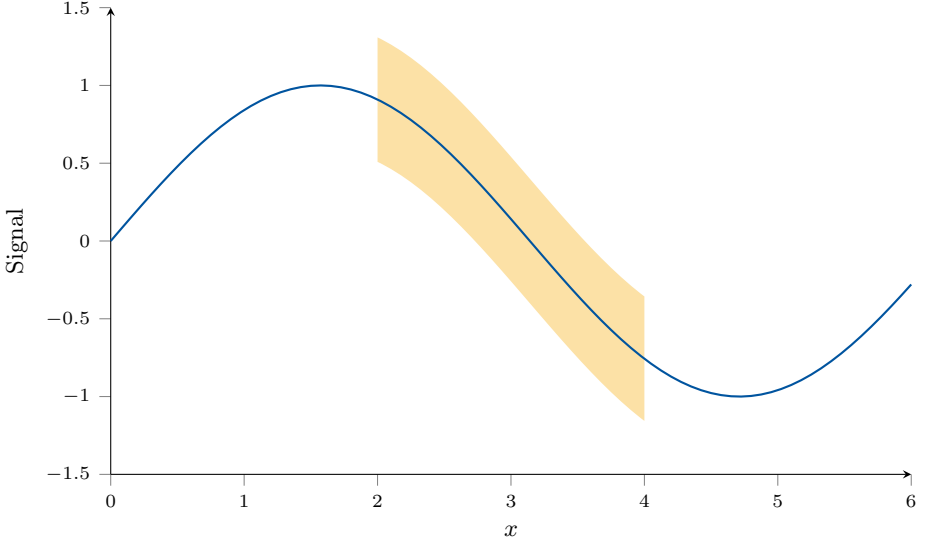

1.5
1
0.5
0
−0.5
−1
−1.5
Signal
0
1
2
3
4
5
6
x