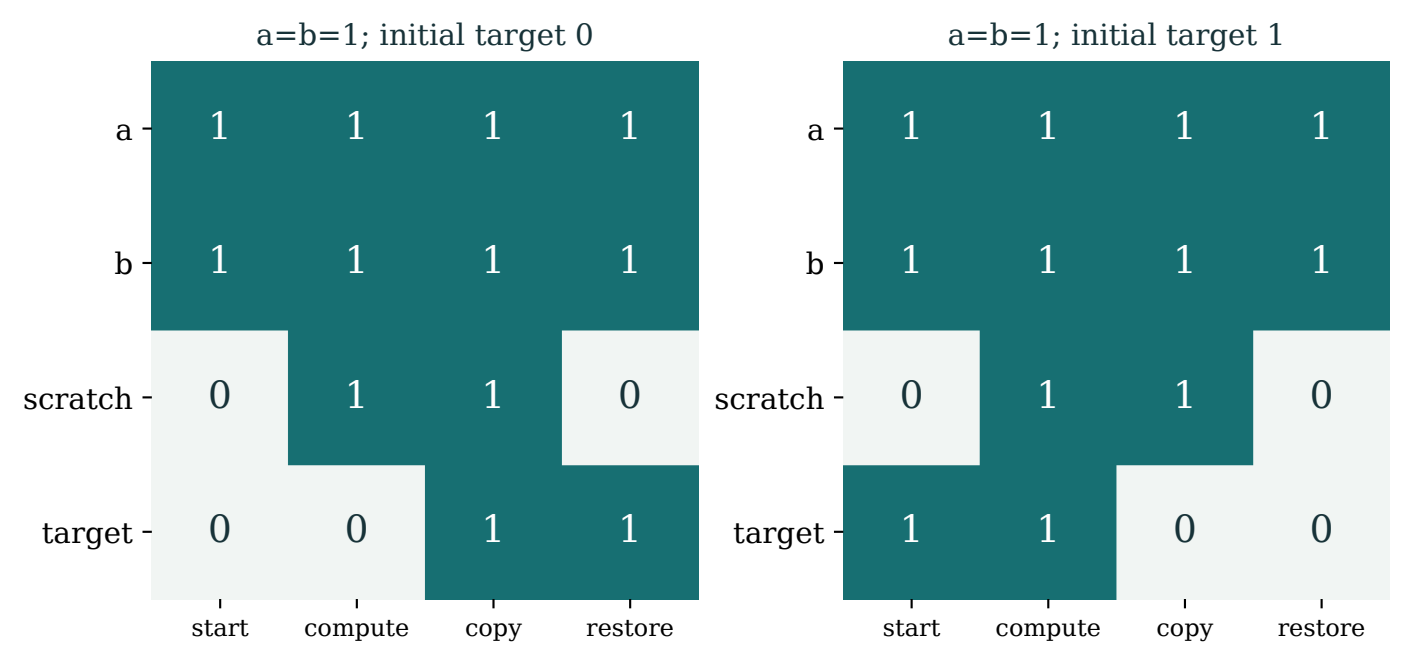

a=b=1; initial target 0
a
b
scratch
target
1 1 1 1
1 1 1 1
0 1 1 0
0 0 1 1
start
compute
copy
restore
a=b=1; initial target 1
a
b
scratch
target
1 1 1 1
1 1 1 1
0 1 1 0
1 1 0 0
start
compute
copy
restore