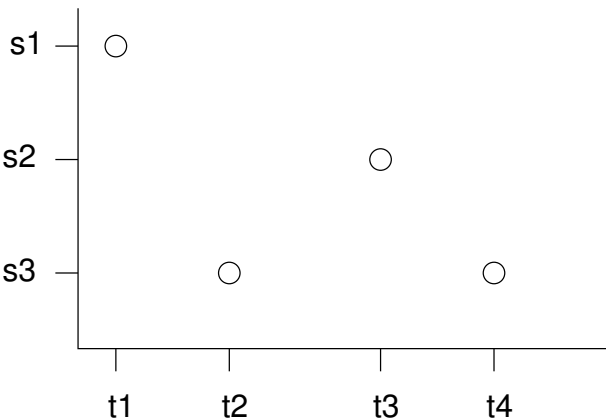


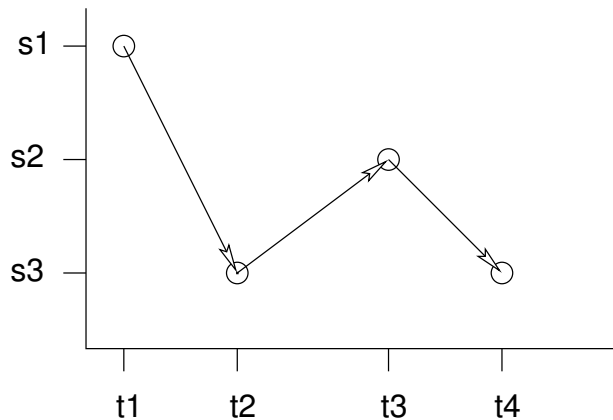
time: instance

STI



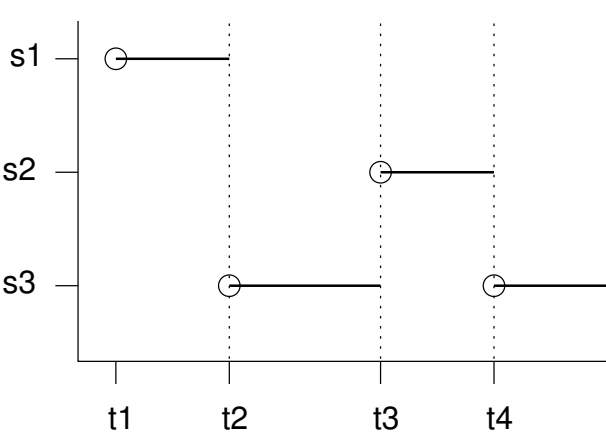
time: instance, moving objects

STT



time: consecutive intervals

STI



time: arbitrary intervals

STL

