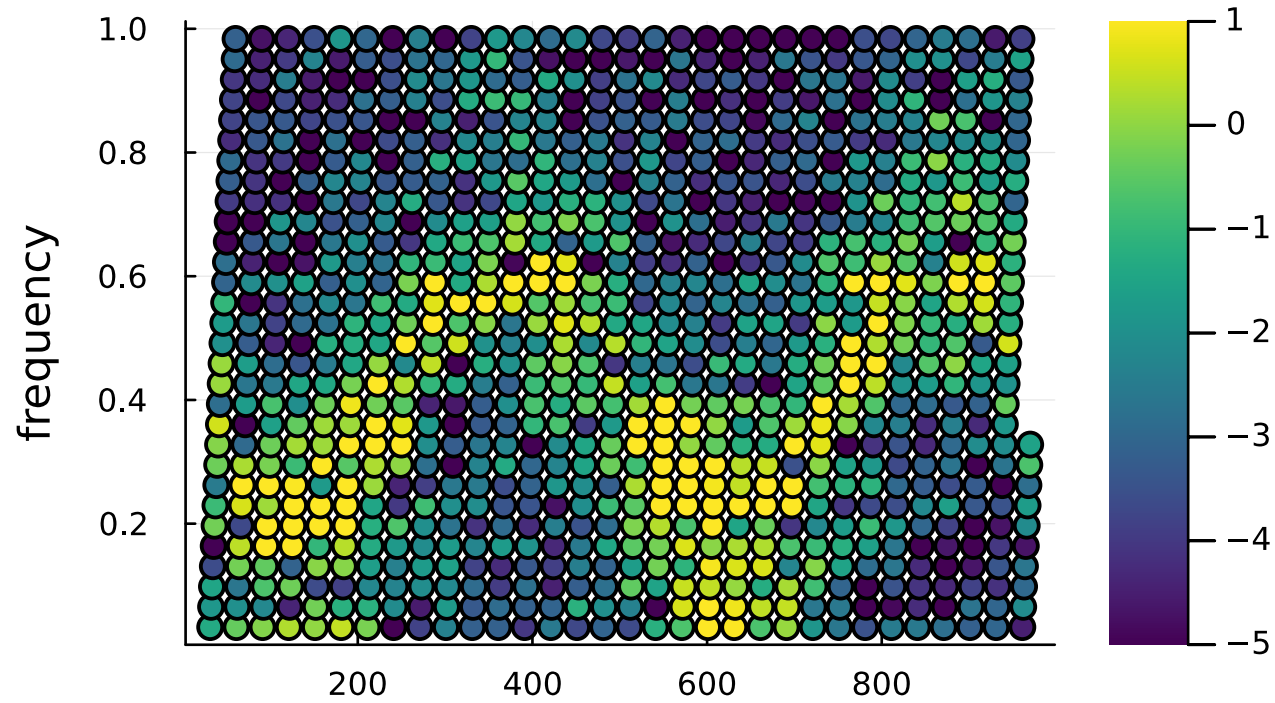
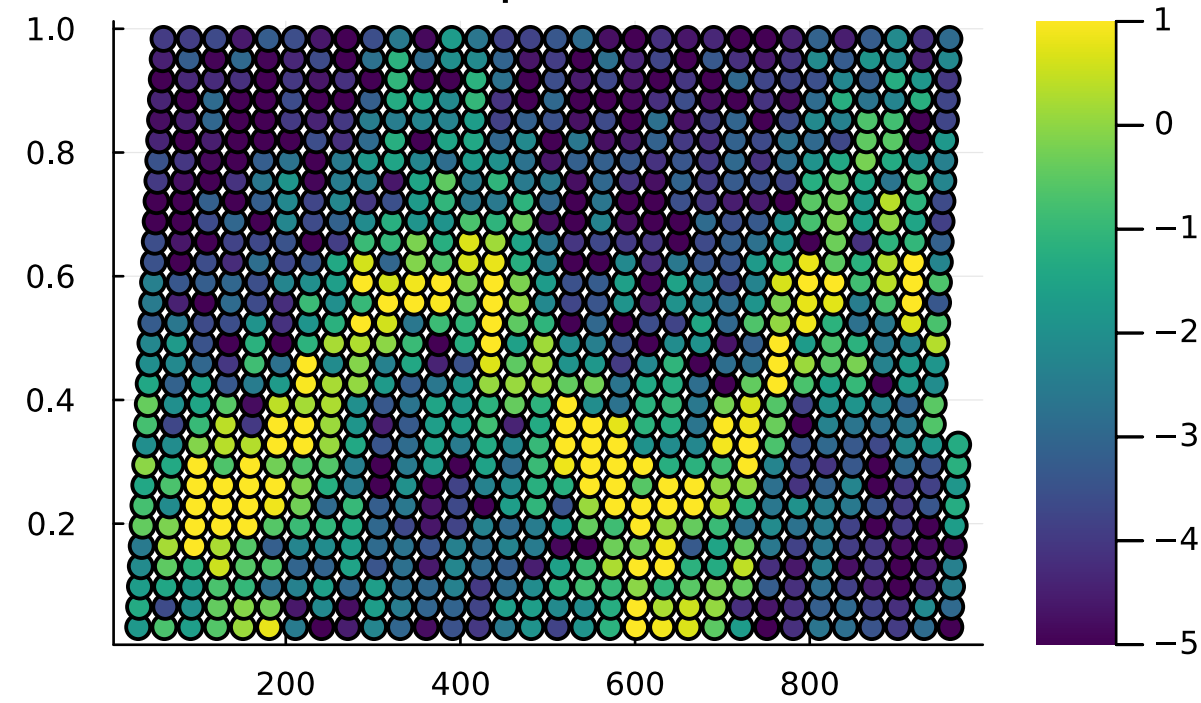


