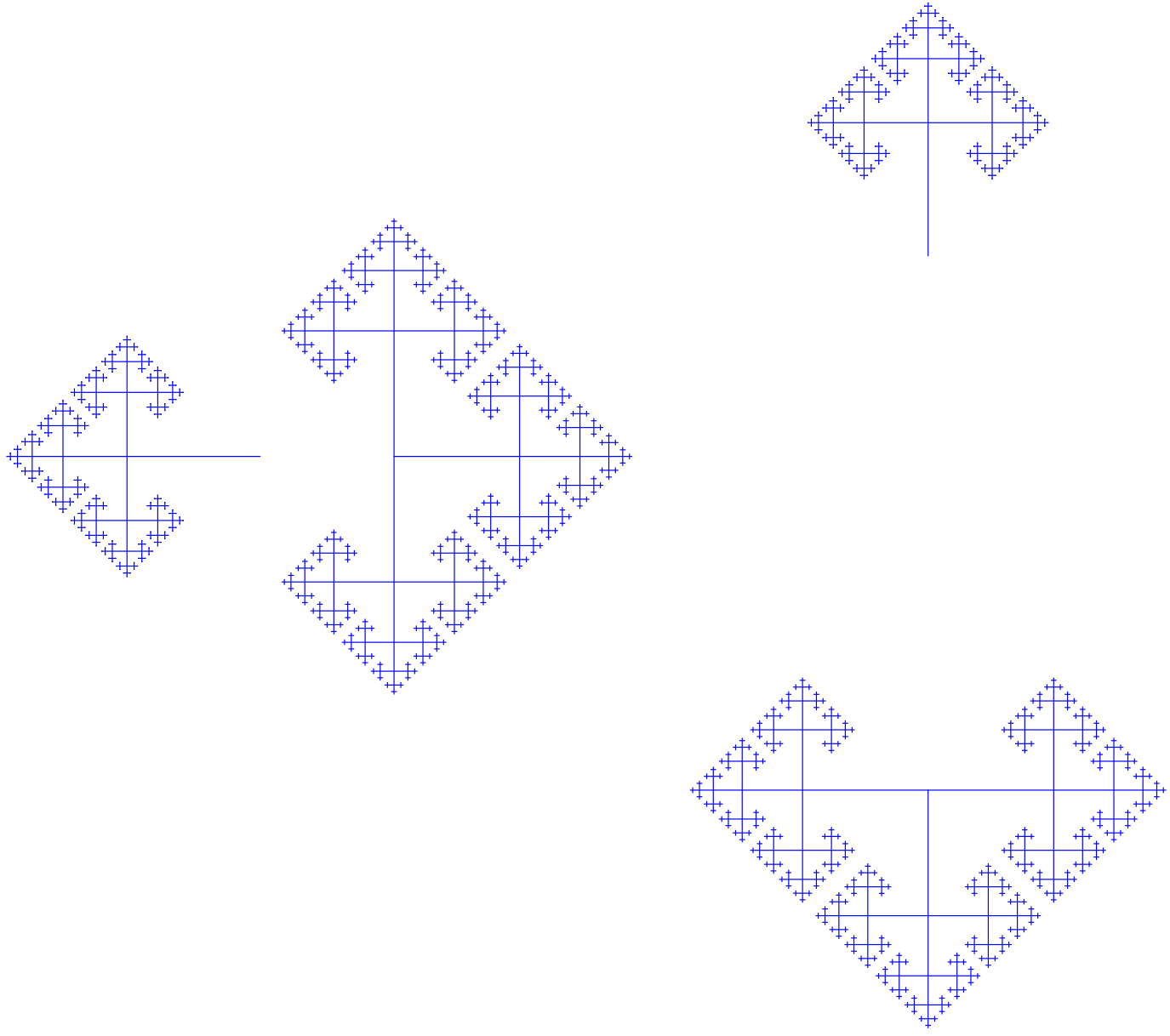


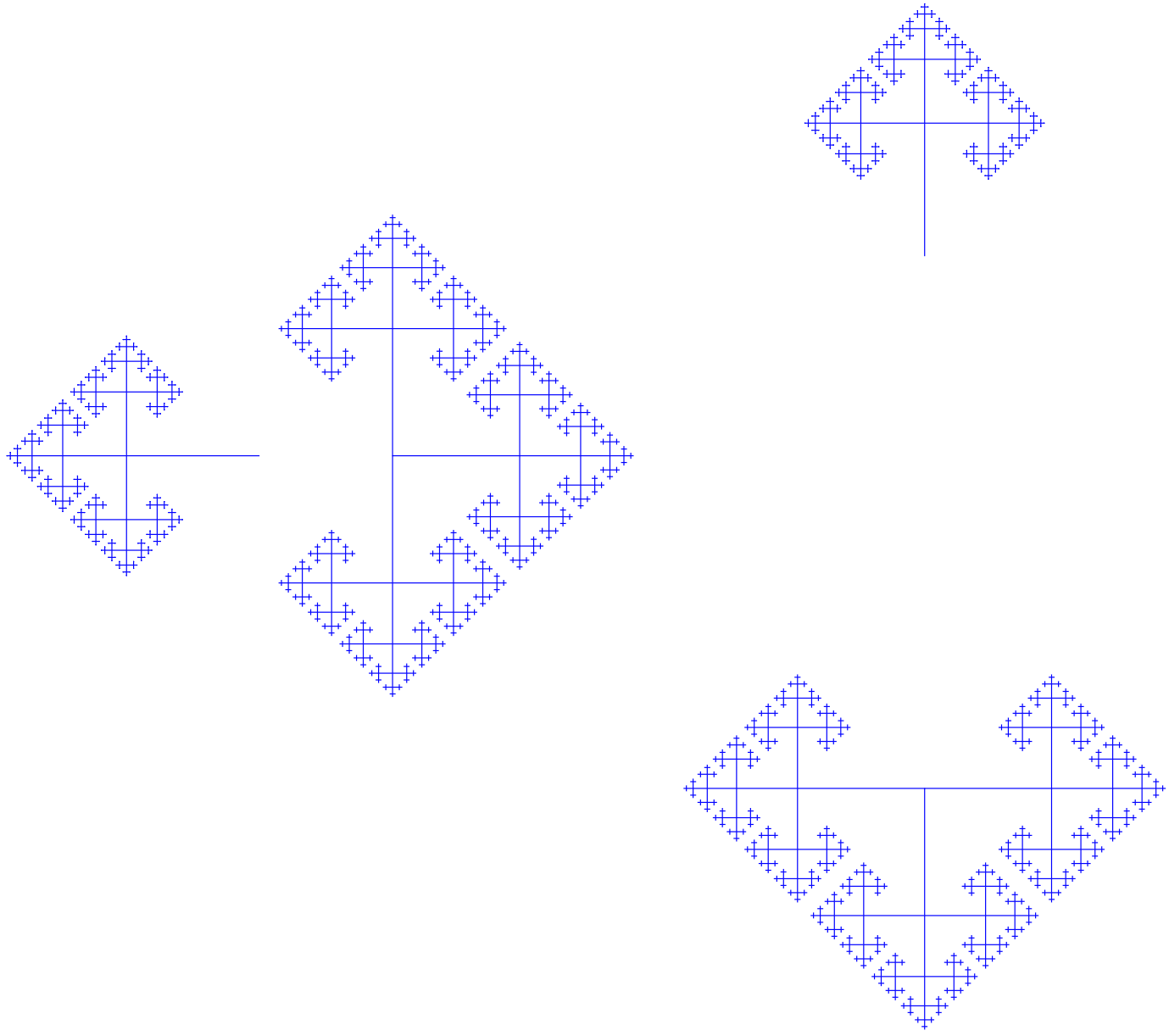


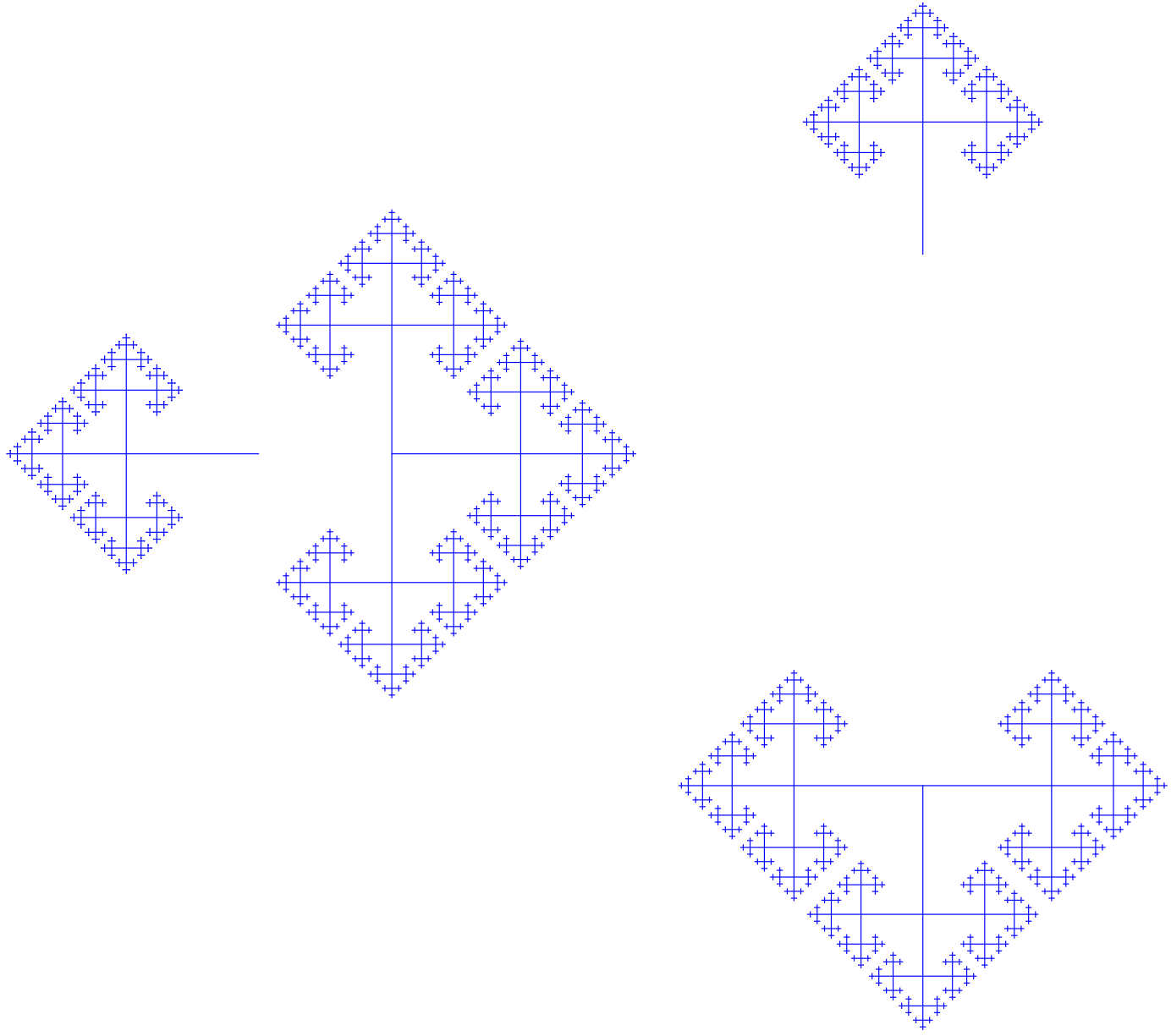


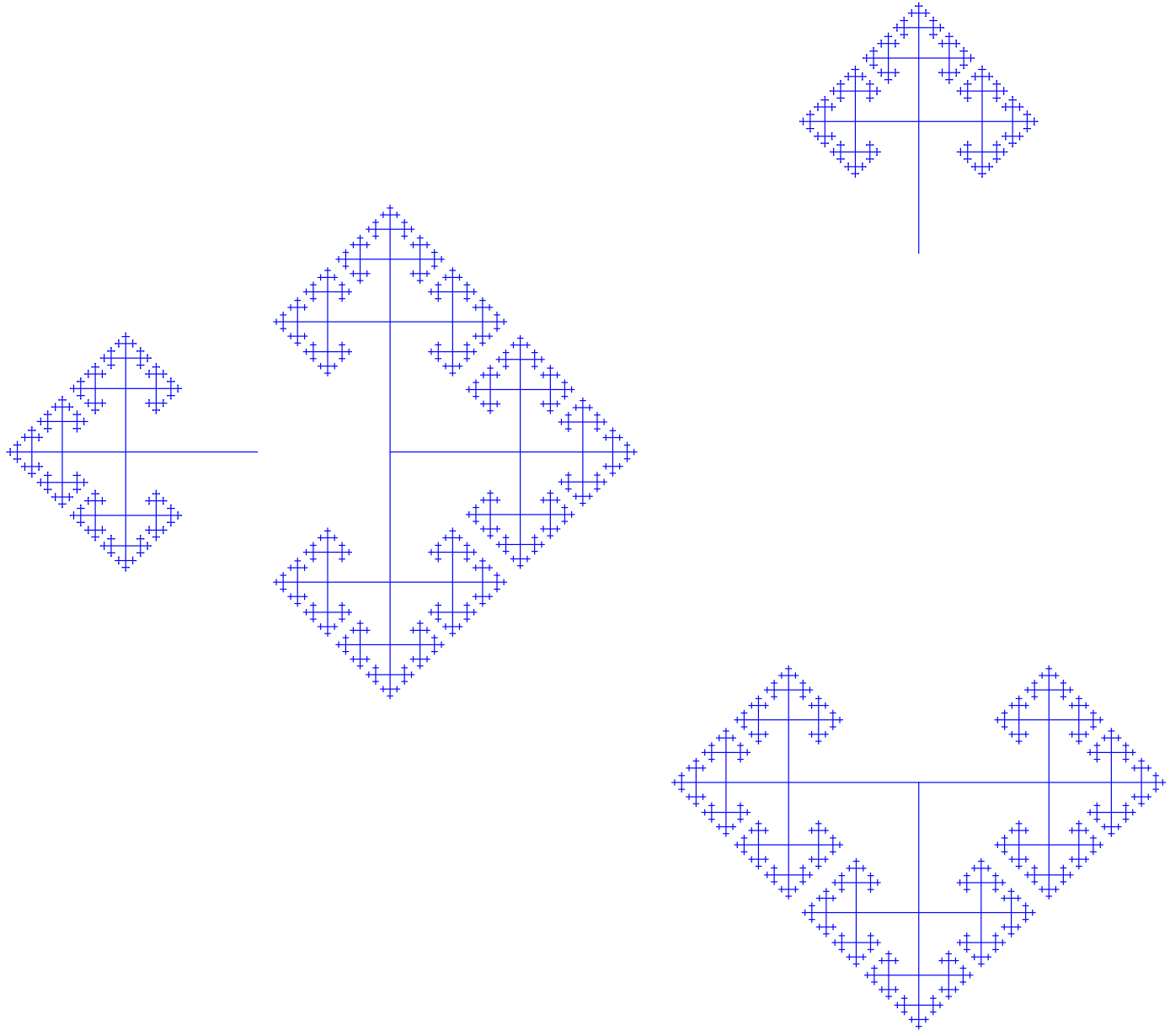


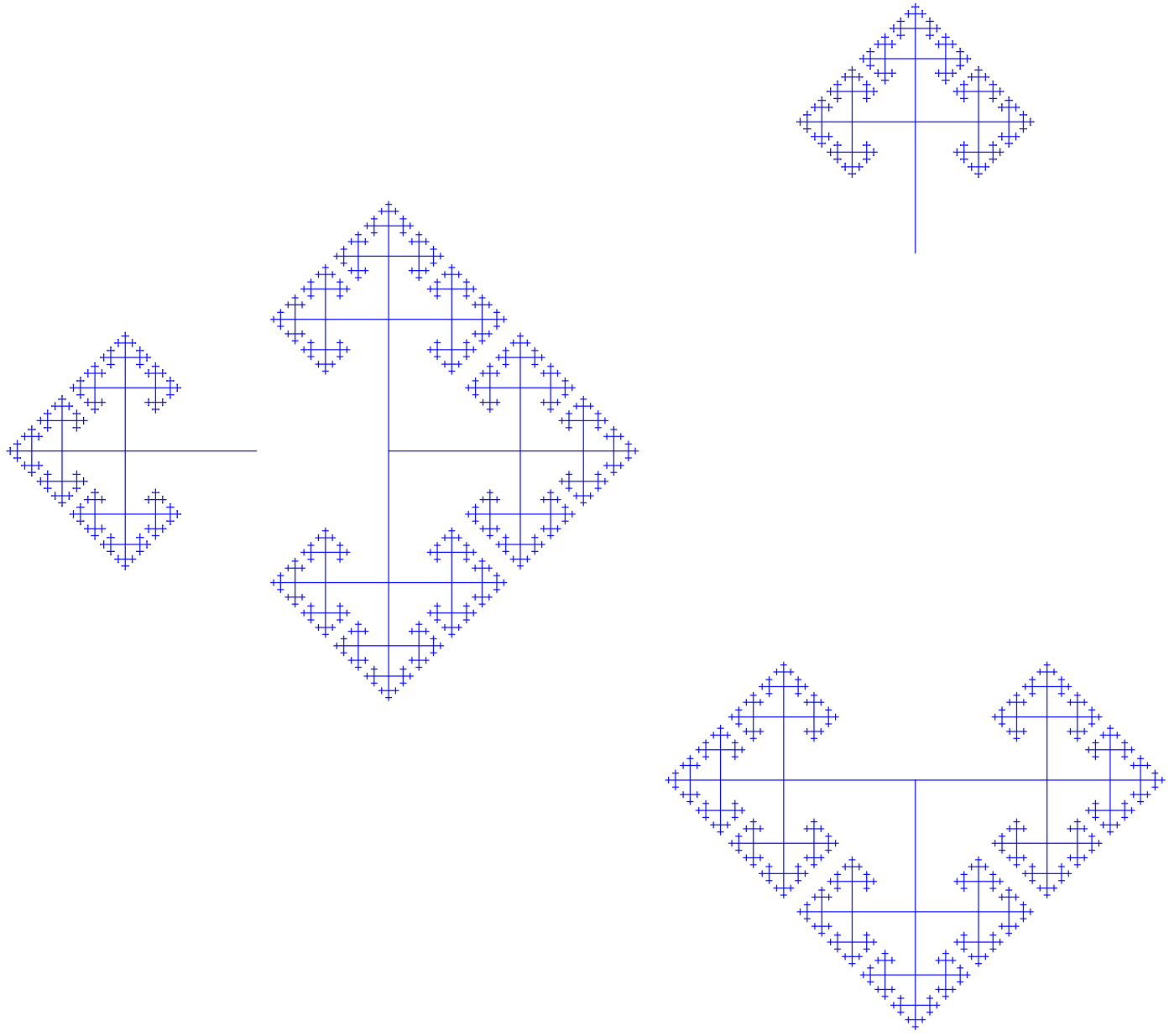


