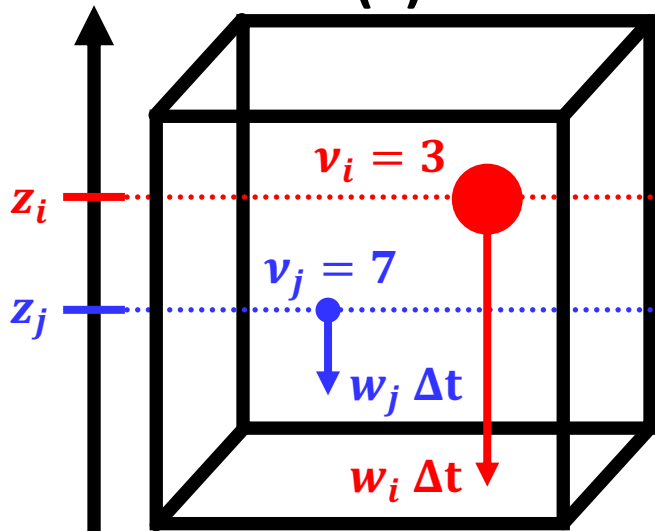
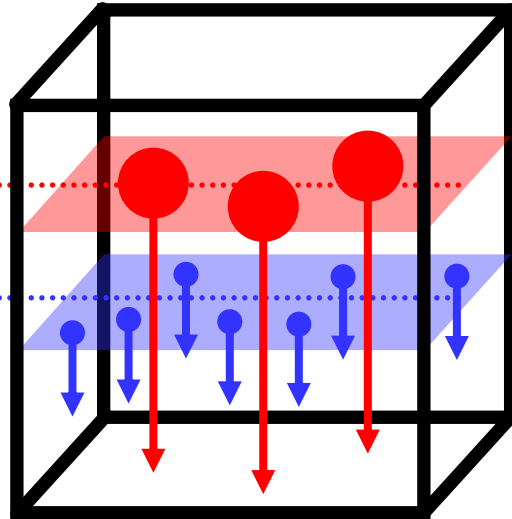


(a) LCM



(b) WM2D



(c) WM3D

