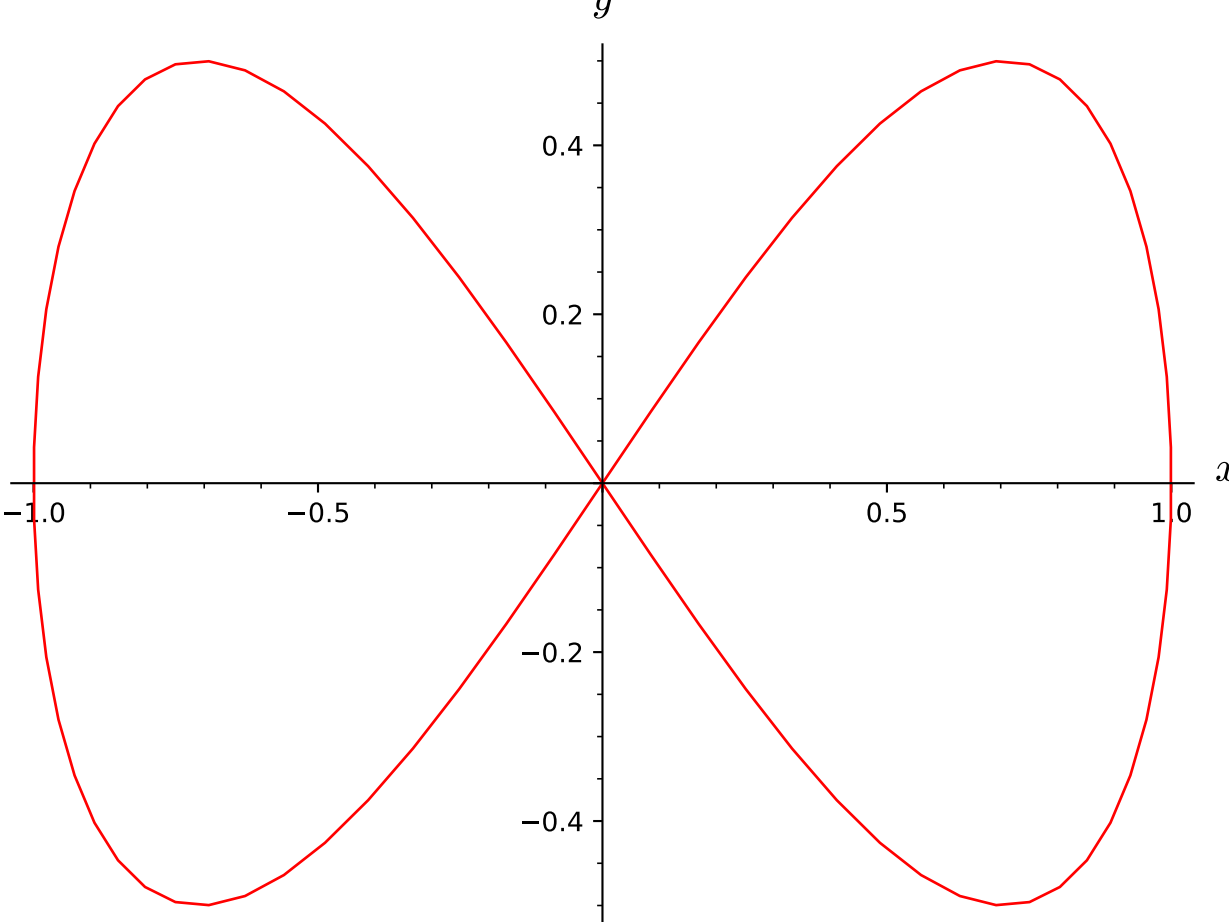

y
0.4
0.2
−0.2
−0.4
−1.0
−0.5
0.5
1.0
x