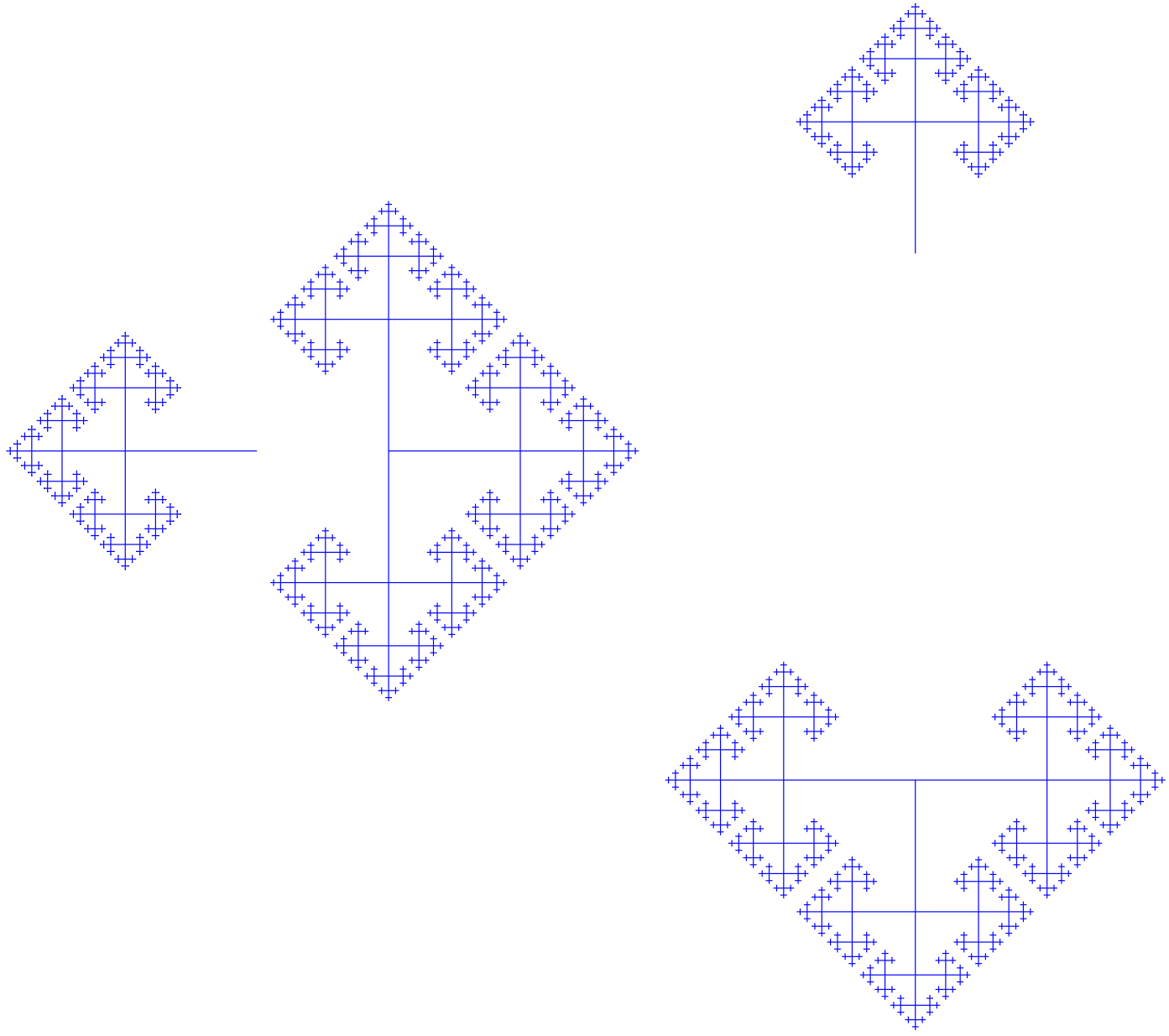


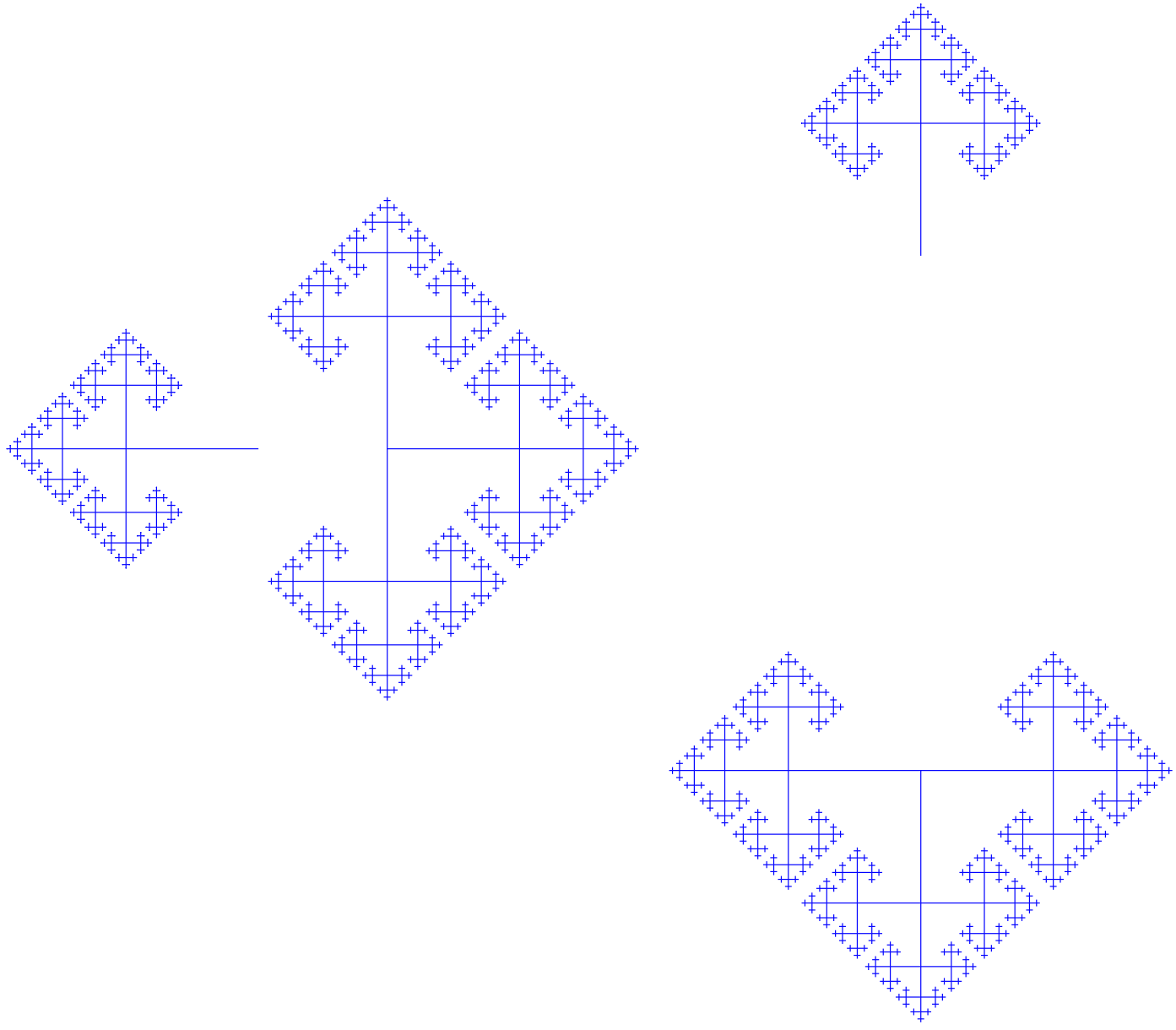


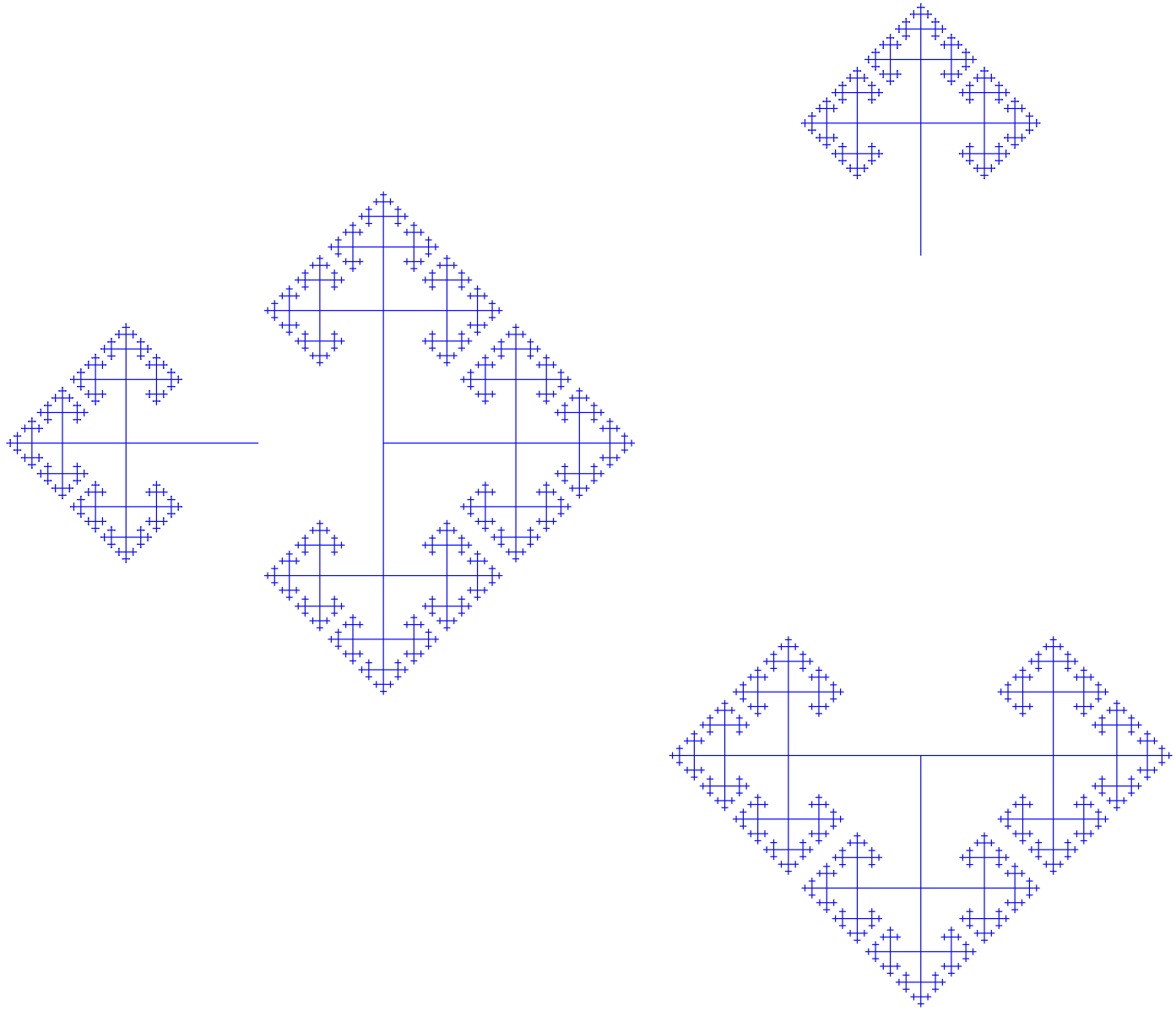


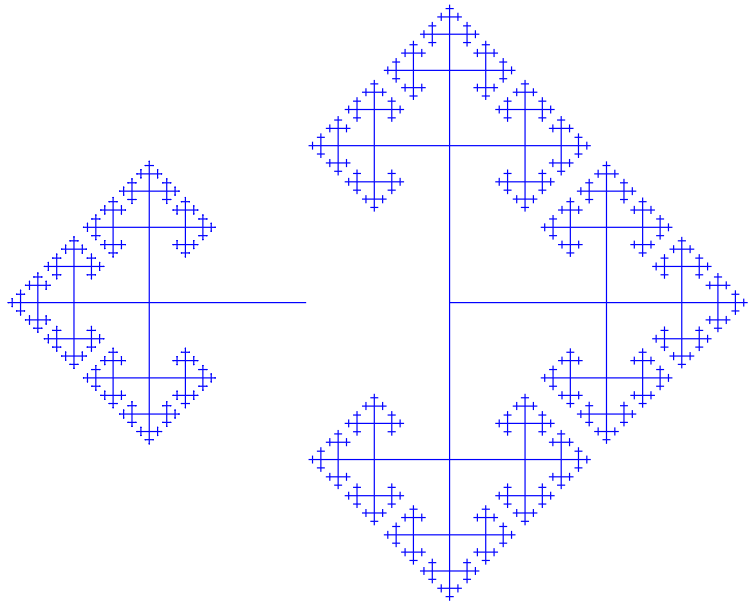
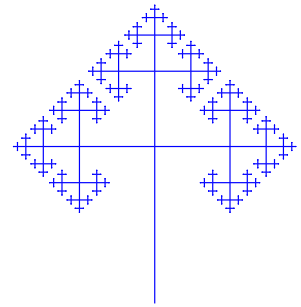
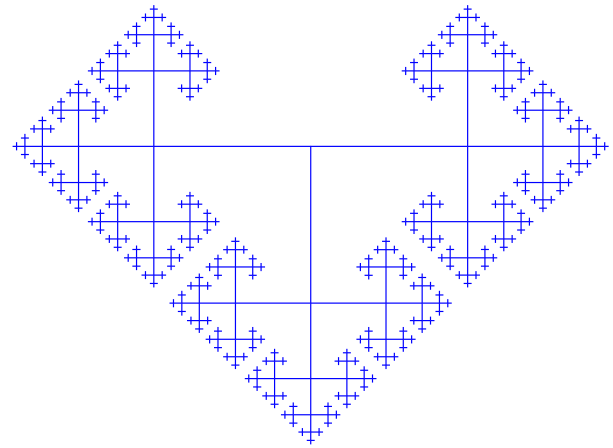


