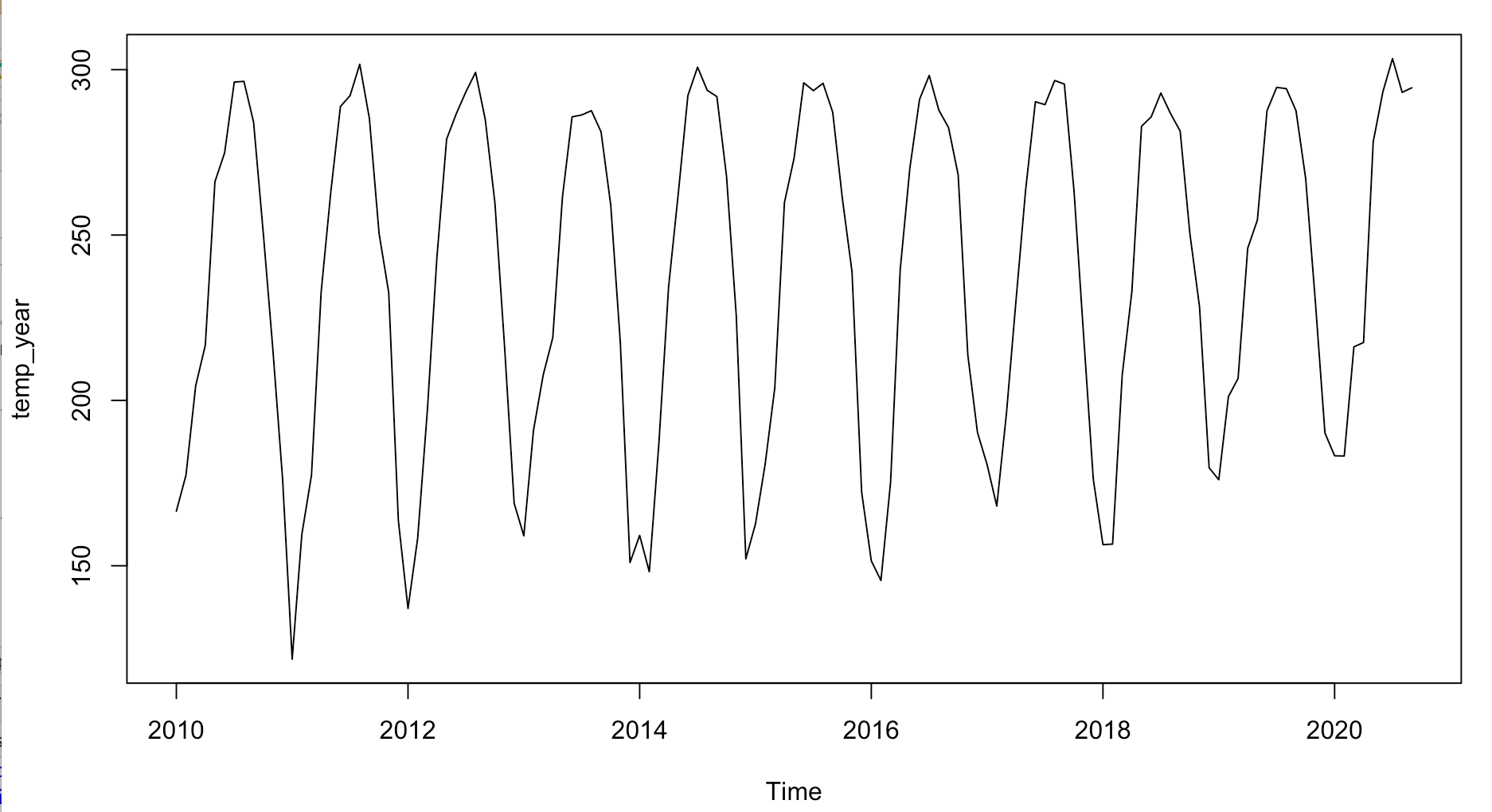
