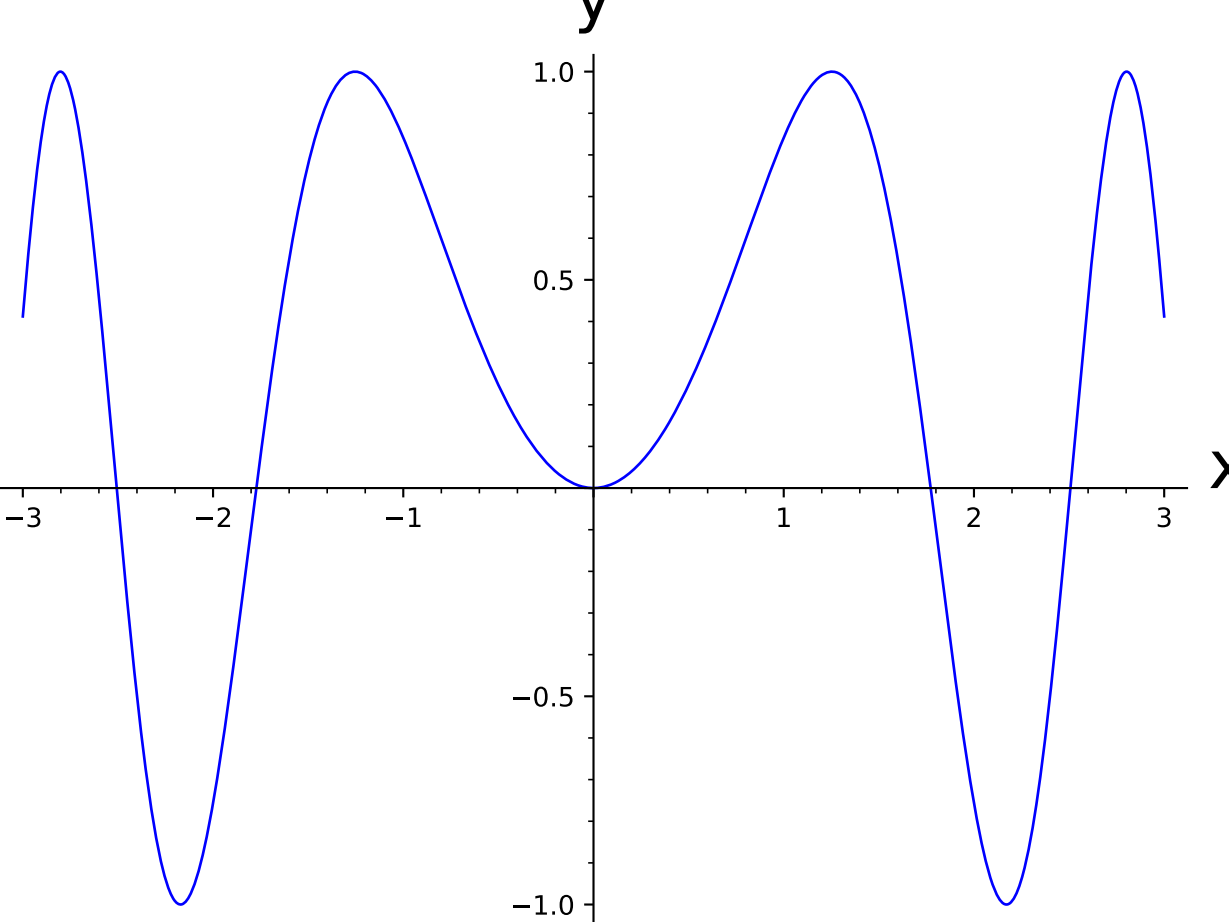

y
1.0
0.5
−0.5
−1.0
−3
−2
−1
1
2
3
x