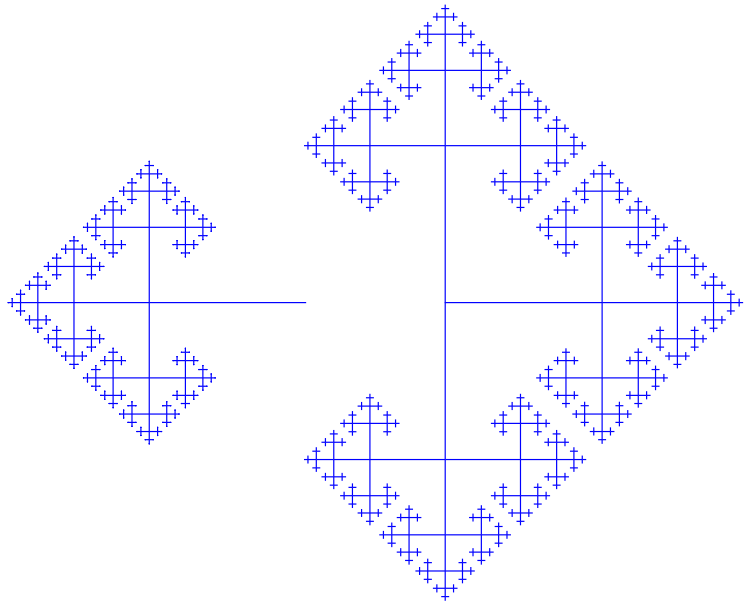


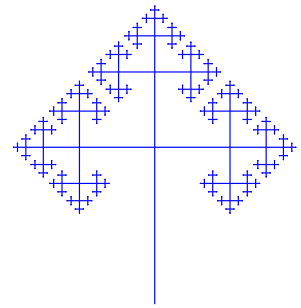


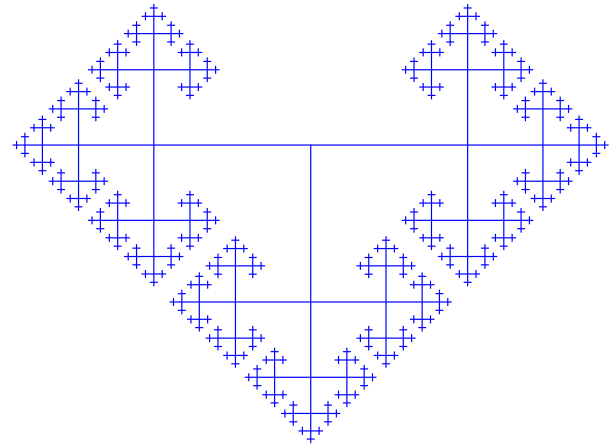


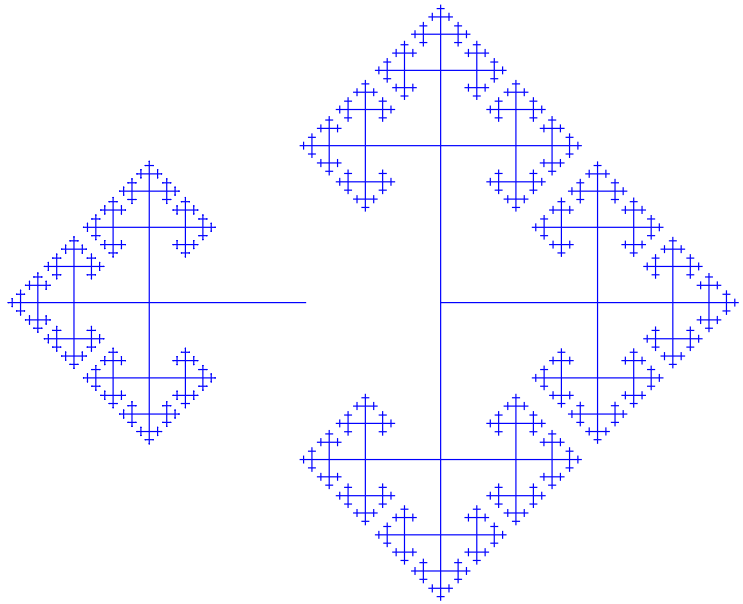


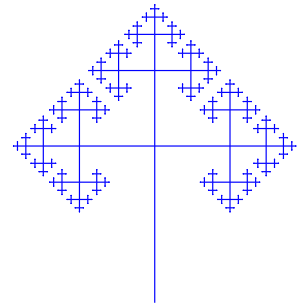




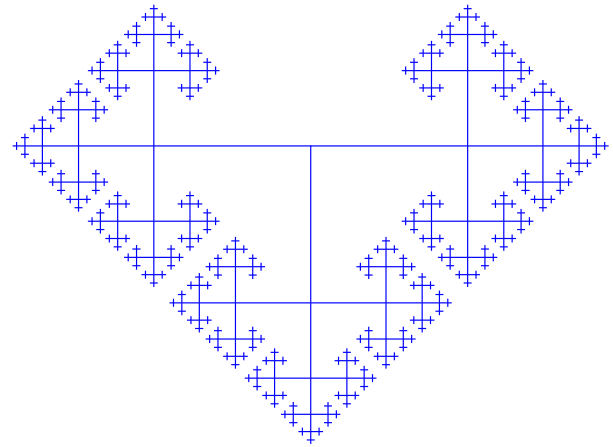


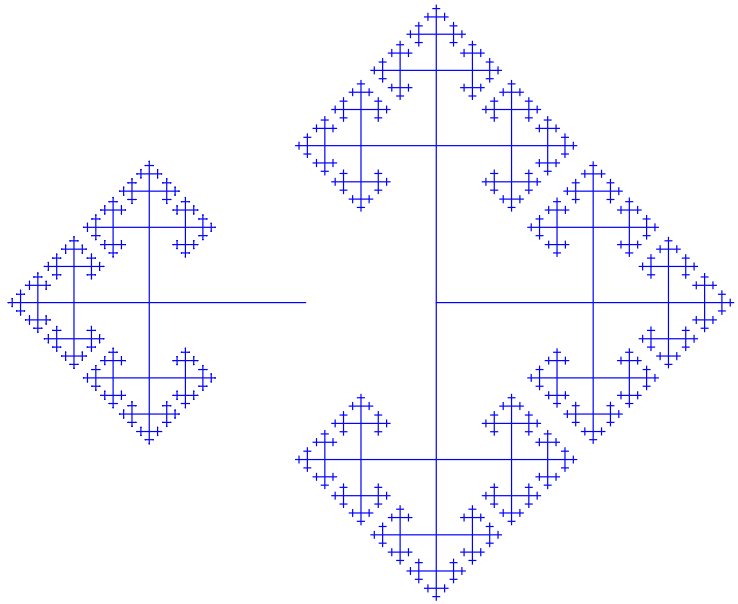


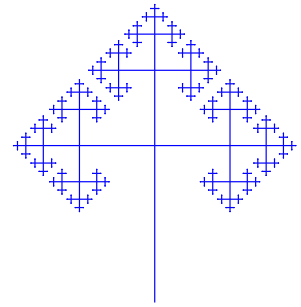


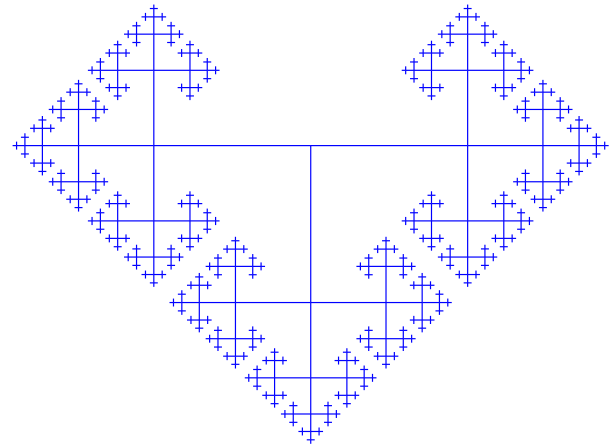


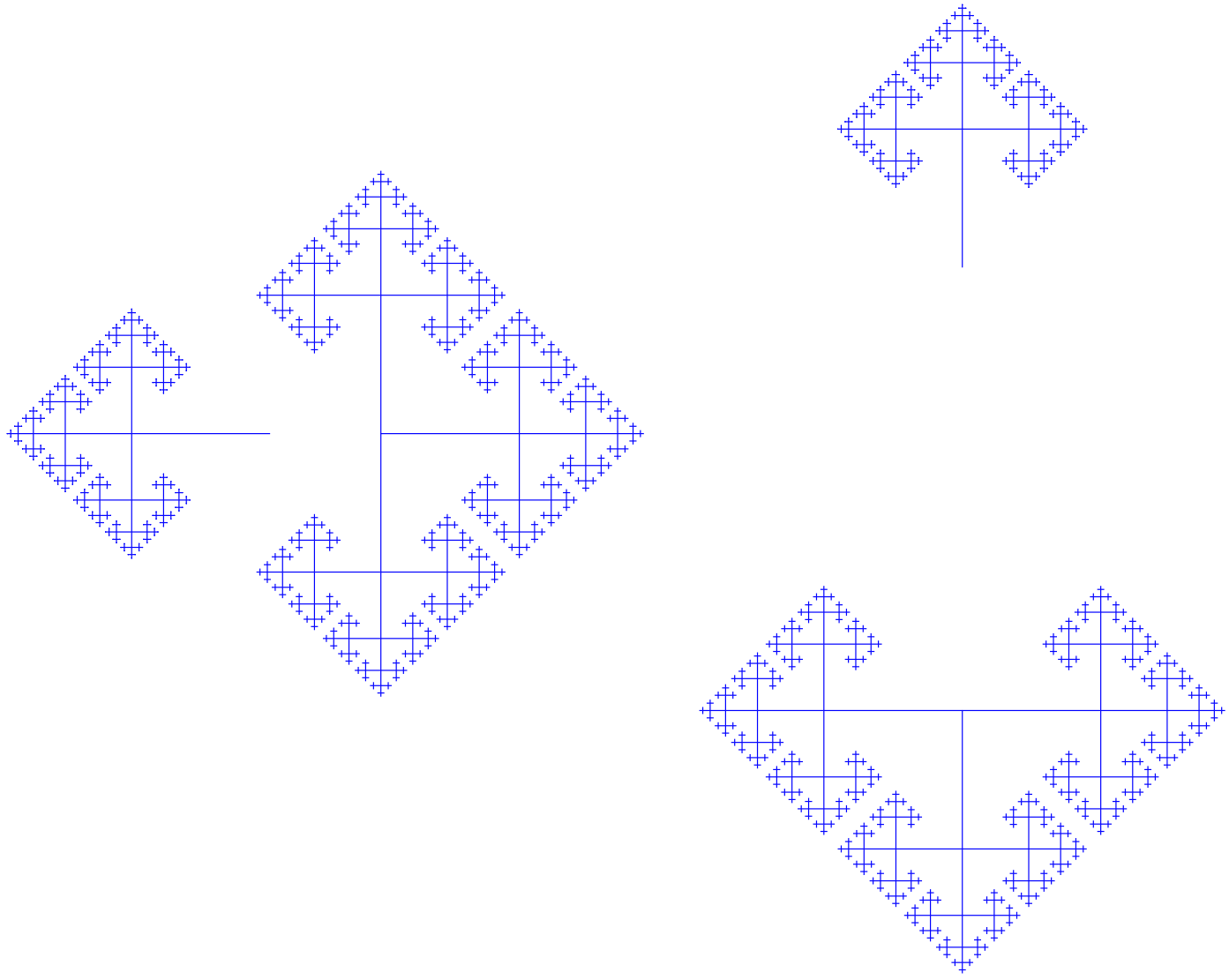


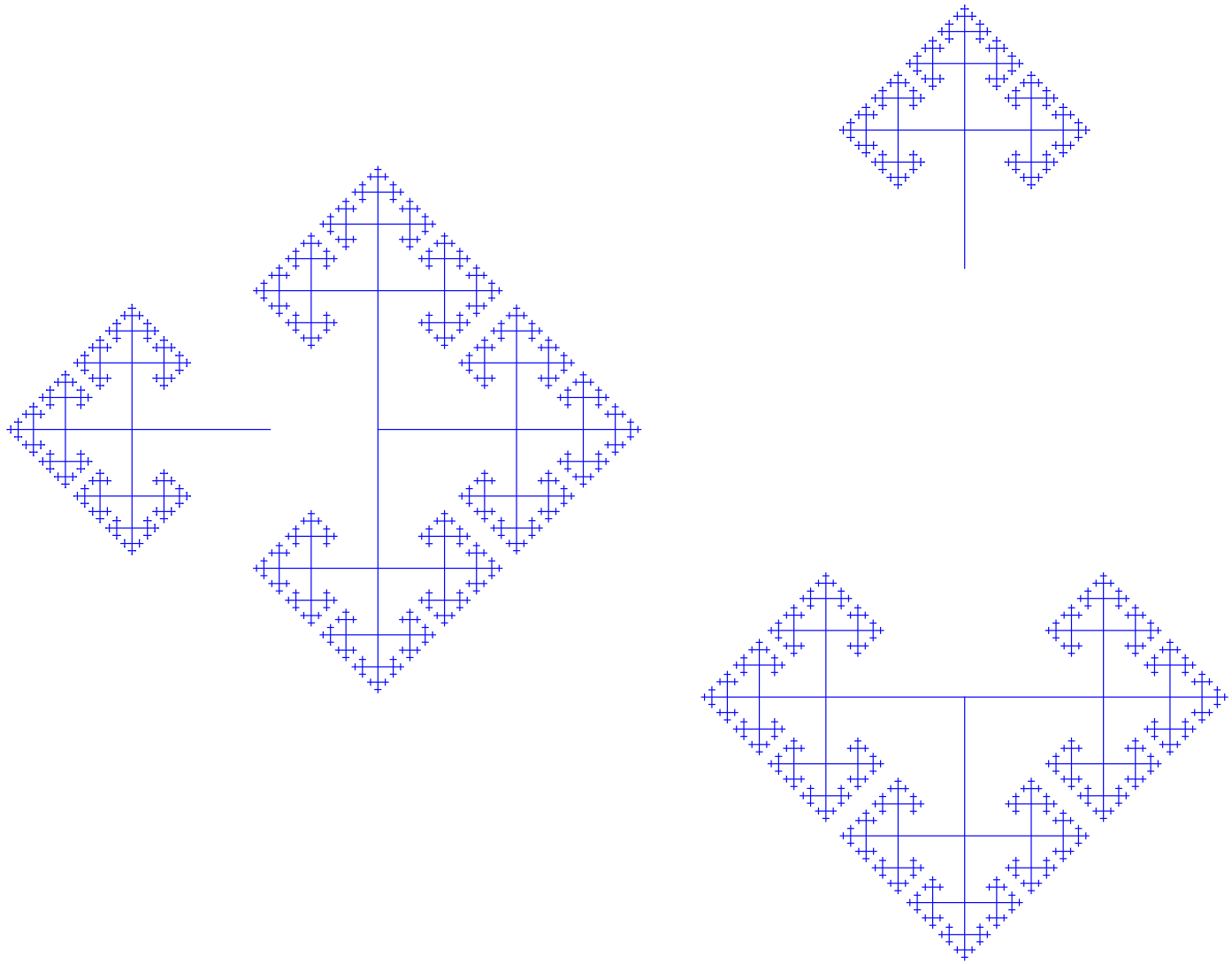


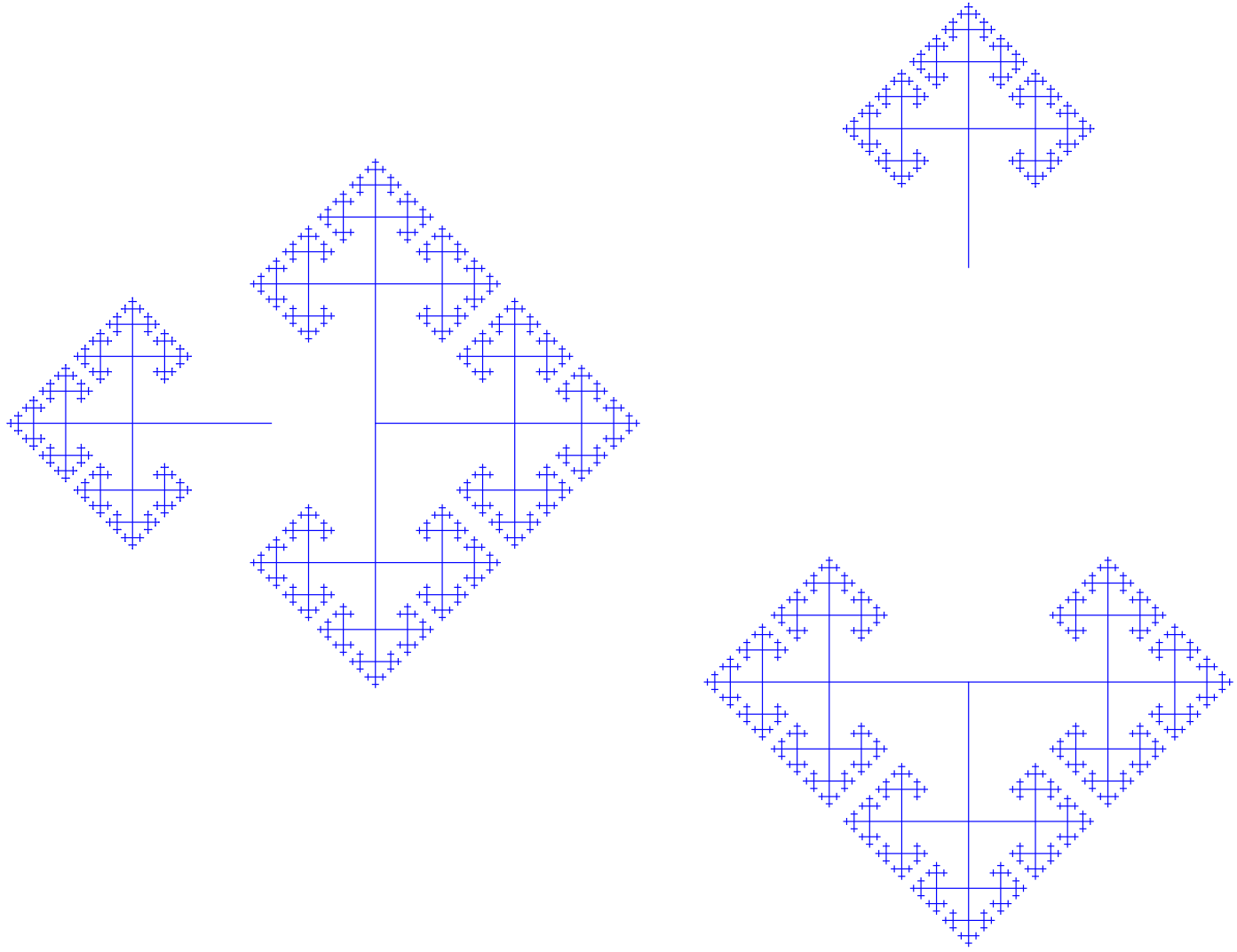


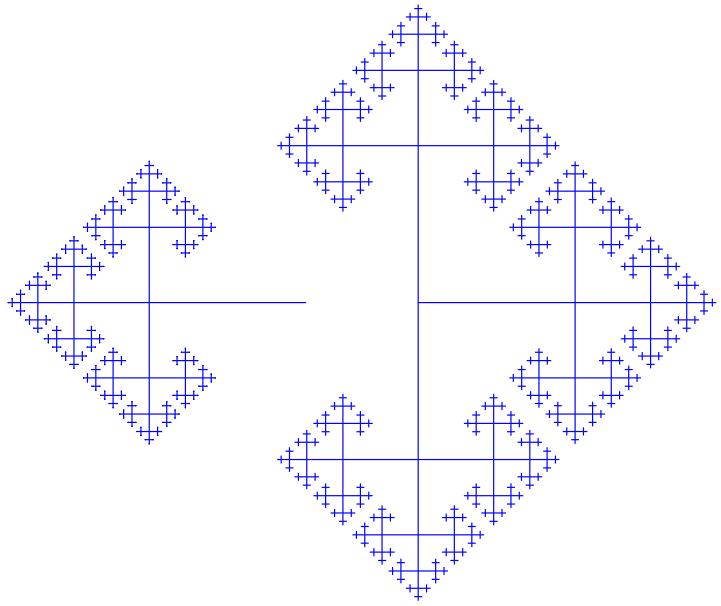


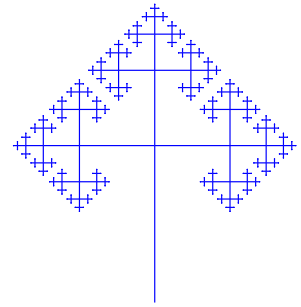


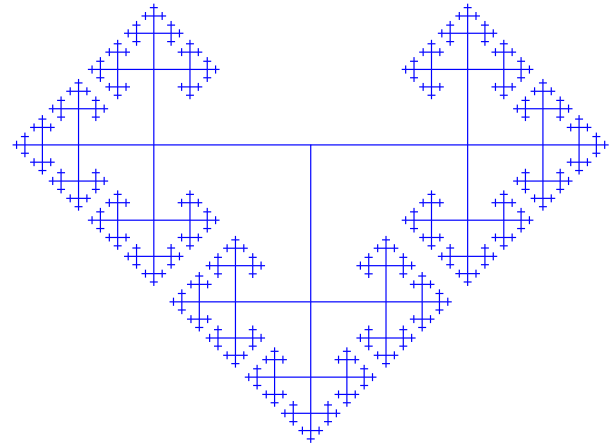


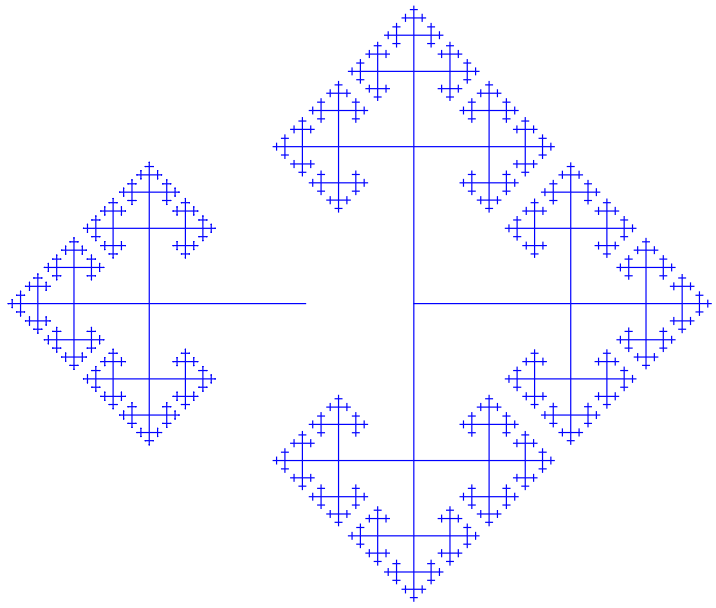


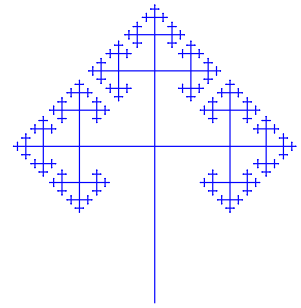


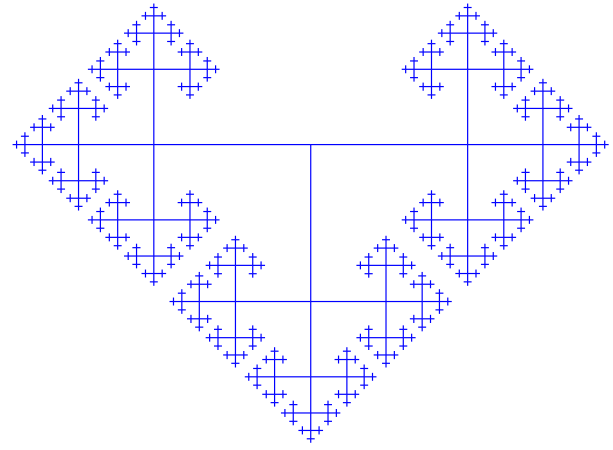


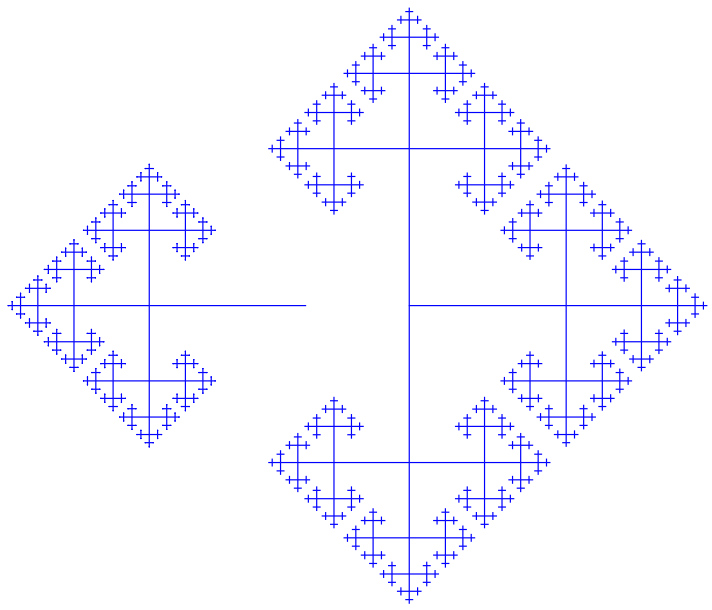


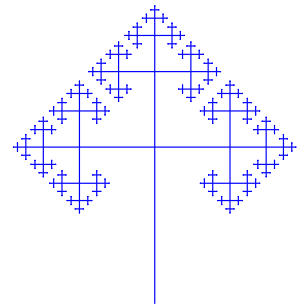


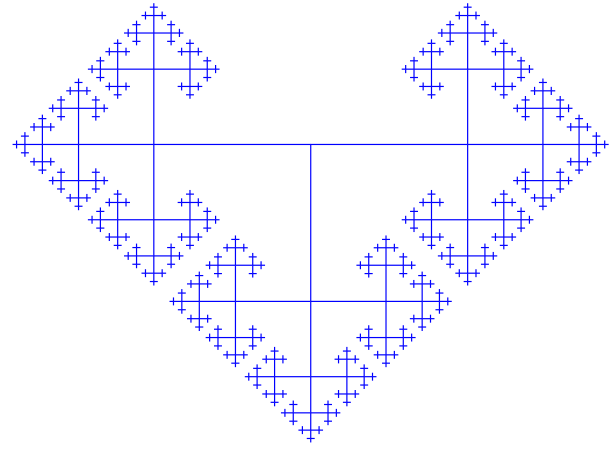


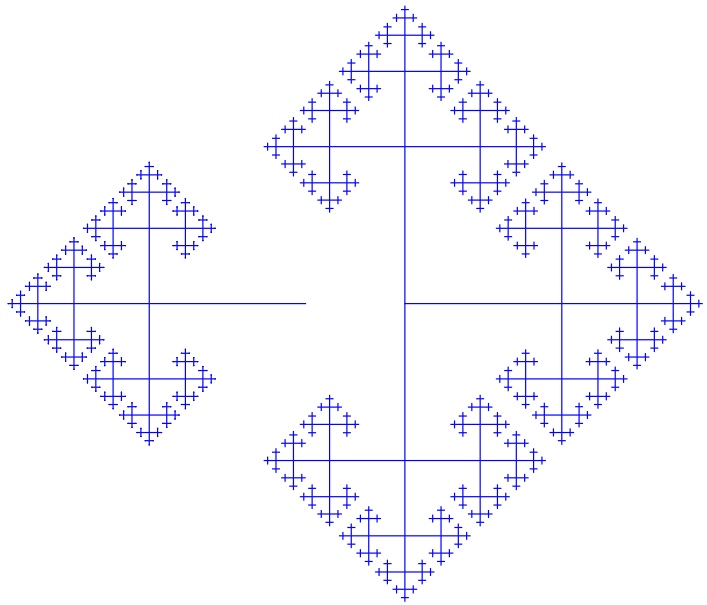


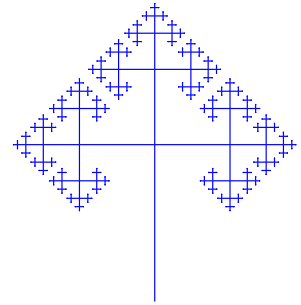


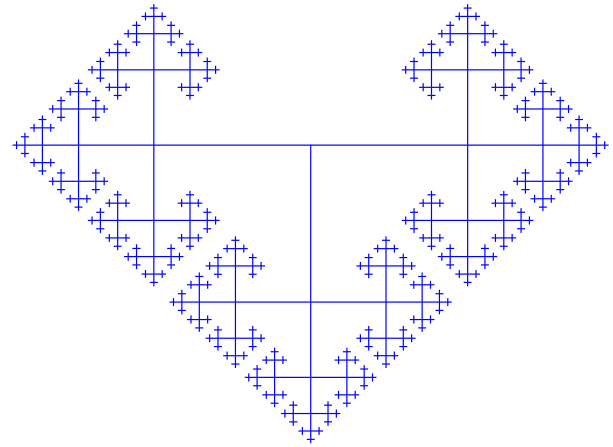


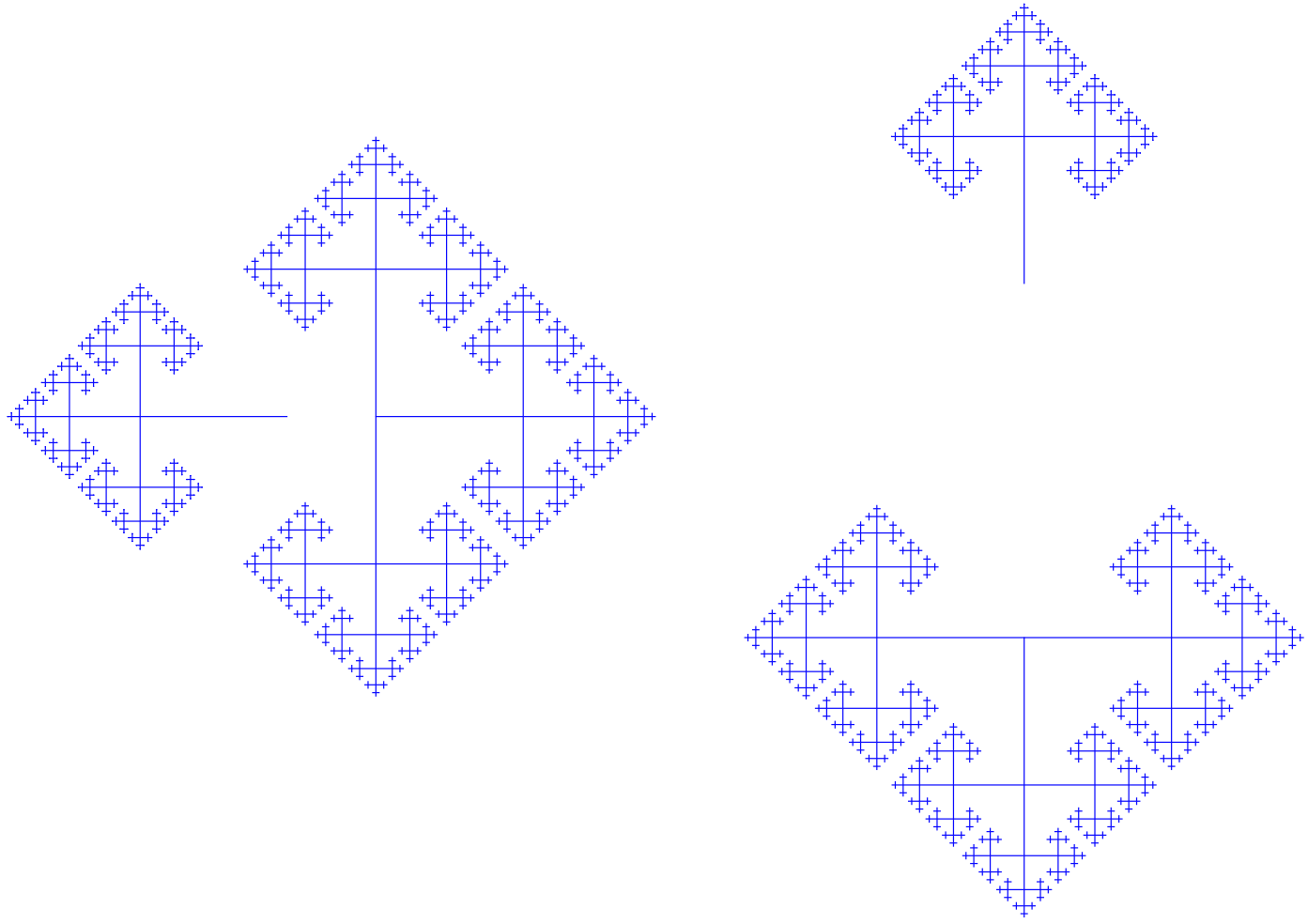


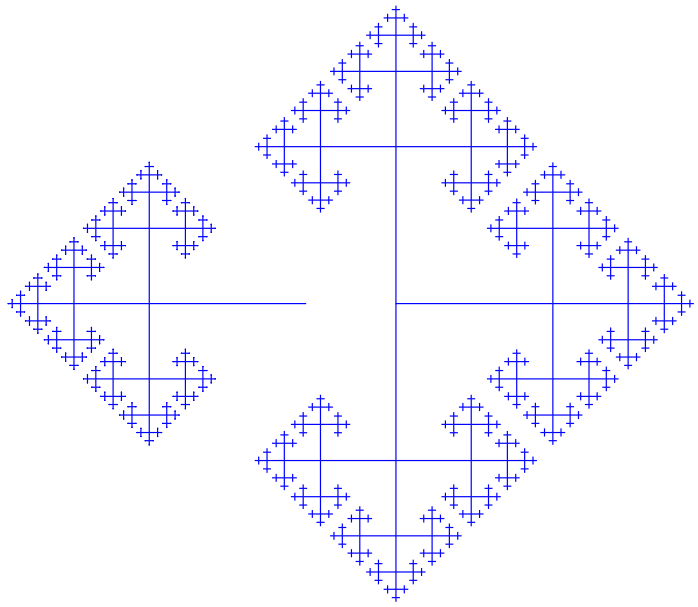


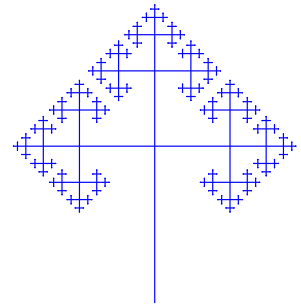


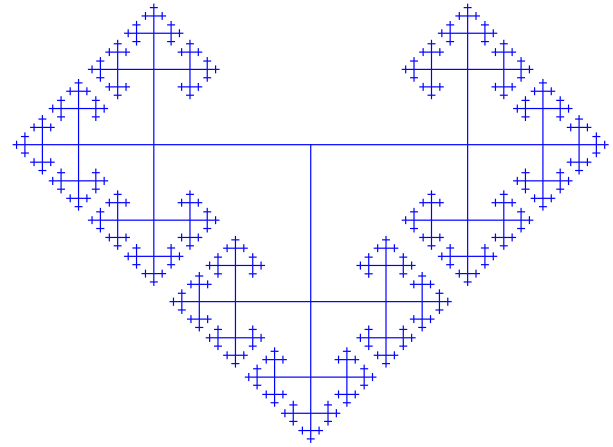


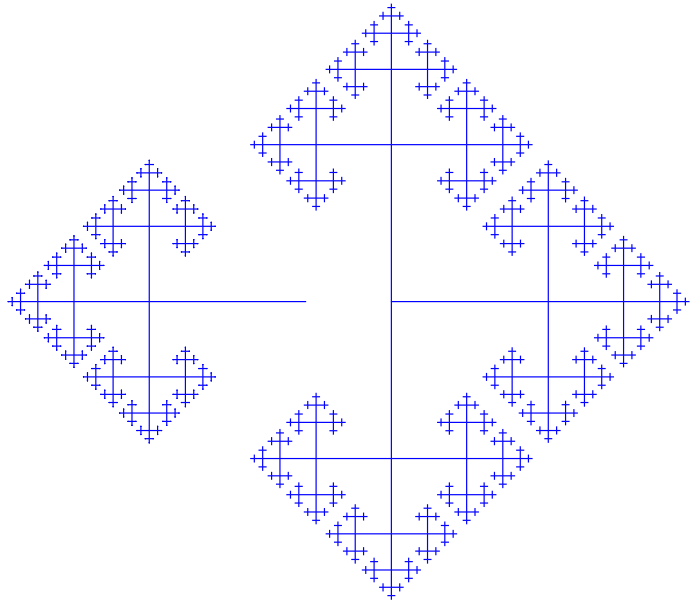


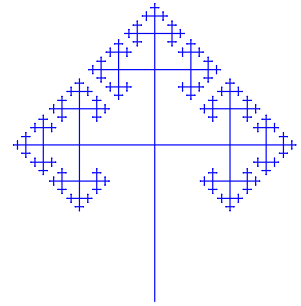


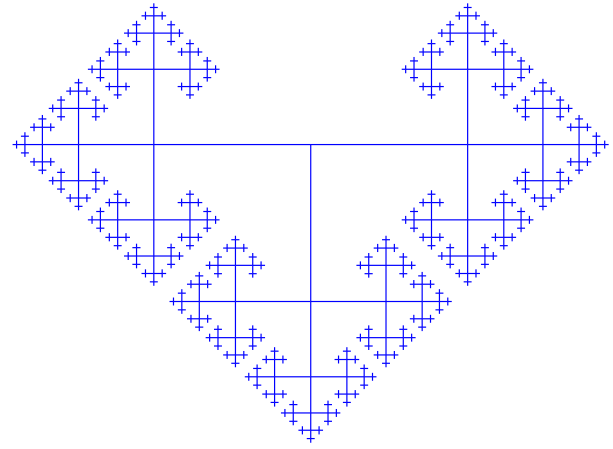


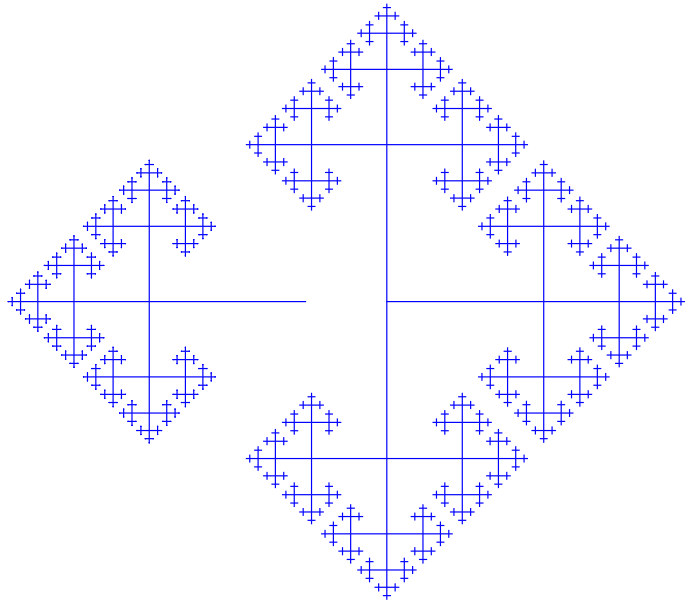


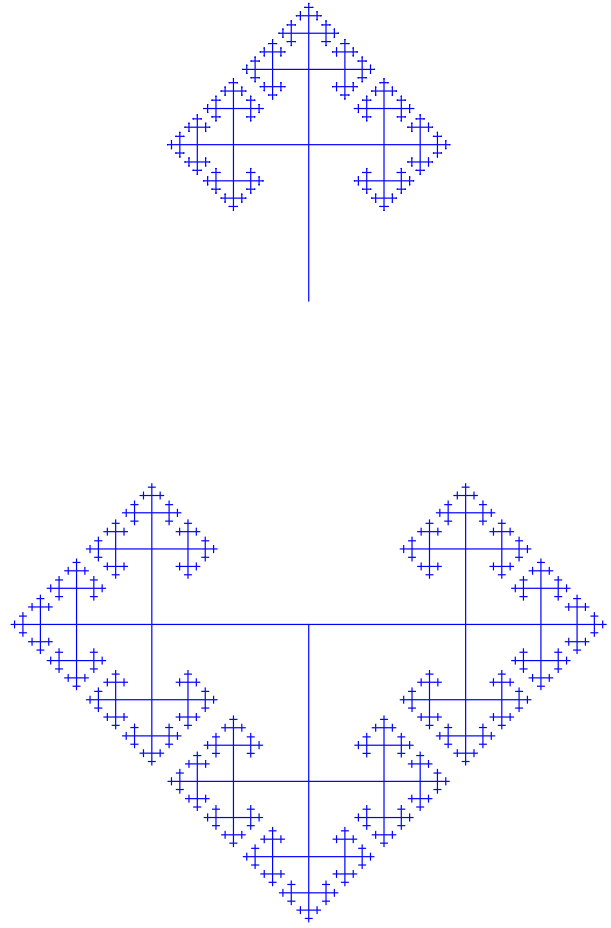


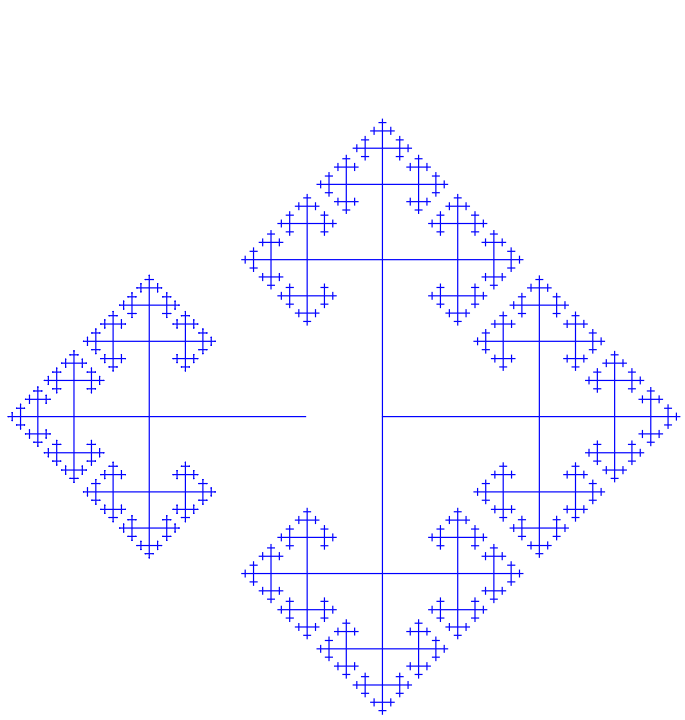


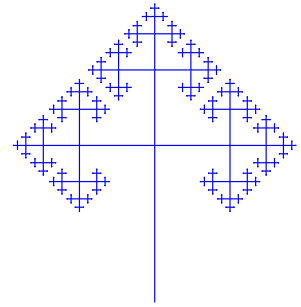


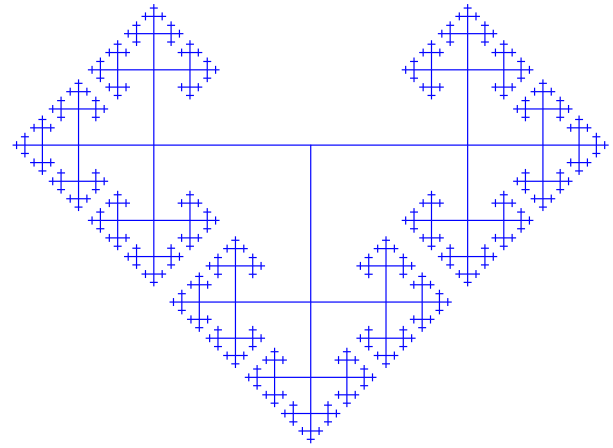


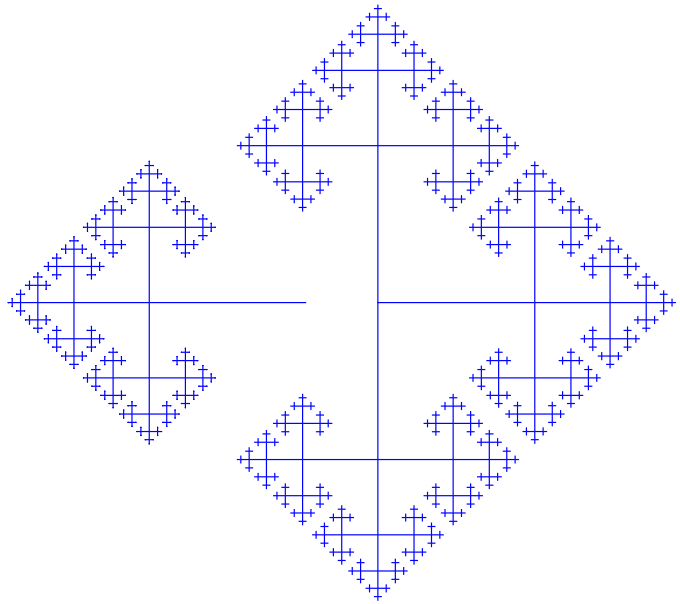


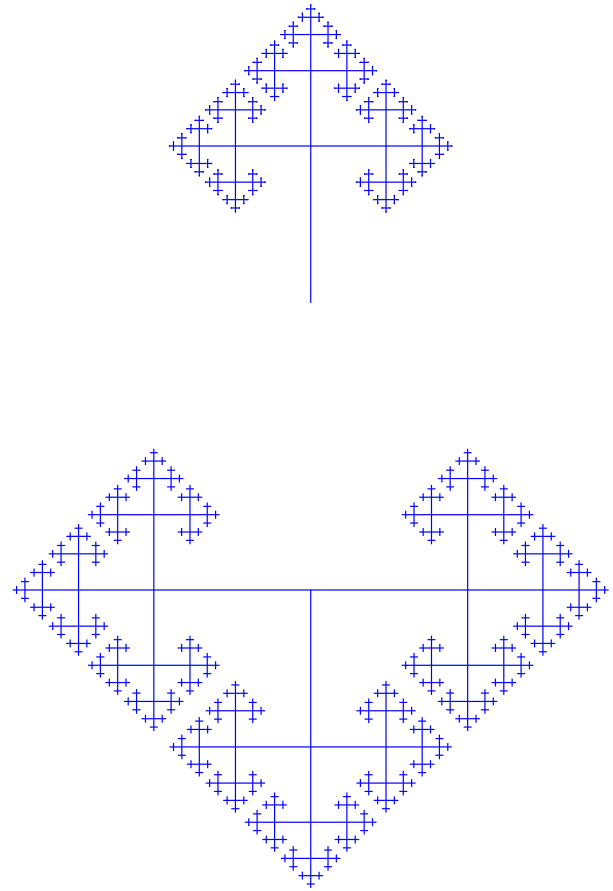


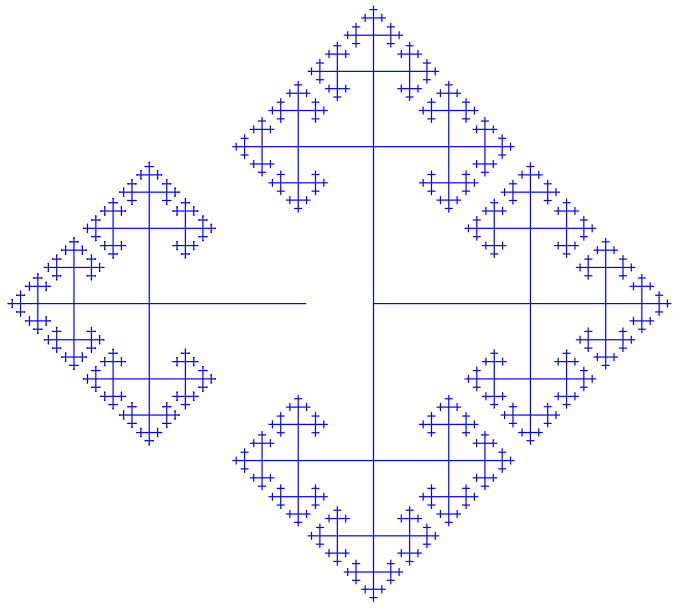


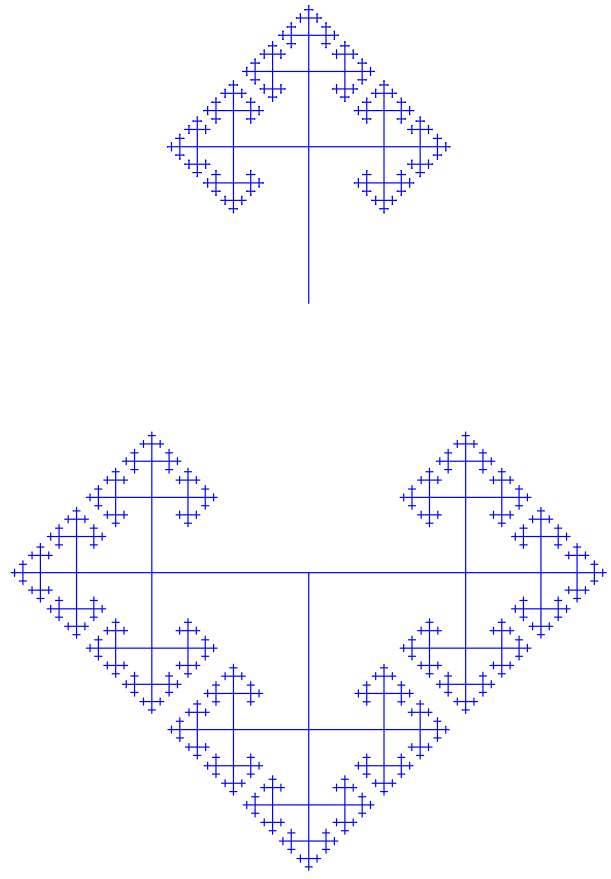


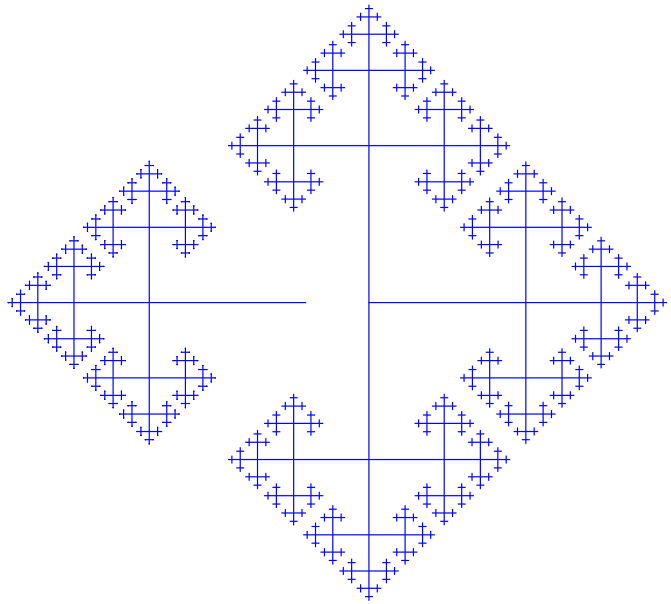


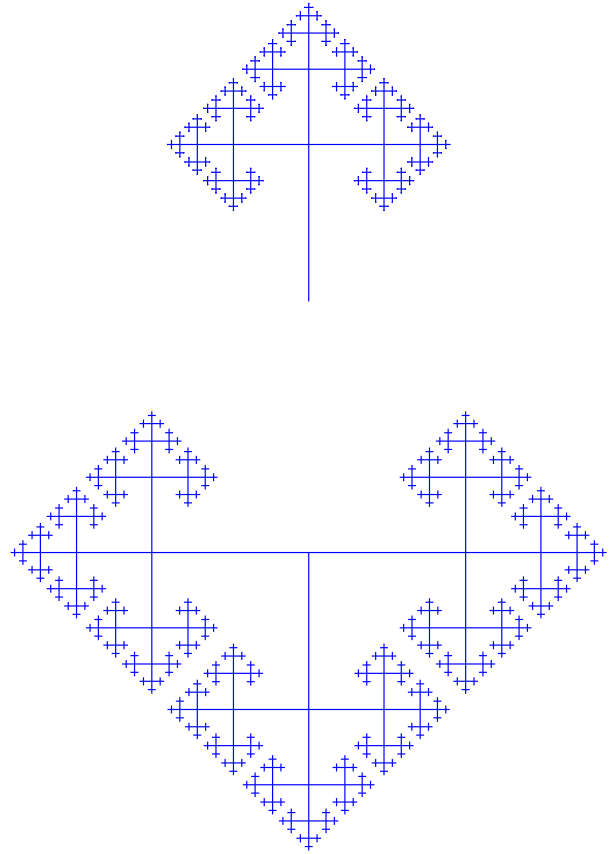


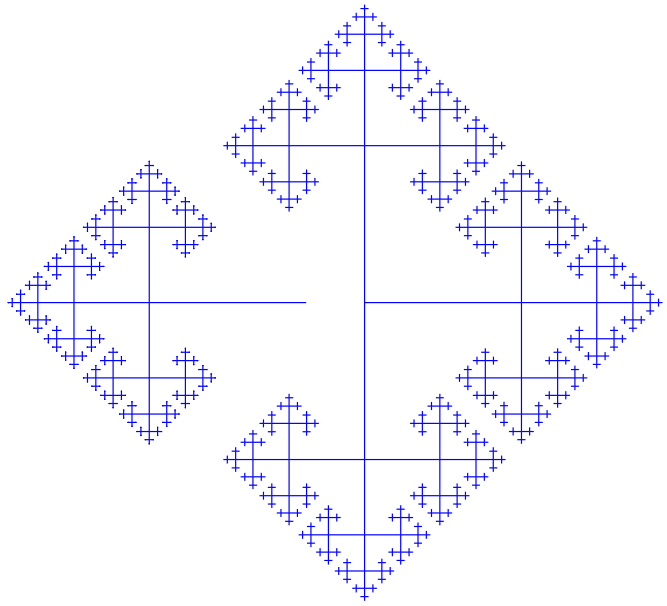


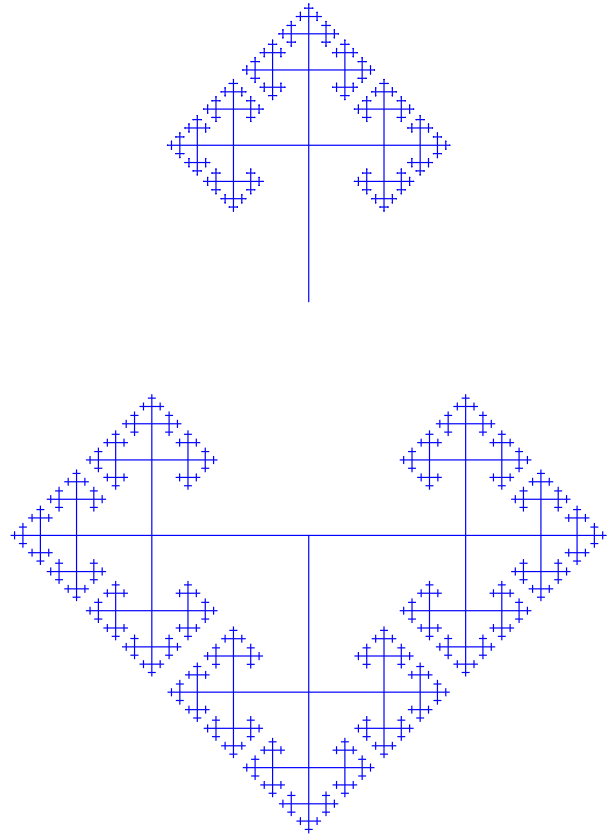


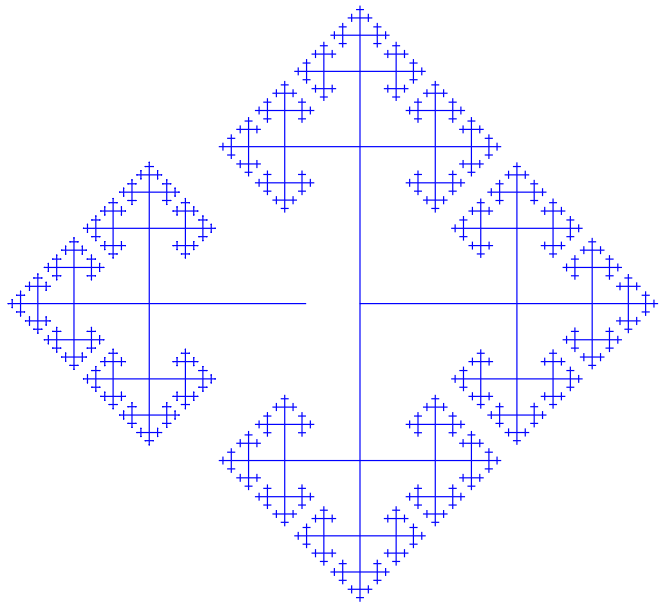


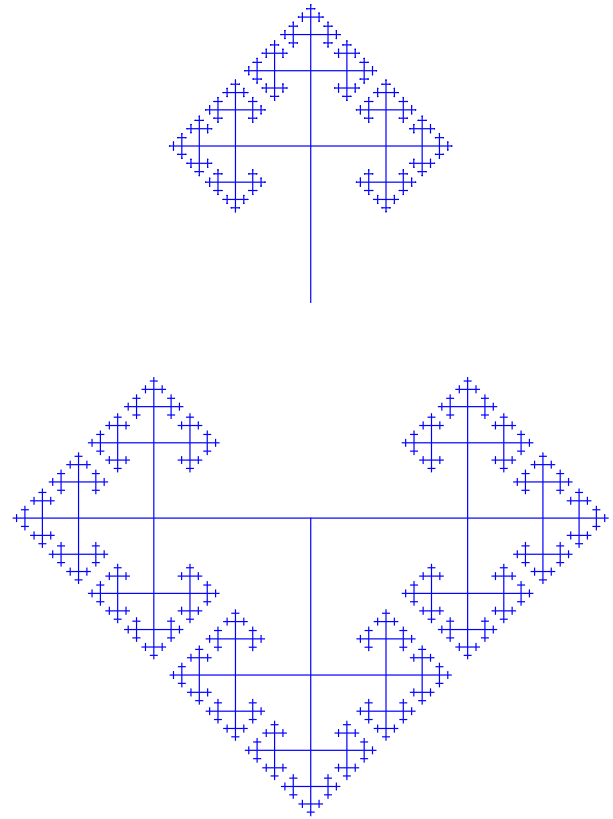


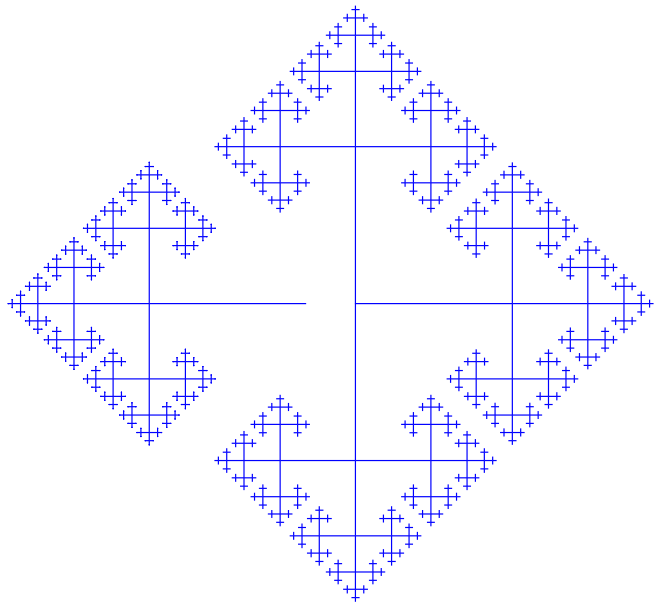


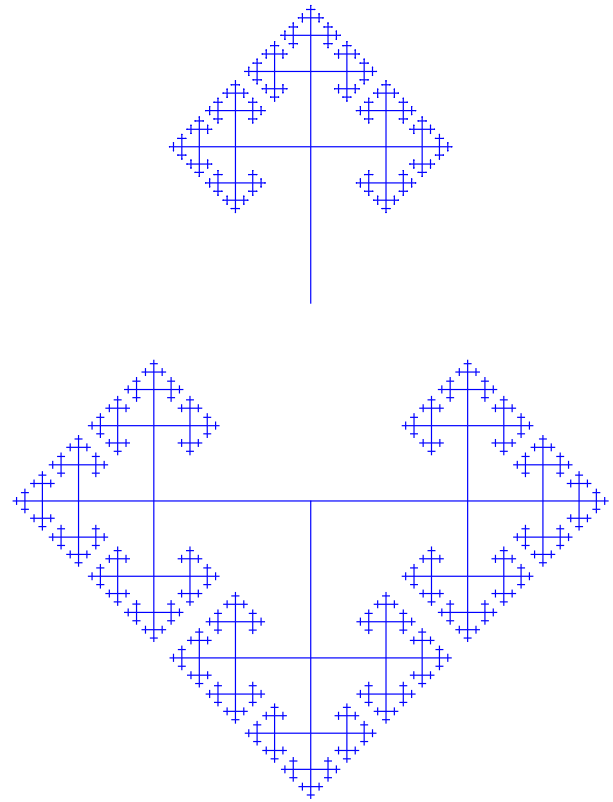


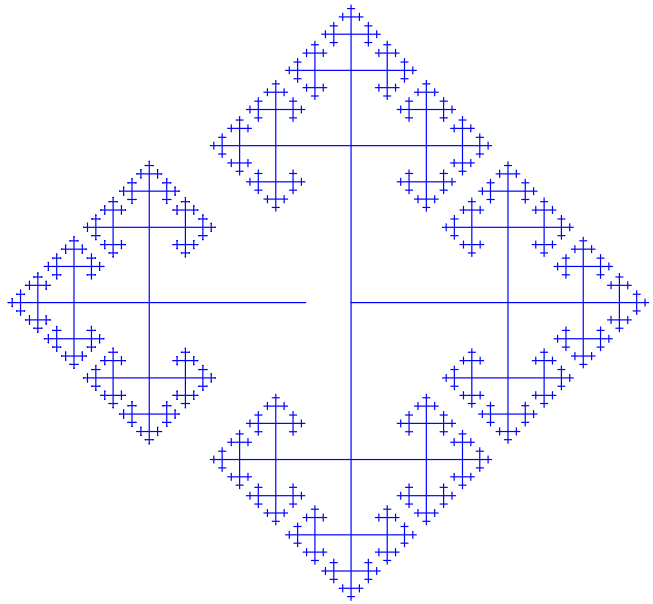


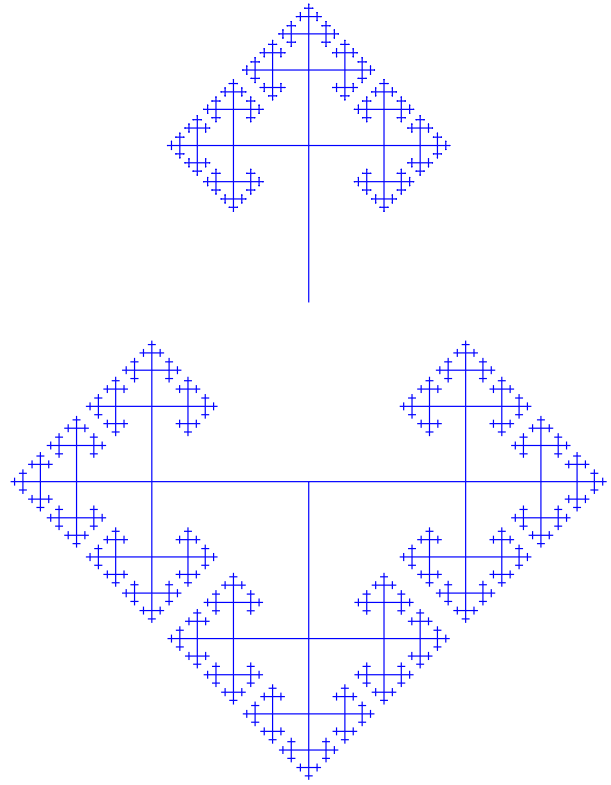


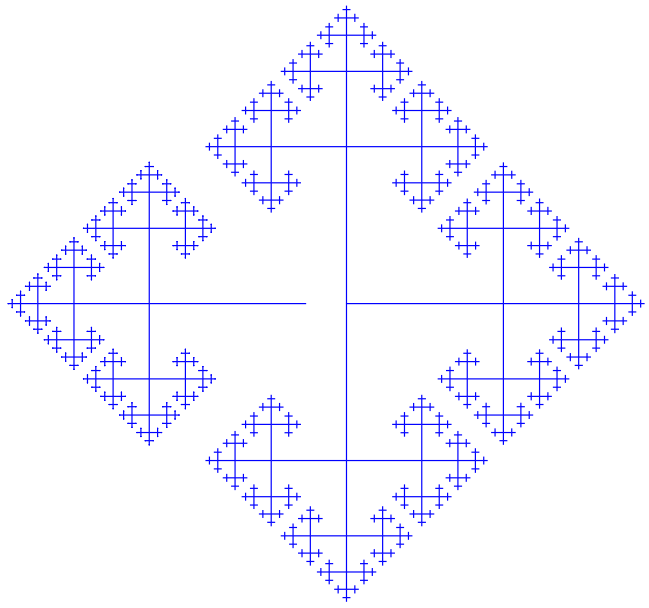


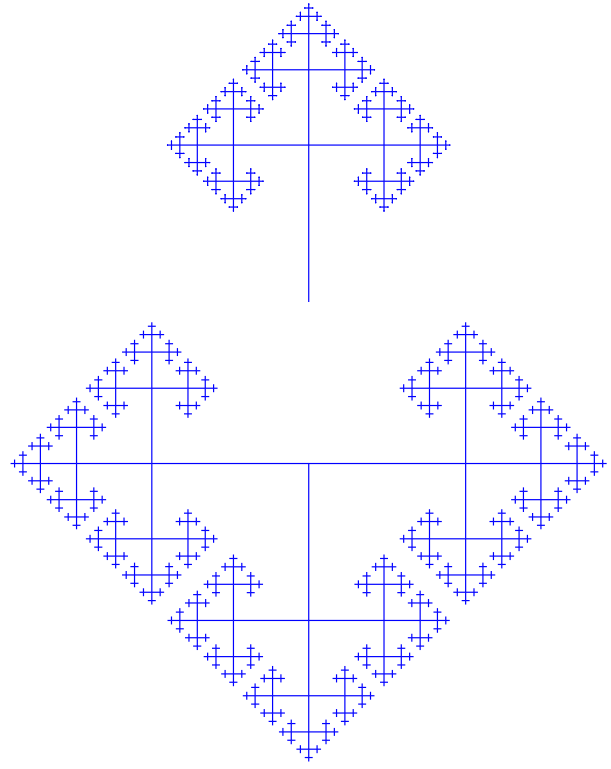


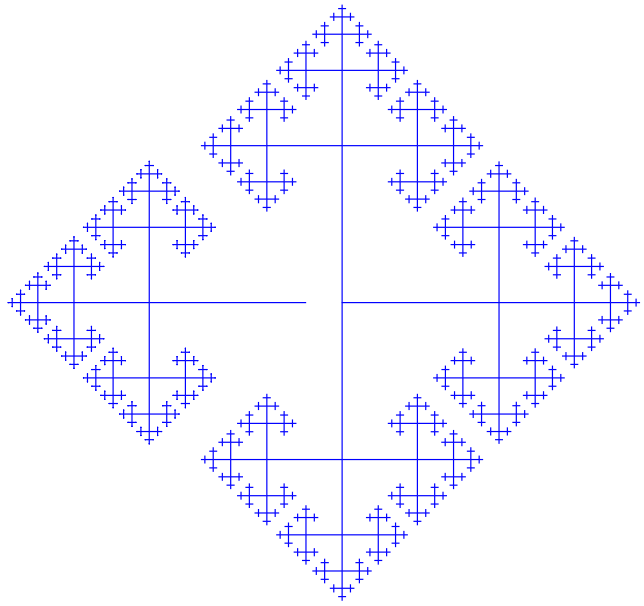


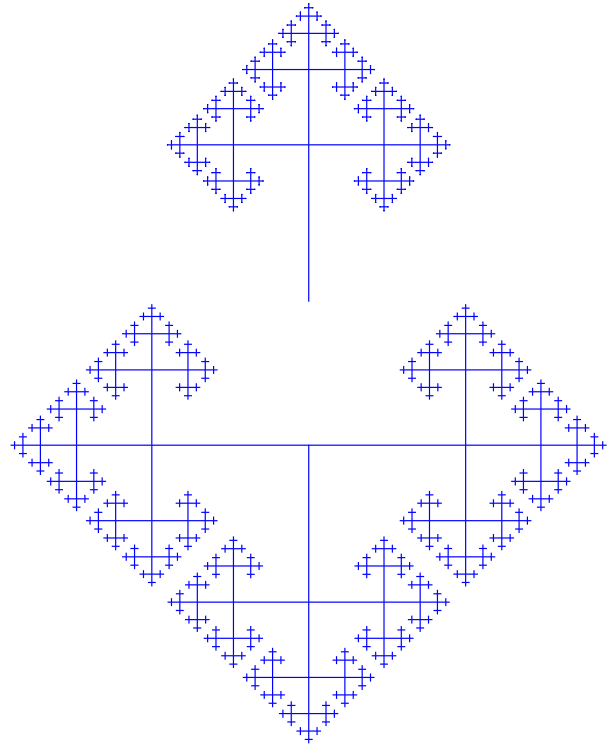


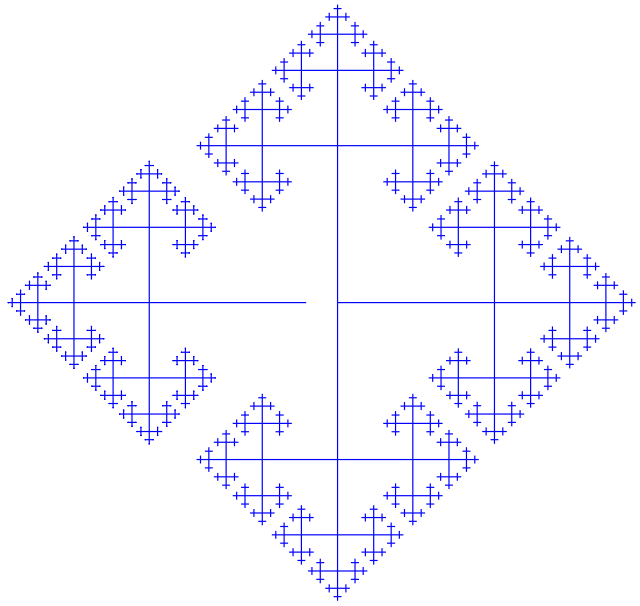


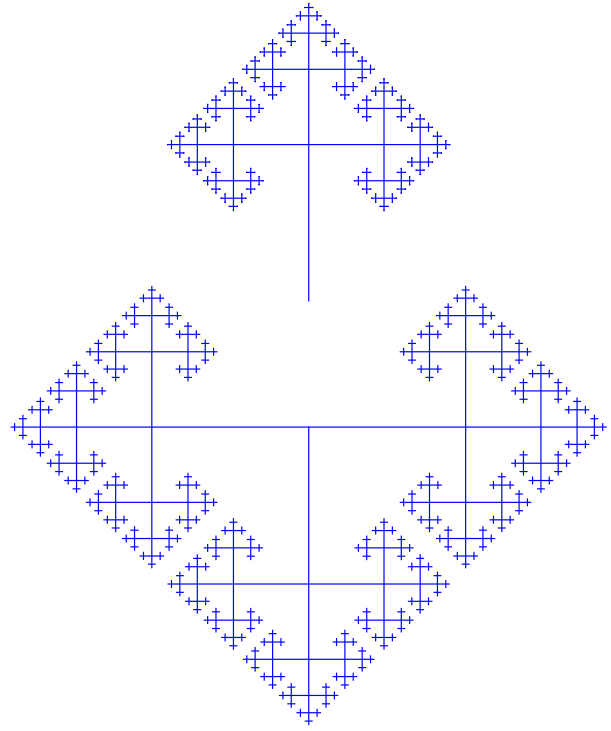


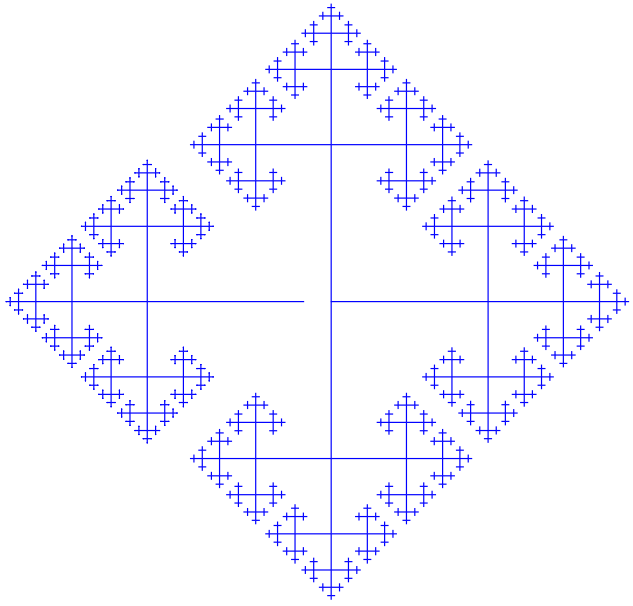


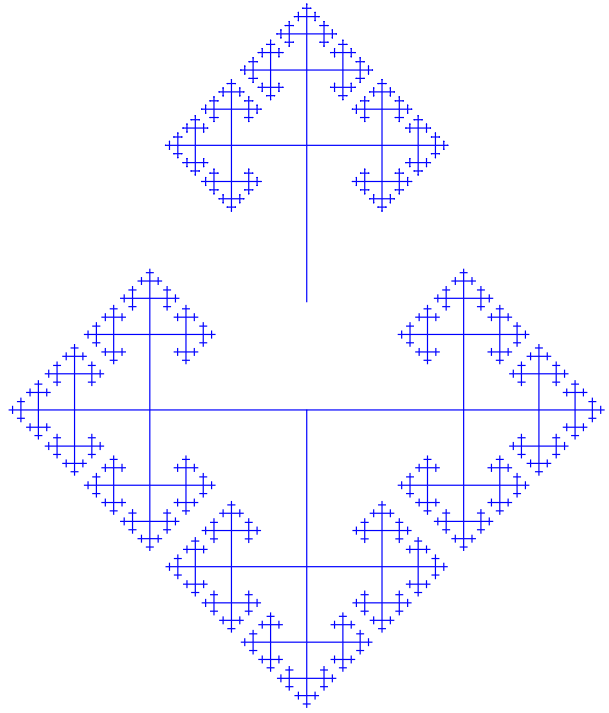


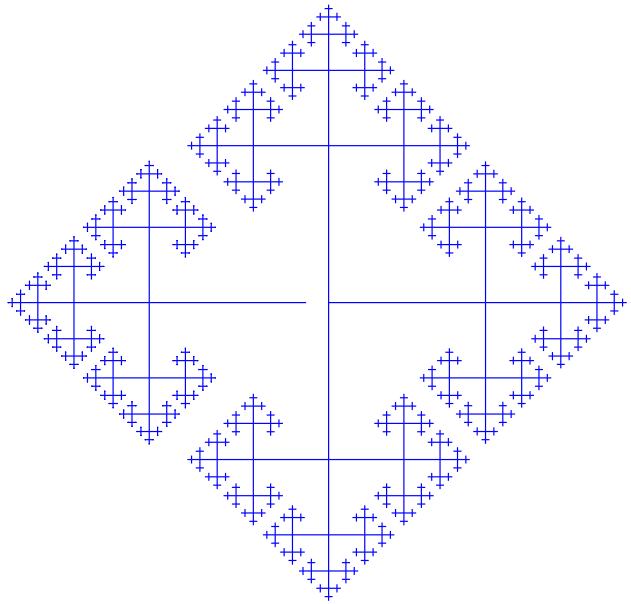


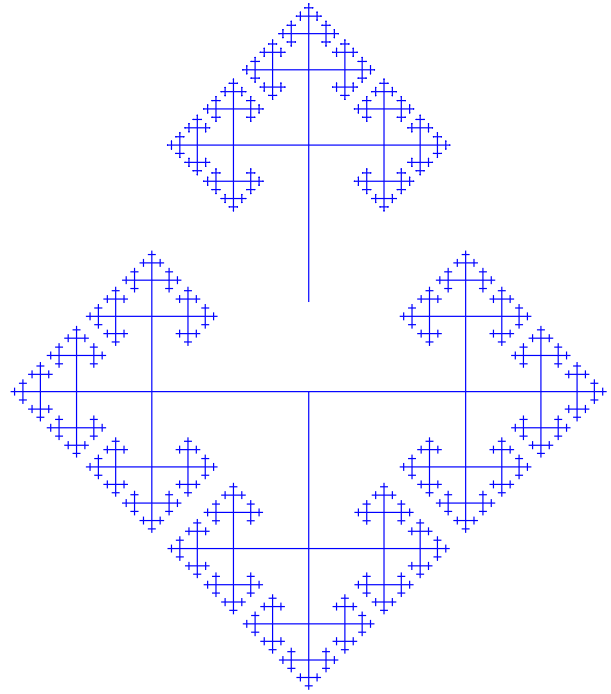


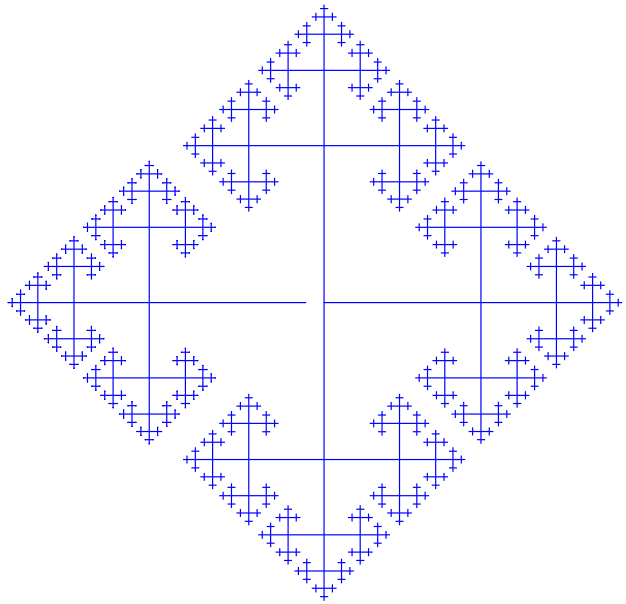


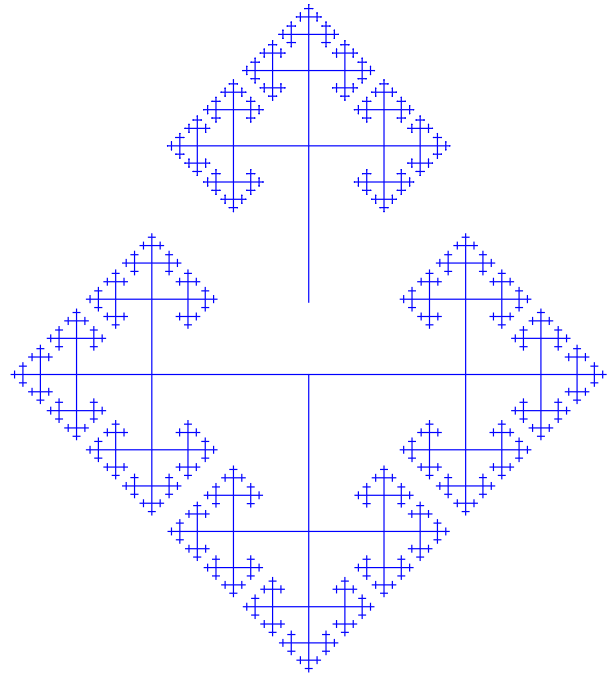


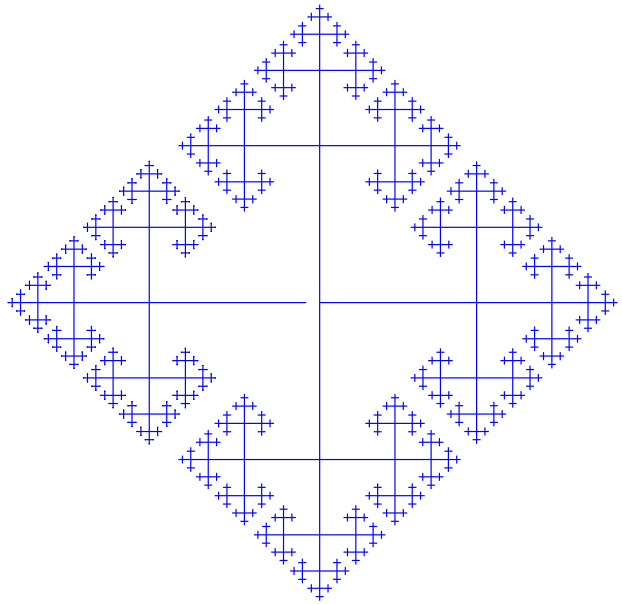


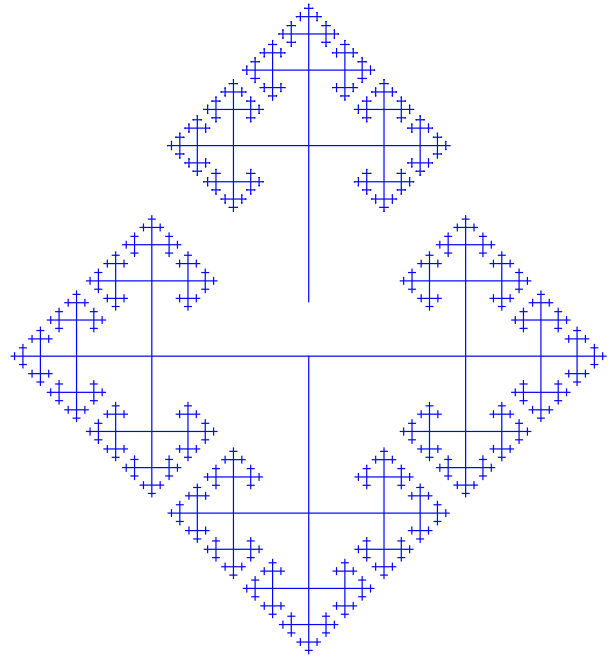


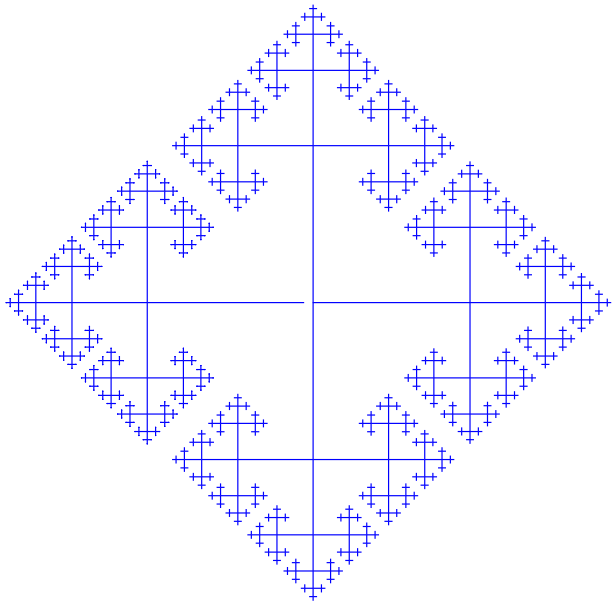


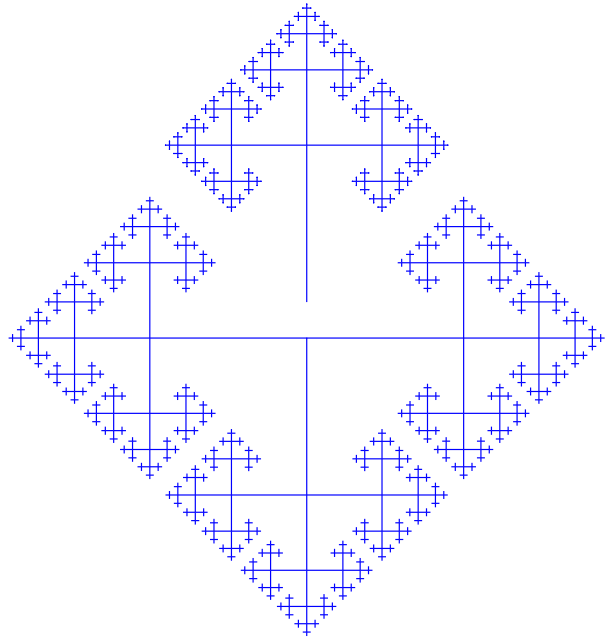


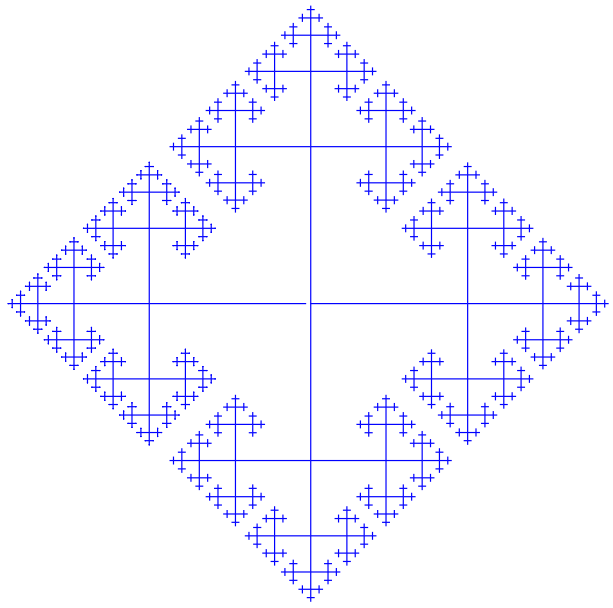


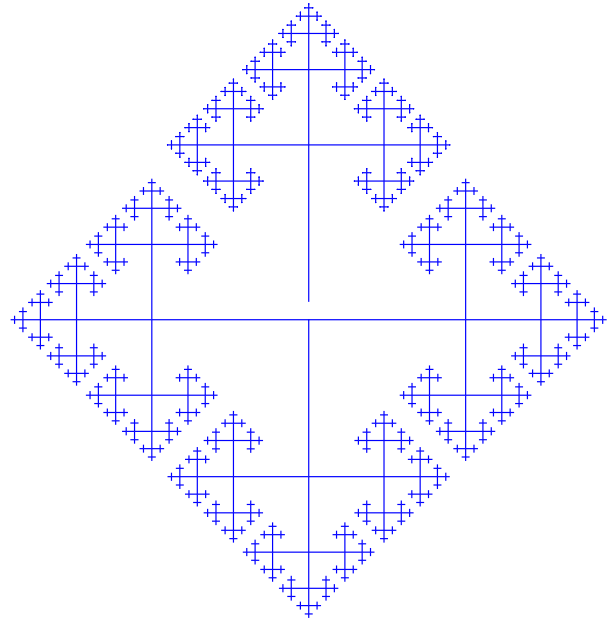


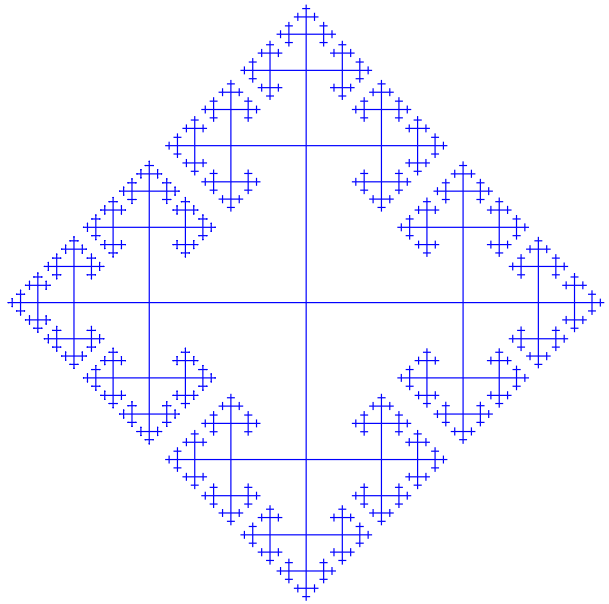


