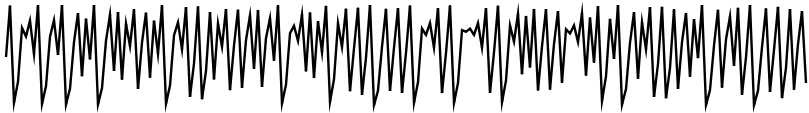


signal:



noise ($\times 4$):



signal + noise:

