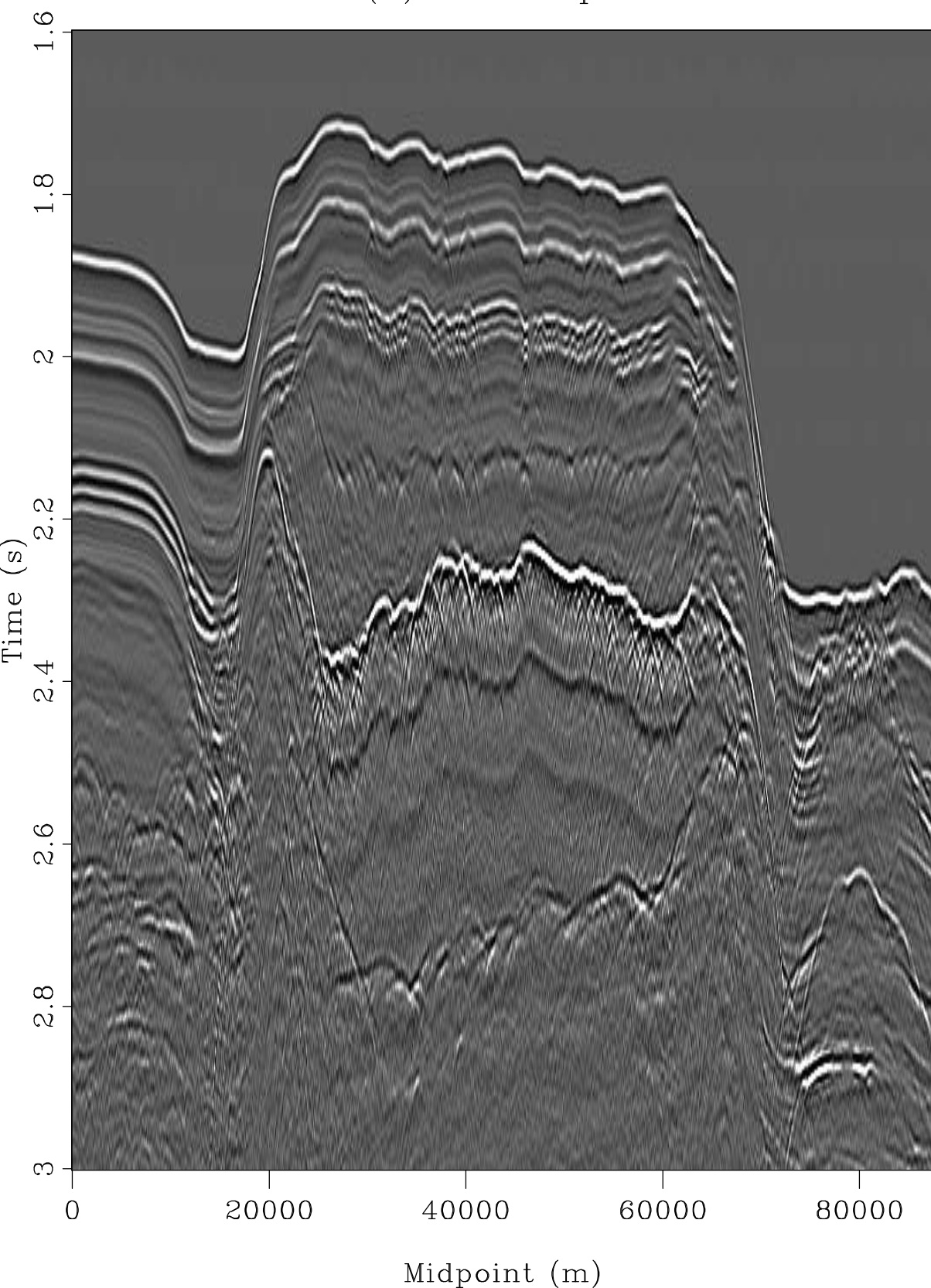


(a) GOM: input



(b) GOM: debubble

