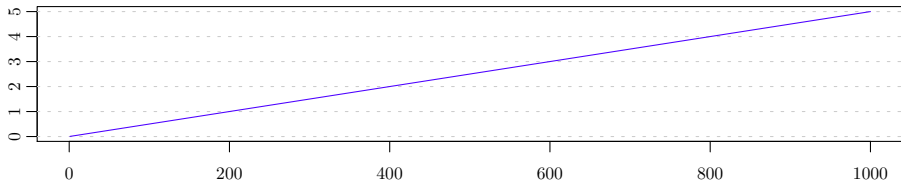
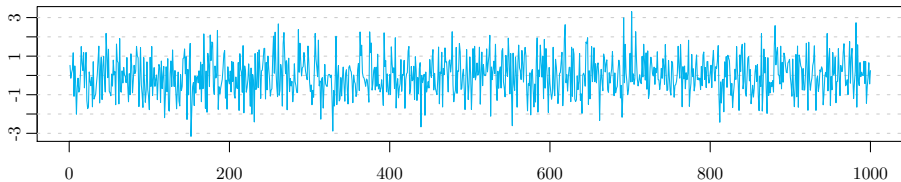


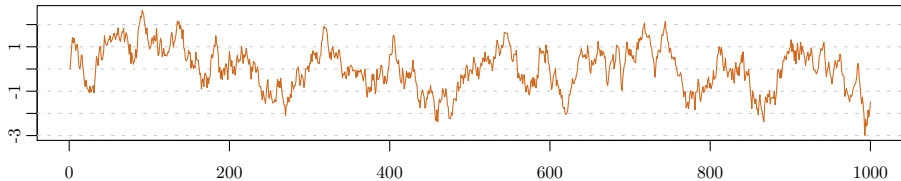
Drift



White Noise



AR(1)



Drift + White Noise + AR(1)