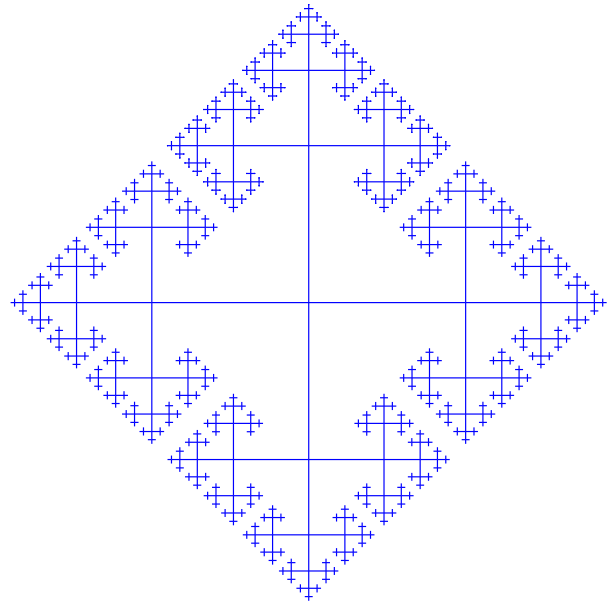












## Theorem

*Any map* $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ *that satisfy:*

## Theorem

*Any map* $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ *that satisfy:*

1. $\phi(0) = 0$

## Theorem

*Any map* $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ *that satisfy:*

1. $\phi(0) = 0$
2. $\phi$ *preserves distances (equivalently* $||x|| = ||\phi(x)||$*)*

## Theorem

*Any map $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ that satisfy:*

1. $\phi(0) = 0$
2. *$\phi$ preserves distances (equivalently $||x|| = ||\phi(x)||$)*
3. *$\phi$ preserves orientation (equivalently you can continuously connect $\phi$ and Id with maps satisfying 1,2)*

## Theorem

*Any map $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ that satisfy:*

1. $\phi(0) = 0$
2. *$\phi$ preserves distances (equivalently $||x|| = ||\phi(x)||$)*
3. *$\phi$ preserves orientation (equivalently you can continuously connect $\phi$ and Id with maps satisfying 1,2)*

*Is a rotation around an axis.*

## Theorem

*Any map $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ that satisfy:*

1. $\phi(0) = 0$
2. *$\phi$ preserves distances (equivalently $||x|| = ||\phi(x)||$)*
3. *$\phi$ preserves orientation (equivalently you can continuously connect $\phi$ and Id with maps satisfying 1,2)*

*Is a rotation around an axis.*

## Corollary

*Composition of 2 rotation is a rotation.*

**Theorem**

*Any map $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ that satisfy:*

1. $\phi(0) = 0$
2. *$\phi$ preserves distances (equivalently $||x|| = ||\phi(x)||$)*
3. *$\phi$ preserves orientation (equivalently you can continuously connect $\phi$ and Id with maps satisfying 1,2)*

*Is a rotation around an axis.*

**Corollary**

*Composition of 2 rotation is a rotation.*

**Definition**

*The collection of such maps is denoted by $SO_3$*

**Theorem**

*Any map $\phi : \mathbb{R}^3 \to \mathbb{R}^3$ that satisfy:*

1. $\phi(0) = 0$
2. *$\phi$ preserves distances (equivalently $||x|| = ||\phi(x)||$)*
3. *$\phi$ preserves orientation (equivalently you can continuously connect $\phi$ and Id with maps satisfying 1,2)*

*Is a rotation around an axis.*

**Corollary**

*Composition of 2 rotation is a rotation.*

**Definition**

*The collection of such maps is denoted by $SO_3$*

**Lemma**

*Any $g \in SO_3$ have no more than 1 line of fixed points*

# $F_2 \subset SO_3$

# $F_2 \subset SO_3$

**Theorem**

*There exists 2 elements $A, B \in SO_3$ s.t. any 2 (essentially) different expressions of the type $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k}$ gives different values.*

# $F_2 \subset SO_3$

**Theorem**

*There exists 2 elements $A, B \in SO_3$ s.t. any 2 (essentially) different expressions of the type $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k}$ gives different values.*

**Hint for the proof.**

Take $A = Rot_x(acos(\frac{1}{3}))$, $B = Rot_z(acos(\frac{1}{3}))$.

