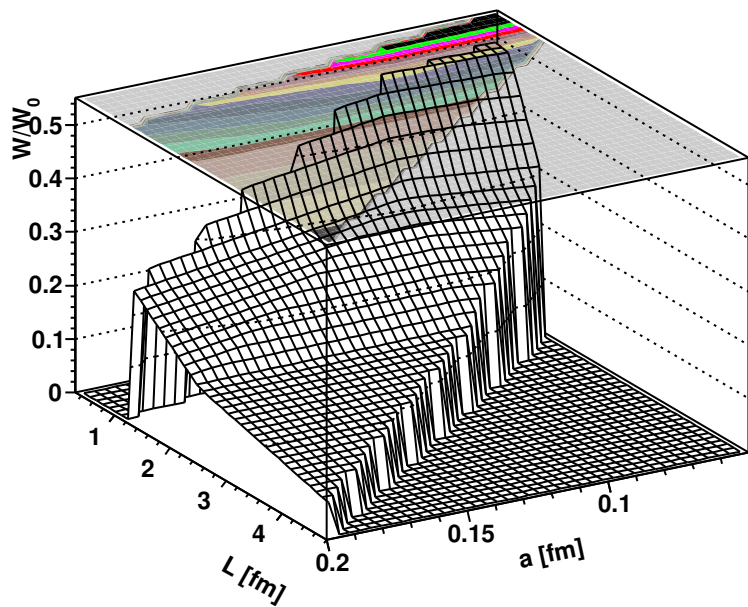
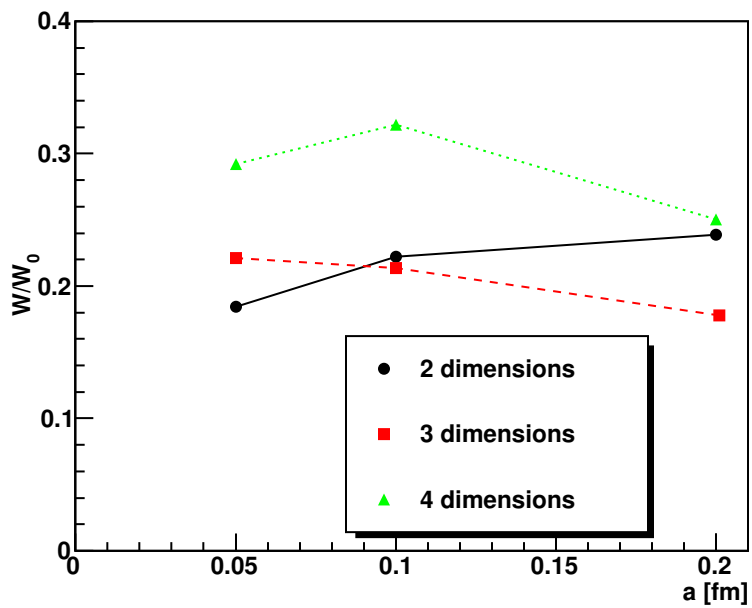


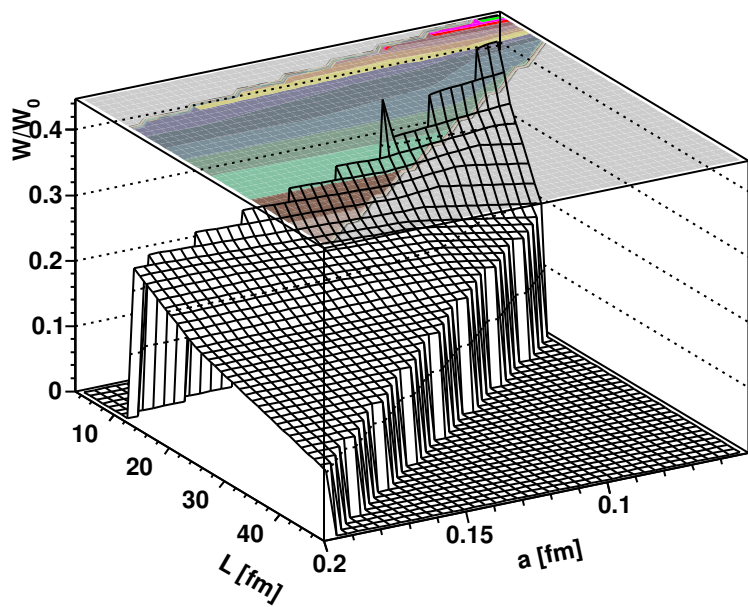
4d case



Continuum limit



2d case



3d case

