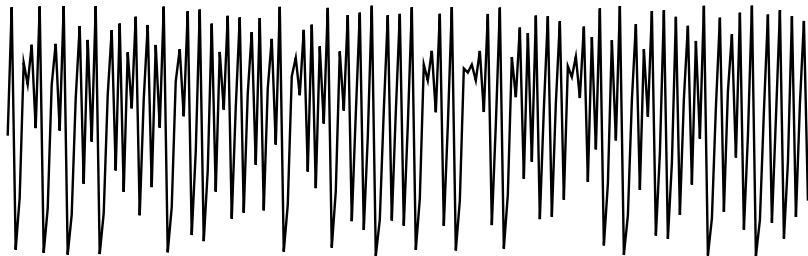


signal



noise ($\times 10$)



signal + noise