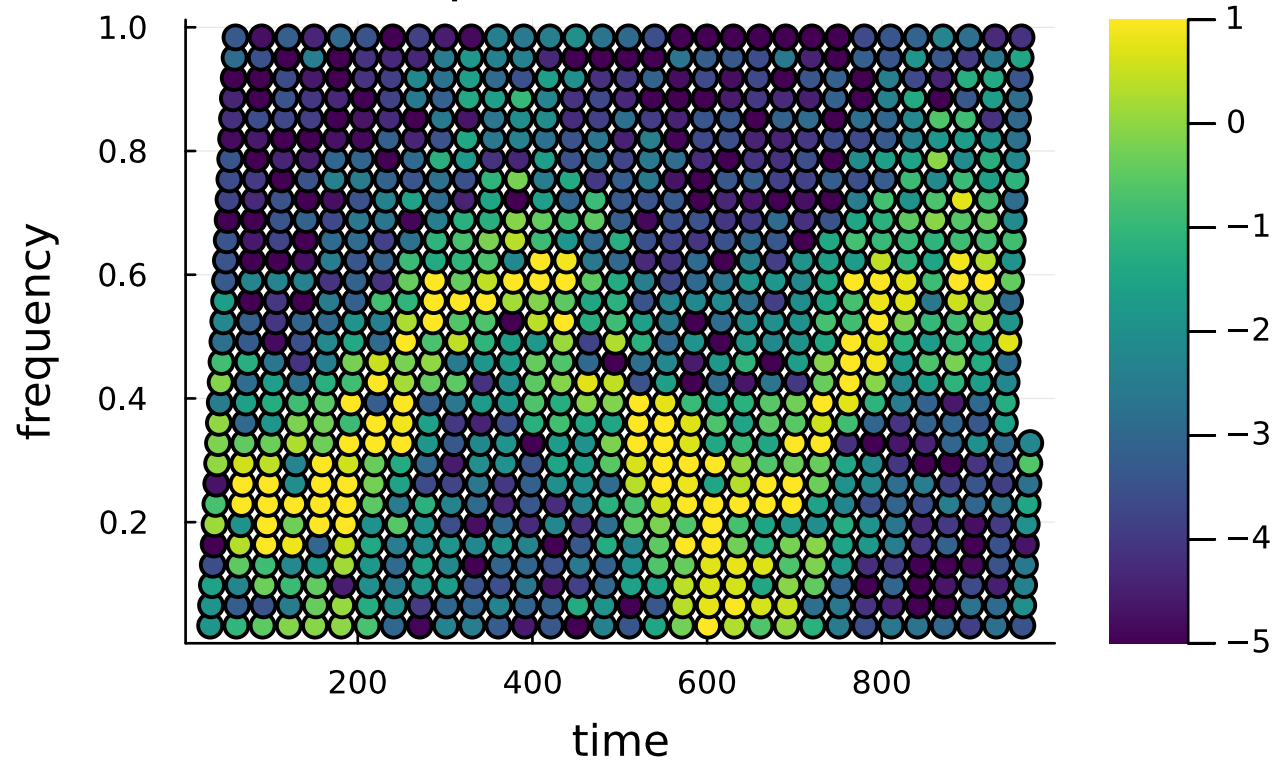
raw



tapered



prewhitened



boundary corrected