# $F_2 \subset SO_3$

**Theorem**

*There exists 2 elements $A, B \in SO_3$ s.t. any 2 (essentially) different expressions of the type $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k}$ gives different values.*

**Hint for the proof.**

Take $A = Rot_x(acos(\frac{1}{3}))$, $B = Rot_z(acos(\frac{1}{3}))$. Enough to show that $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k} \neq Id$ for $n_1, m_1 \neq 0$.

# $F_2 \subset SO_3$

**Theorem**

*There exists 2 elements $A, B \in SO_3$ s.t. any 2 (essentially) different expressions of the type $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k}$ gives different values.*

**Hint for the proof.**

Take $A = Rot_x(acos(\frac{1}{3}))$, $B = Rot_z(acos(\frac{1}{3}))$. Enough to show that $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k} \neq Id$ for $n_1, m_1 \neq 0$. Follow $(1, 0, 0)$ □

# $F_2 \subset SO_3$

**Theorem**

*There exists 2 elements $A, B \in SO_3$ s.t. any 2 (essentially) different expressions of the type $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k}$ gives different values.*

**Hint for the proof.**

Take $A = Rot_x(acos(\frac{1}{3}))$, $B = Rot_z(acos(\frac{1}{3}))$. Enough to show that $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k} \neq Id$ for $n_1, m_1 \neq 0$. Follow $(1, 0, 0)$ □

**Definition**

*Denote $\Gamma$ the collection of all the values of the this expressions.*

# $F_2 \subset SO_3$

**Theorem**

*There exists 2 elements $A, B \in SO_3$ s.t. any 2 (essentially) different expressions of the type $A^{n_1} B^{m_1} \cdots A^{n_k} B^{m_k}$ gives different values.*

**Hint for the proof.**

Take $A = Rot_x(acos(\frac{1}{3}))$, $B = Rot_z(acos(\frac{1}{3}))$. Enough to show that $A^{n_1} B^{m_1} \cdots A^{n_k} B^{m_k} \neq Id$ for $n_1, m_1 \neq 0$. Follow $(1, 0, 0)$ □

**Definition**

*Denote $\Gamma$ the collection of all the values of the this expressions.*

**Lemma**

*The set $X \subset S^2$ that fixed by an element of $\Gamma$ is a countable.*

# $F_2 \subset SO_3$

**Theorem**

*There exists 2 elements $A, B \in SO_3$ s.t. any 2 (essentially) different expressions of the type $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k}$ gives different values.*

**Hint for the proof.**

Take $A = Rot_x(acos(\frac{1}{3}))$, $B = Rot_z(acos(\frac{1}{3}))$. Enough to show that $A^{n_1} B^{m_1} \dots A^{n_k} B^{m_k} \neq Id$ for $n_1, m_1 \neq 0$. Follow $(1, 0, 0)$ □

**Definition**

*Denote $\Gamma$ the collection of all the values of the this expressions.*

**Lemma**

*The set $X \subset S^2$ that fixed by an element of $\Gamma$ is a countable.*

**Lemma**

*For any $x \in D^3 \setminus X$ the map $\gamma \mapsto \gamma x$ is 1-1.*

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$
3. $X$ can be rotated into $S^2 \setminus X$

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$
3. $X$ can be rotated into $S^2 \setminus X$
4. Enough to find a paradoxical decomposition of $S^2 \setminus X$

