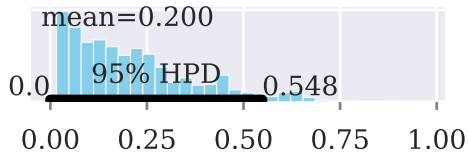
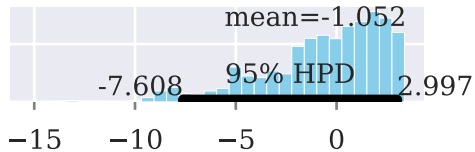


decay



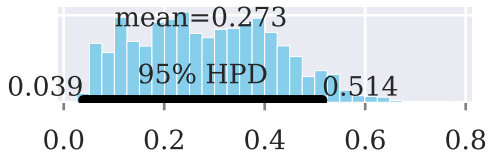
threshold



noise



lf



le

