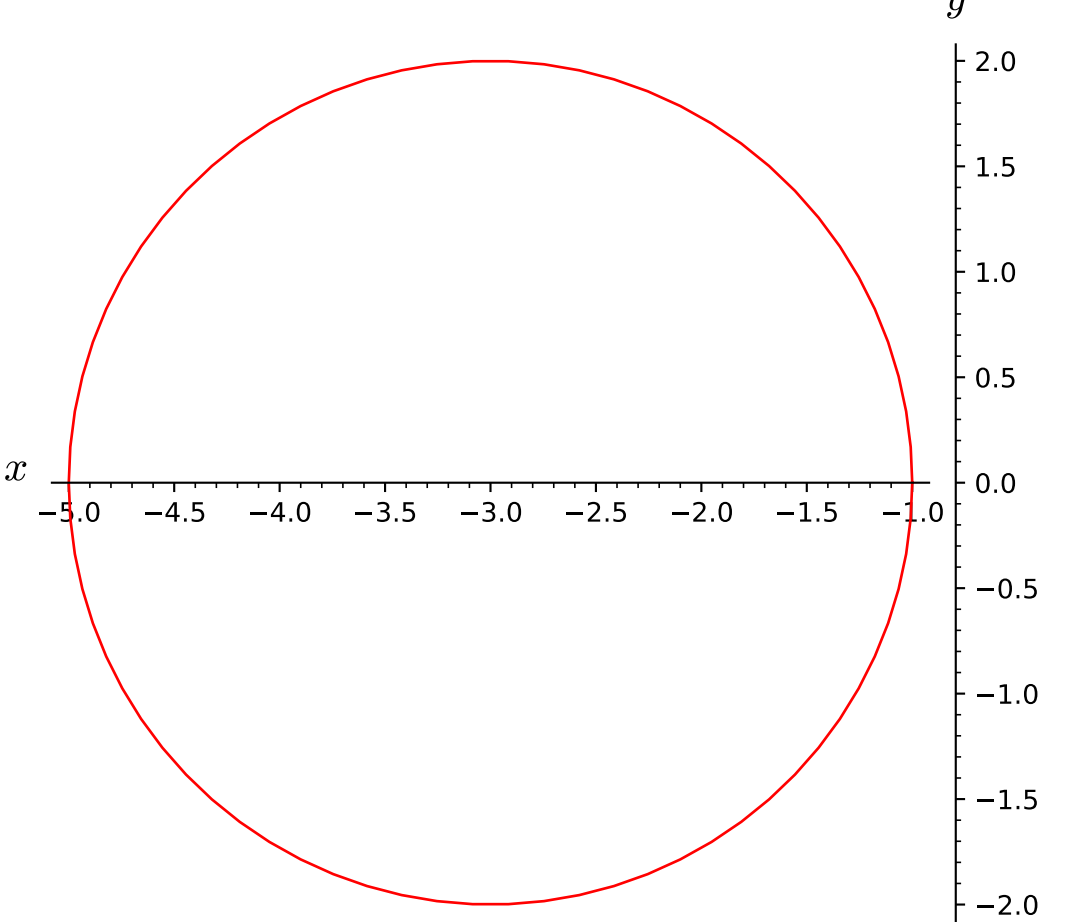

y
2.0
1.5
1.0
0.5
0.0
−0.5
−1.0
−1.5
−2.0
x
−5.0
−4.5
−4.0
−3.5
−3.0
−2.5
−2.0
−1.5
−1.0