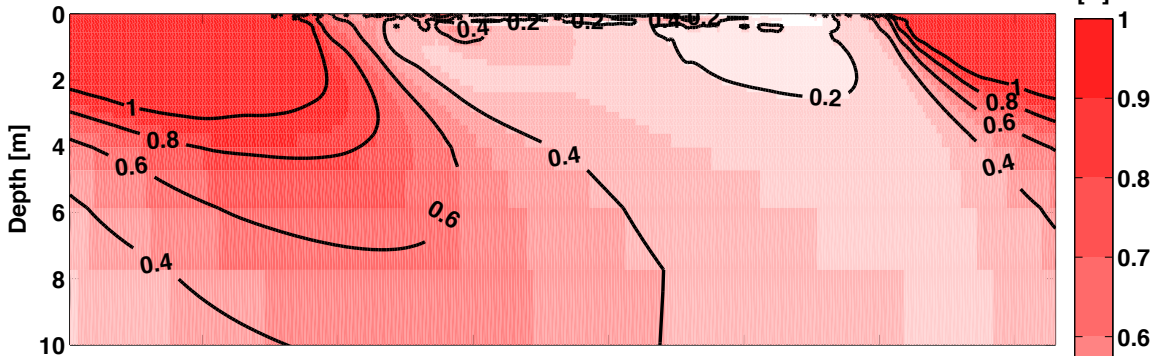


(a) SD in polygon rim



(b) SD in polygon center

