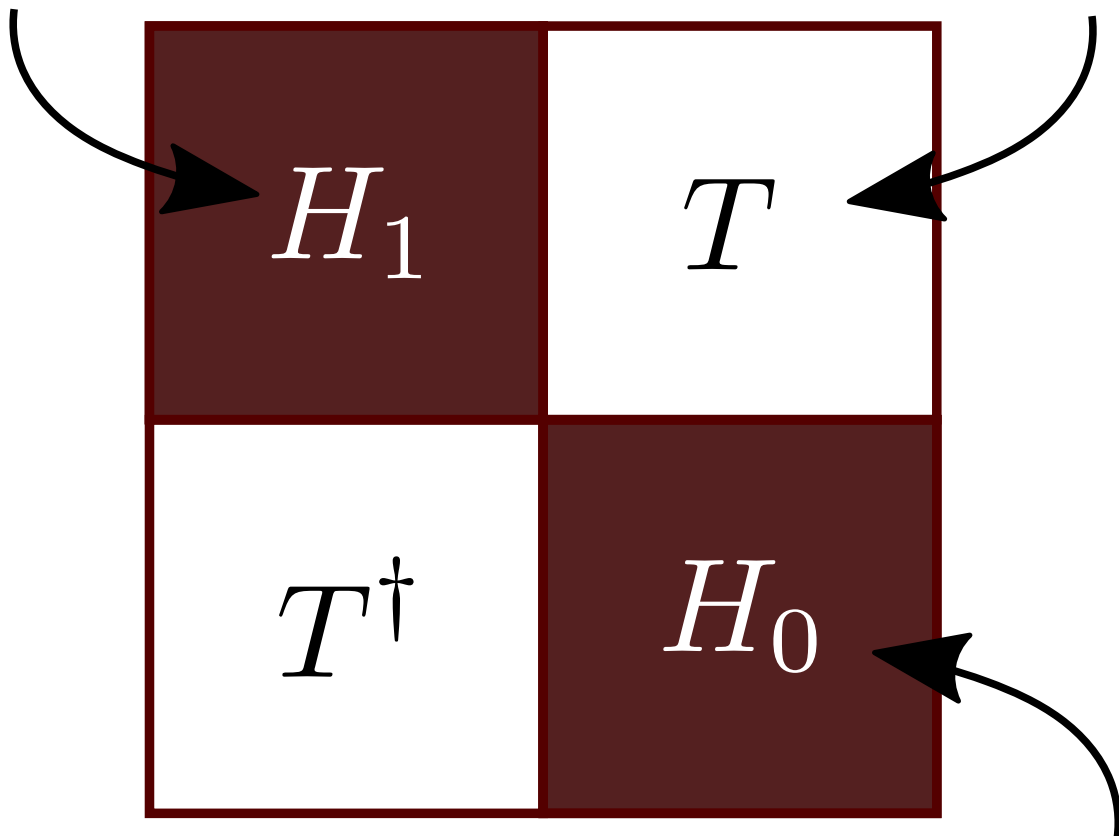


occupied
component

particle-hole
fluctuation



unoccupied
component