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$
3. $X$ can be rotated into $S^2 \setminus X$
4. Enough to find a paradoxical decomposition of $S^2 \setminus X$
5. For $x, y \in S^2 \setminus X$ We say that $x \sim y$ iff $x = \gamma y$ for some $\gamma \in \Gamma$

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$
3. $X$ can be rotated into $S^2 \setminus X$
4. Enough to find a paradoxical decomposition of $S^2 \setminus X$
5. For $x, y \in S^2 \setminus X$ We say that $x \sim y$ iff $x = \gamma y$ for some $\gamma \in \Gamma$
6. Chose set of representatives $Y$ for $(S^2 \setminus X)/\sim$

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$
3. $X$ can be rotated into $S^2 \setminus X$
4. Enough to find a paradoxical decomposition of $S^2 \setminus X$
5. For $x, y \in S^2 \setminus X$ We say that $x \sim y$ iff $x = \gamma y$ for some $\gamma \in \Gamma$
6. Chose set of representatives $Y$ for $(S^2 \setminus X)/\sim$
7. Find a paradoxical decomposition $\Gamma = \bigsqcup_{i,j} \Gamma_{ij}$ and elements $\gamma_{ij}$ s.t. $\Gamma = \bigsqcup_i \gamma_{ij}\Gamma_{ij}$.

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$
3. $X$ can be rotated into $S^2 \setminus X$
4. Enough to find a paradoxical decomposition of $S^2 \setminus X$
5. For $x, y \in S^2 \setminus X$ We say that $x \sim y$ iff $x = \gamma y$ for some $\gamma \in \Gamma$
6. Chose set of representatives $Y$ for $(S^2 \setminus X)/\sim$
7. Find a paradoxical decomposition $\Gamma = \bigsqcup_{i,j} \Gamma_{ij}$ and elements $\gamma_{ij}$ s.t. $\Gamma = \bigsqcup_i \gamma_{ij}\Gamma_{ij}$. Here $i = 1, \ldots, n$ and $j = 1, 2$.

# The proof

**Theorem (Hausdorff-Banach-Tarski)**

*The ball $D^3$ has a paradoxical decomposition*

**Proof.**

1. Enough to find a paradoxical decomposition of $D^3 \setminus 0$
2. Enough to find a paradoxical decomposition of $S^2$
3. $X$ can be rotated into $S^2 \setminus X$
4. Enough to find a paradoxical decomposition of $S^2 \setminus X$
5. For $x, y \in S^2 \setminus X$ We say that $x \sim y$ iff $x = \gamma y$ for some $\gamma \in \Gamma$
6. Chose set of representatives $Y$ for $(S^2 \setminus X)/\sim$
7. Find a paradoxical decomposition $\Gamma = \bigsqcup_{i,j} \Gamma_{ij}$ and elements $\gamma_{ij}$ s.t. $\Gamma = \bigsqcup_i \gamma_{ij}\Gamma_{ij}$. Here $i = 1, \ldots, n$ and $j = 1, 2$.
8. Crate a paradoxical decomposition $S^2 \setminus X = \bigsqcup_{i,j} \Gamma_{ij} Y$

# What did we learn

# What did we learn

1. The axiom of choice creates weird sets with counterintuitive behavior.

# What did we learn

1. The axiom of choice creates weird sets with counterintuitive behavior.
2. There is a fundamental difference between $SO_3$ and $SO_2$.

# What did we learn

1. The axiom of choice creates weird sets with counterintuitive behavior.
2. There is a fundamental difference between $SO_3$ and $SO_2$.
3. This difference is related to a strong version of non-cumulativity of $SO_3$.

