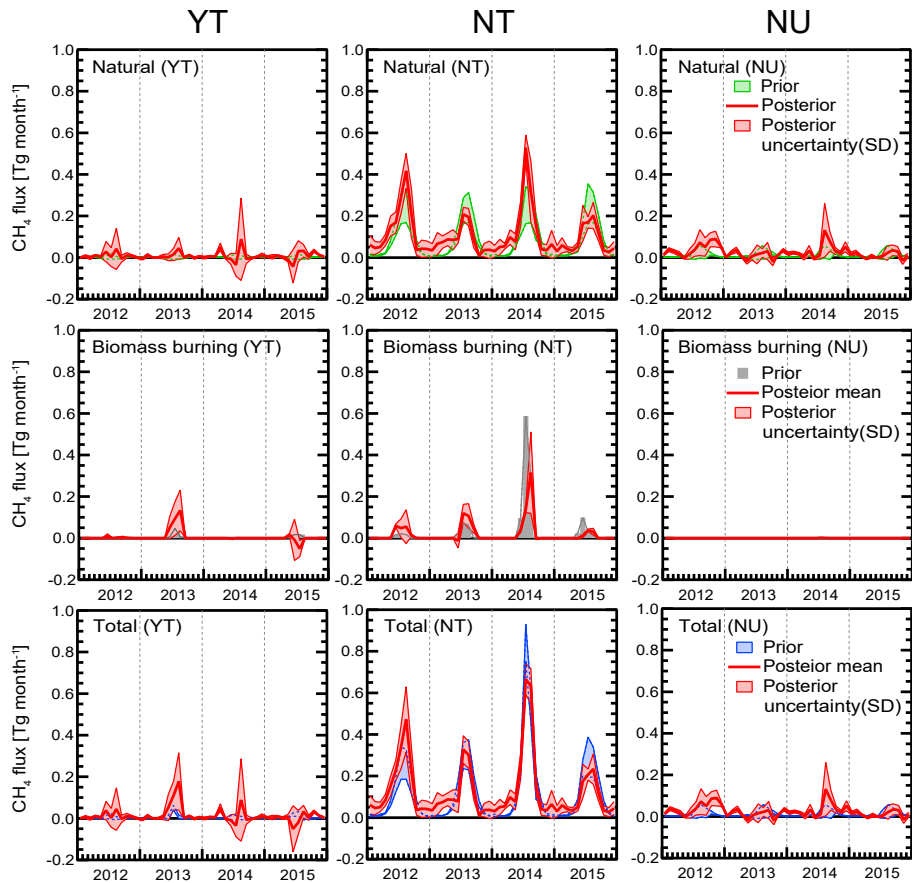


(a) Mask A (YT, NT, NU)



(b) Mask B (YT+NT, NU)

