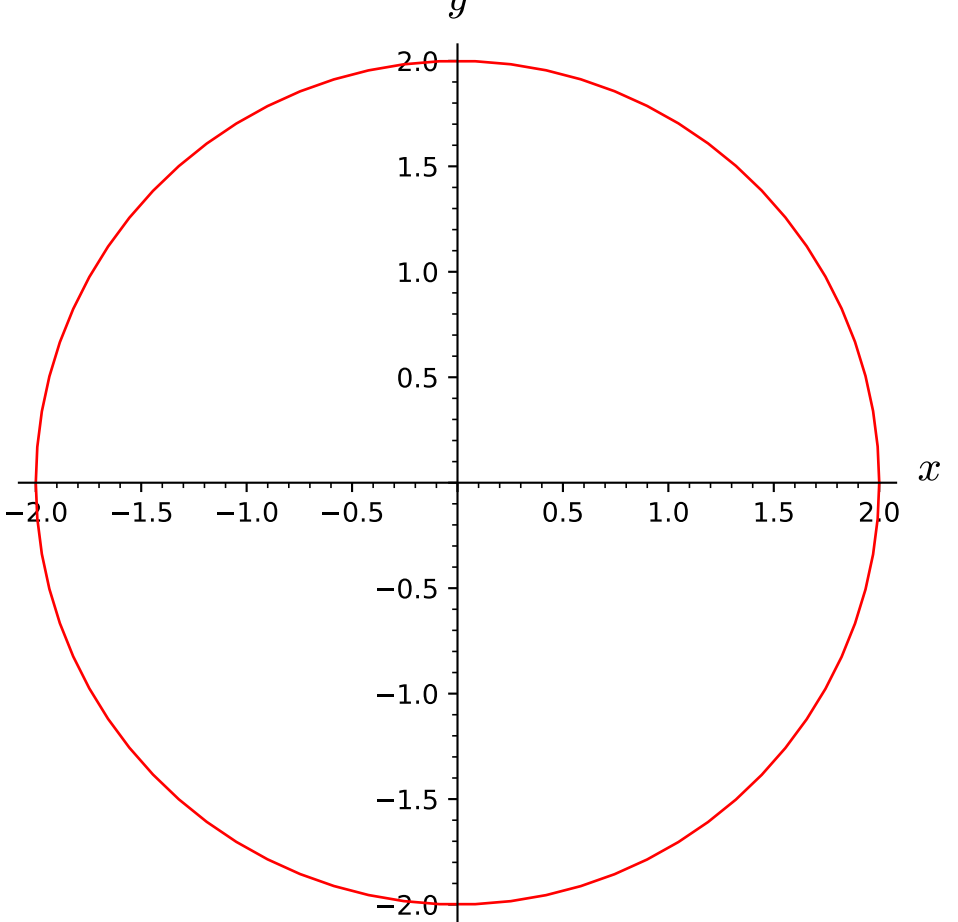

y
2.0
1.5
1.0
0.5
x
−2.0
−1.5
−1.0
−0.5
0.5
1.0
1.5
2.0
−0.5
−1.0
−1.5
−2.0