# What did we learn

1. The axiom of choice creates weird sets with counterintuitive behavior.
2. There is a fundamental difference between $SO_3$ and $SO_2$.
3. This difference is related to a strong version of non-cumulativity of $SO_3$.
4. A group is called amenable if it does not admits paradoxical decomposition.

# What did we learn

1. The axiom of choice creates weird sets with counterintuitive behavior.
2. There is a fundamental difference between $SO_3$ and $SO_2$.
3. This difference is related to a strong version of non-cumulativity of $SO_3$.
4. A group is called amenable if it does not admits paradoxical decomposition.
5. any group that includes $F_2$ is not amenable

# What did we learn

1. The axiom of choice creates weird sets with counterintuitive behavior.
2. There is a fundamental difference between $SO_3$ and $SO_2$.
3. This difference is related to a strong version of non-cumulativity of $SO_3$.
4. A group is called amenable if it does not admits paradoxical decomposition.
5. any group that includes $F_2$ is not amenable
6. amenability can be thought of as a very weak form of commutativity.

# Why any element in $SO_3$ is a rotation.

Let $g \in SO_3$

# Why any element in $SO_3$ is a rotation.

Let $g \in SO_3$

1. an eigenvalue of $g$ is a number $\lambda$ s.t. there exist a non zero vector $v$ with $gv = \lambda v$

# Why any element in $SO_3$ is a rotation.

Let $g \in SO_3$

1. an eigenvalue of $g$ is a number $\lambda$ s.t. there exist a non zero vector $v$ with $gv = \lambda v$
2. if $\det(g - \lambda Id) = 0$ then $\lambda$ eigenvalue

# Why any element in $SO_3$ is a rotation.

Let $g \in SO_3$

1. an eigenvalue of $g$ is a number $\lambda$ s.t. there exist a non zero vector $v$ with $gv = \lambda v$
2. if $\det(g - \lambda Id) = 0$ then $\lambda$ eigenvalue
3. $\det(g - \lambda Id)$ is a degree 3 polynomial in $\lambda$

# Why any element in $SO_3$ is a rotation.

Let $g \in SO_3$

1. an eigenvalue of $g$ is a number $\lambda$ s.t. there exist a non zero vector $v$ with $gv = \lambda v$
2. if $\det(g - \lambda Id) = 0$ then $\lambda$ eigenvalue
3. $\det(g - \lambda Id)$ is a degree 3 polynomial in $\lambda$
4. $g$ has a real eigenvalue.

# Why any element in $SO_3$ is a rotation.

Let $g \in SO_3$

1. an eigenvalue of $g$ is a number $\lambda$ s.t. there exist a non zero vector $v$ with $gv = \lambda v$
2. if $\det(g - \lambda Id) = 0$ then $\lambda$ eigenvalue
3. $\det(g - \lambda Id)$ is a degree 3 polynomial in $\lambda$
4. $g$ has a real eigenvalue.
5. This eigenvalue has to be $\pm 1$

# Why any element in $SO_3$ is a rotation.

Let $g \in SO_3$

1. an eigenvalue of $g$ is a number $\lambda$ s.t. there exist a non zero vector $v$ with $gv = \lambda v$
2. if $\det(g - \lambda Id) = 0$ then $\lambda$ eigenvalue
3. $\det(g - \lambda Id)$ is a degree 3 polynomial in $\lambda$
4. $g$ has a real eigenvalue.
5. This eigenvalue has to be $\pm 1$
6. $g$ have to be a rotation.

