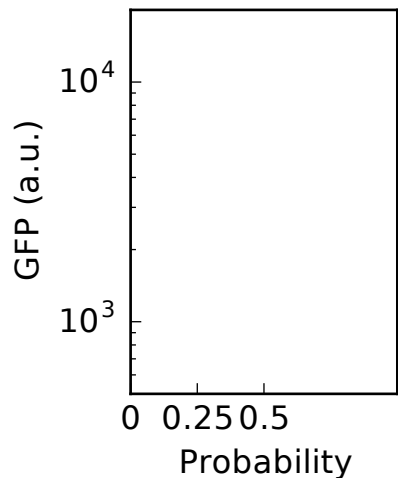
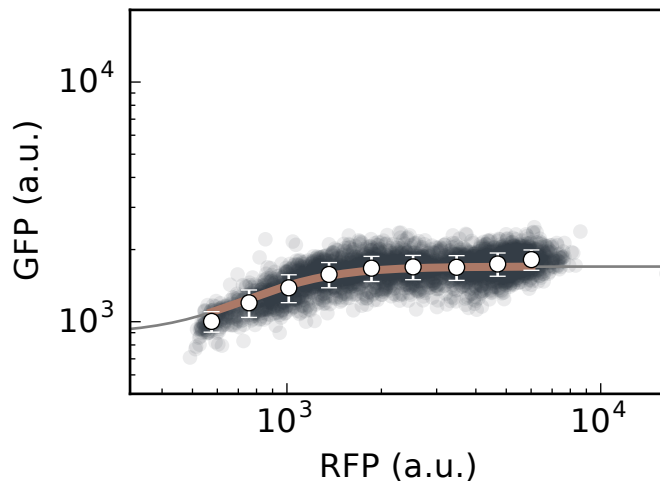


# Activation $P_{AM}$



# Noise