# The ping pong lemma

## Lemma

*Assume that* $X \supset A^+ \sqcup A^- \sqcup B^+ \sqcup B^-$ *and* $x, y : X \to X$ *are bijections s.t.*

# The ping pong lemma

## Lemma

*Assume that* $X \supset A^+ \sqcup A^- \sqcup B^+ \sqcup B^-$ *and* $x, y : X \to X$ *are bijections s.t.*

1. $x(A^+ \sqcup B^+ \sqcup B^-) \subset A^+$

# The ping pong lemma

## Lemma

*Assume that* $X \supset A^+ \sqcup A^- \sqcup B^+ \sqcup B^-$ *and* $x, y : X \to X$ *are bijections s.t.*

1. $x(A^+ \sqcup B^+ \sqcup B^-) \subset A^+$
2. $x^{-1}(A^- \sqcup B^+ \sqcup B^-) \subset A^-$

# The ping pong lemma

## Lemma

*Assume that* $X \supset A^+ \sqcup A^- \sqcup B^+ \sqcup B^-$ *and* $x, y : X \to X$ *are bijections s.t.*

1. $x(A^+ \sqcup B^+ \sqcup B^-) \subset A^+$
2. $x^{-1}(A^- \sqcup B^+ \sqcup B^-) \subset A^-$
3. $y(A^- \sqcup A^+ \sqcup B^+) \subset B^+$

# The ping pong lemma

## Lemma

*Assume that* $X \supset A^+ \sqcup A^- \sqcup B^+ \sqcup B^-$ *and* $x, y : X \to X$ *are bijections s.t.*

1. $x(A^+ \sqcup B^+ \sqcup B^-) \subset A^+$
2. $x^{-1}(A^- \sqcup B^+ \sqcup B^-) \subset A^-$
3. $y(A^- \sqcup A^+ \sqcup B^+) \subset B^+$
4. $y^{-1}(A^- \sqcup A^+ \sqcup B^-) \subset B^-$

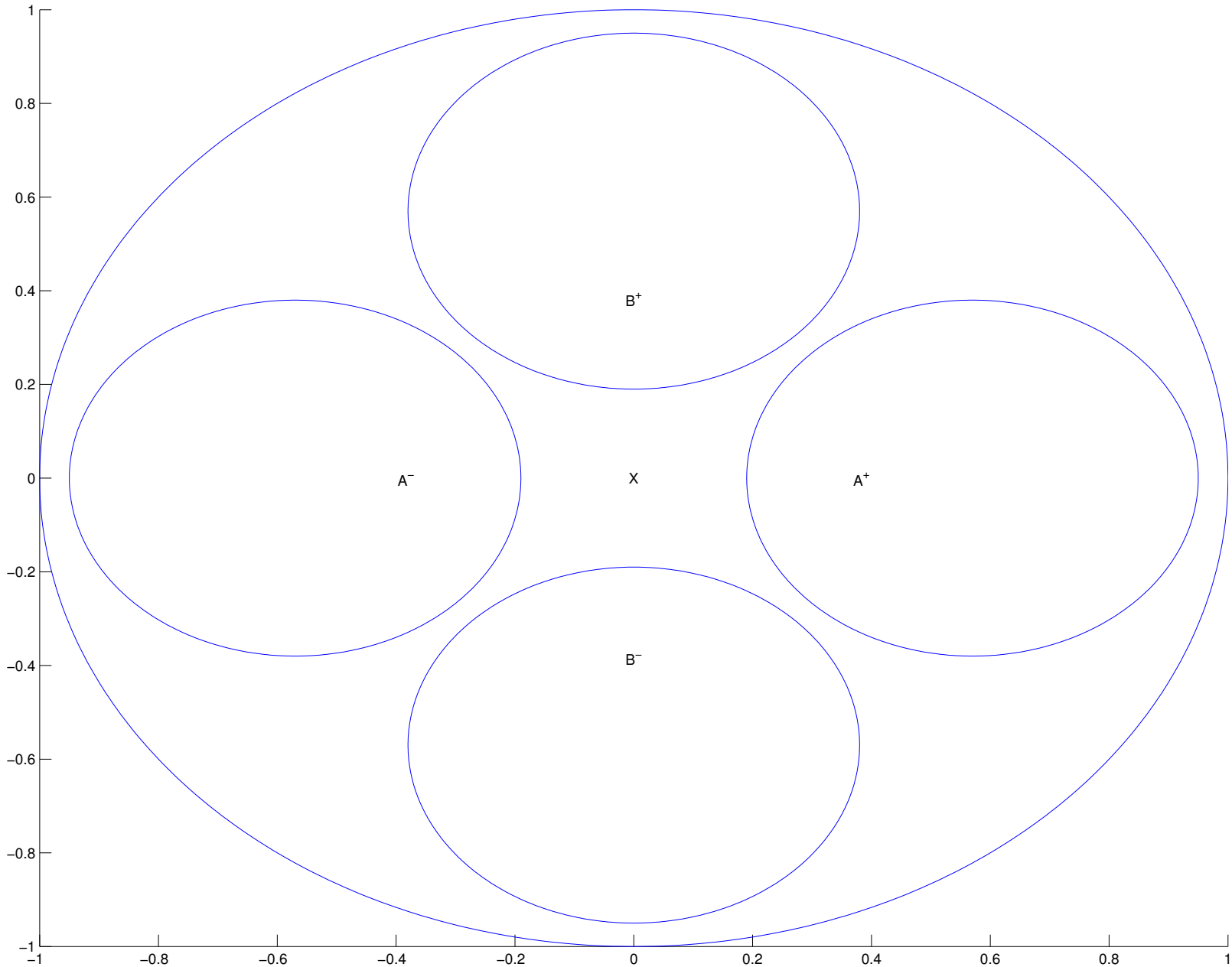
# The ping pong lemma

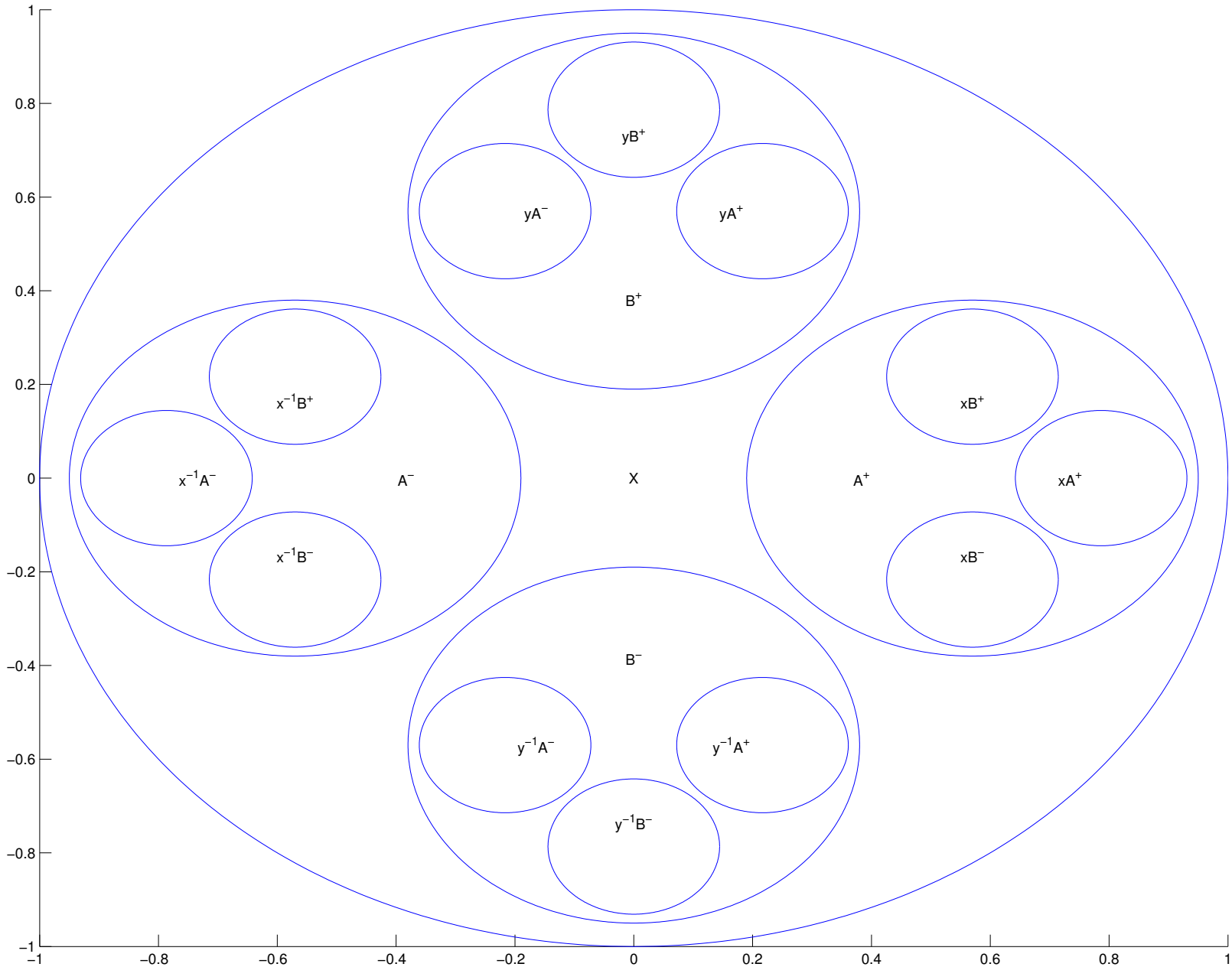
## Lemma

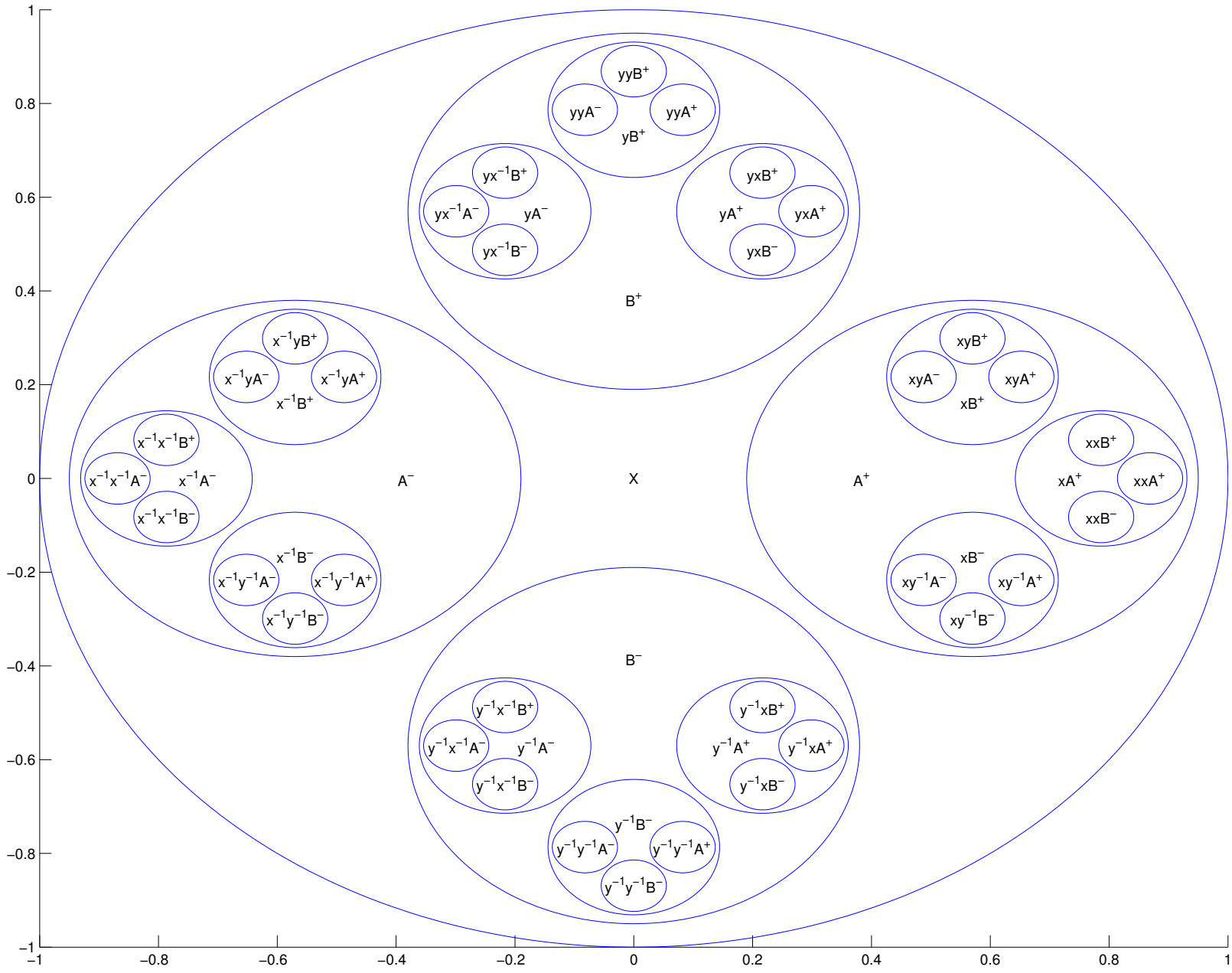
*Assume that* $X \supset A^+ \sqcup A^- \sqcup B^+ \sqcup B^-$ *and* $x, y : X \to X$ *are bijections s.t.*

1. $x(A^+ \sqcup B^+ \sqcup B^-) \subset A^+$
2. $x^{-1}(A^- \sqcup B^+ \sqcup B^-) \subset A^-$
3. $y(A^- \sqcup A^+ \sqcup B^+) \subset B^+$
4. $y^{-1}(A^- \sqcup A^+ \sqcup B^-) \subset B^-$

*Then* $\langle x, y \rangle$ *is free.*


B+
A−
X
A+
B−
1
0.8
0.6
0.4
0.2
0
−0.2
−0.4
−0.6
−0.8
−1
−1
−0.8
−0.6
−0.4
−0.2
0
0.2
0.4
0.6
0.8
1


1
0.8
0.6
0.4
0.2
0
−0.2
−0.4
−0.6
−0.8
−1
−1
−0.8
−0.6
−0.4
−0.2
0
0.2
0.4
0.6
0.8
1
yB+
yA−
yA+
B+
x−1B+
x−1A−
x−1B−
A−
X
A+
xB+
xA+
xB−
B−
y−1A−
y−1A+
y−1B−


X
A+
A−
B+
B−
xB+
xA+
xxB+
xxA+
xxB−
xyB+
xyA+
xyA−
xB−
xy−1A+
xy−1A−
xy−1B−
yB+
yA+
yxB+
yxA+
yxB−
yA−
yx−1B+
yx−1A−
yx−1B−
yyB+
yyA+
yyA−
x−1B+
x−1yB+
x−1yA+
x−1yA−
x−1A−
x−1x−1B+
x−1x−1A−
x−1x−1B−
x−1B−
x−1y−1A+
x−1y−1A−
x−1y−1B−
B−
y−1B−
y−1xB+
y−1xA+
y−1xB−
y−1A+
y−1A−
y−1x−1B+
y−1x−1A−
y−1x−1B−
y−1y−1A+
y−1y−1A−
y−1y−1B−
1
0.8
0.6
0.4
0.2
0
−0.2
−0.4
−0.6
−0.8
−1
−1
−0.8
−0.6
−0.4
−0.2
0
0.2
0.4
0.6
0.8
1

# Other proofs of existence of the embedding $F_2 \subset SO_3$

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. —

# Other proofs of existence of the embedding $F_2 \subset SO_3$

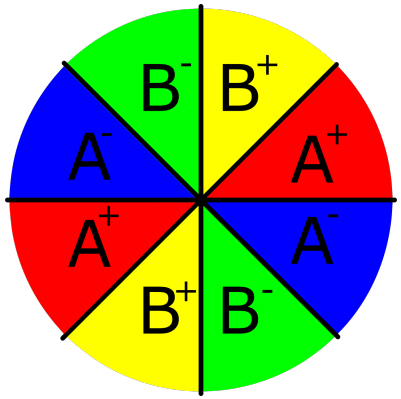
- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

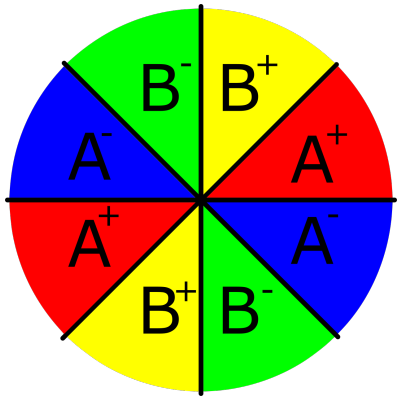
$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$



# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

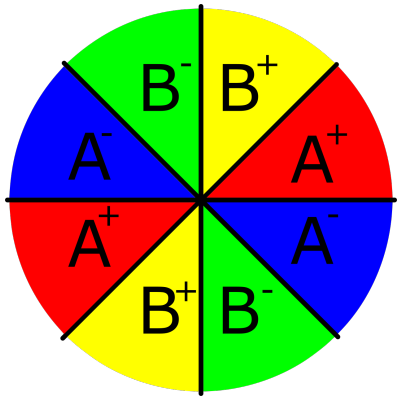



- $F_2 \subset SL_2(\mathbb{C})$. —

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

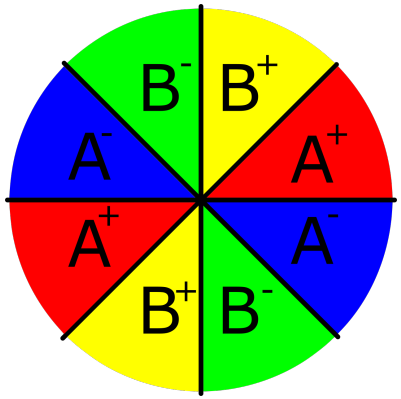



- $F_2 \subset SL_2(\mathbb{C})$. —

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

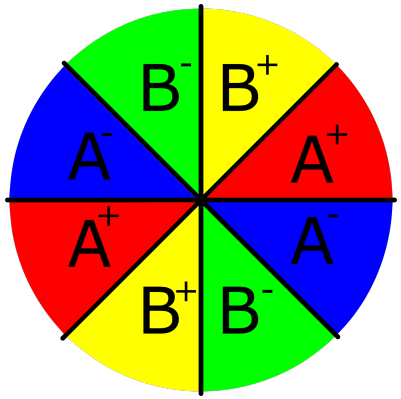



- $F_2 \subset SL_2(\mathbb{C})$. —
- No expression in $F_2$ is identically constant on $SL_2(\mathbb{C})^2$.

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

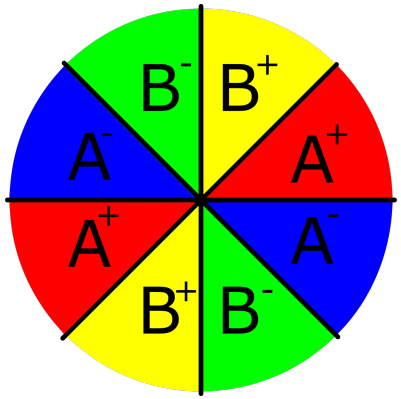



- $F_2 \subset SL_2(\mathbb{C})$. —
- No expression in $F_2$ is identically constant on $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SU_2)^2$. —

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

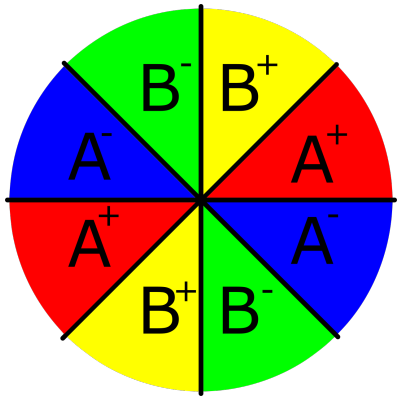



- $F_2 \subset SL_2(\mathbb{C})$. —
- No expression in $F_2$ is identically constant on $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SU_2)^2$. — $SU_2$ is smooth and given by equations in $\mathbb{R}^8$. The same equations in $\mathbb{C}^8$ give $SL_2(\mathbb{C})^2$.

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

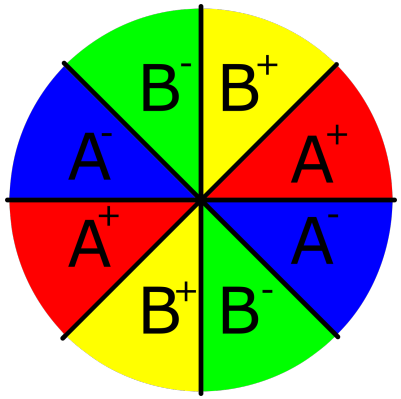



- $F_2 \subset SL_2(\mathbb{C})$. —
- No expression in $F_2$ is identically constant on $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SU_2)^2$. — $SU_2$ is smooth and given by equations in $\mathbb{R}^8$. The same equations in $\mathbb{C}^8$ give $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SO_3)^2$. —

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$

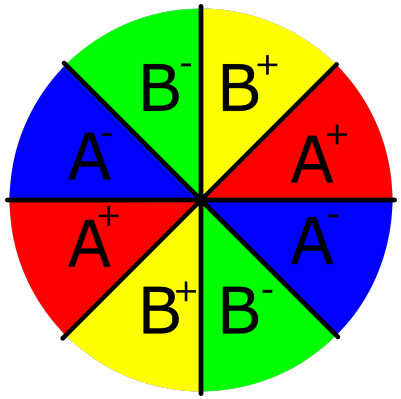



- $F_2 \subset SL_2(\mathbb{C})$. —
- No expression in $F_2$ is identically constant on $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SU_2)^2$. — $SU_2$ is smooth and given by equations in $\mathbb{R}^8$. The same equations in $\mathbb{C}^8$ give $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SO_3)^2$. — We have an onto map $SU_2 \to SO_3$ with finite kernel.

# Other proofs of existence of the embedding $F_2 \subset SO_3$

- $F_2 \subset SL_2(\mathbb{C})$. — take

$$x = \begin{pmatrix} 1 & 2 \\ 0 & 1 \end{pmatrix}, y = \begin{pmatrix} 1 & 0 \\ 2 & 1 \end{pmatrix}$$




- $F_2 \subset SL_2(\mathbb{C})$. —
- No expression in $F_2$ is identically constant on $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SU_2)^2$. — $SU_2$ is smooth and given by equations in $\mathbb{R}^8$. The same equations in $\mathbb{C}^8$ give $SL_2(\mathbb{C})^2$.
- No expression in $F_2$ is identically constant on $(SO_3)^2$. — We have an onto map $SU_2 \to SO_3$ with finite kernel.
- There is an embedding $F_2 \subset SO_3$. Each (non-trivial) word in $F_2$ gives a small bad set in $(SO_3)^2$