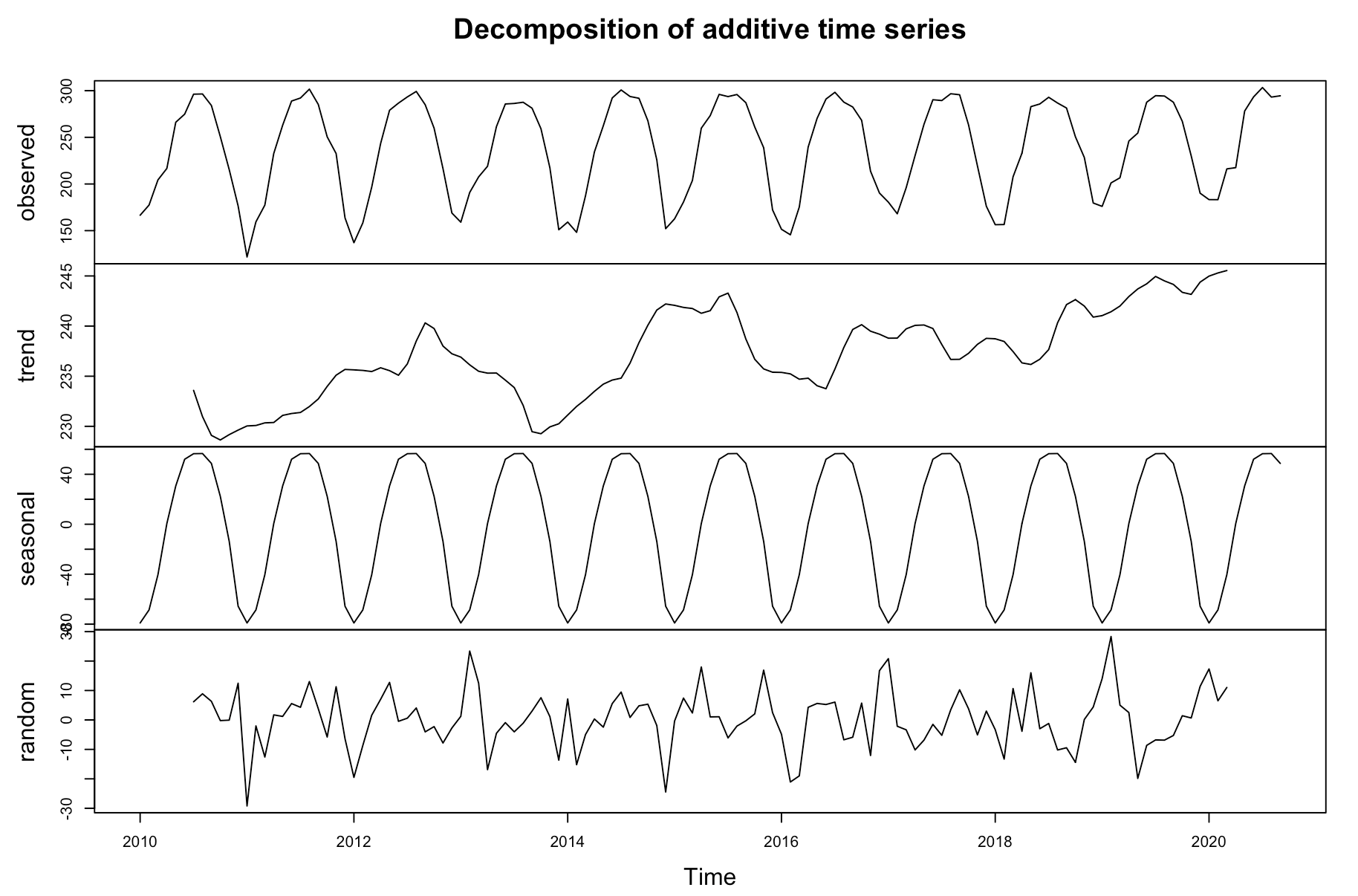
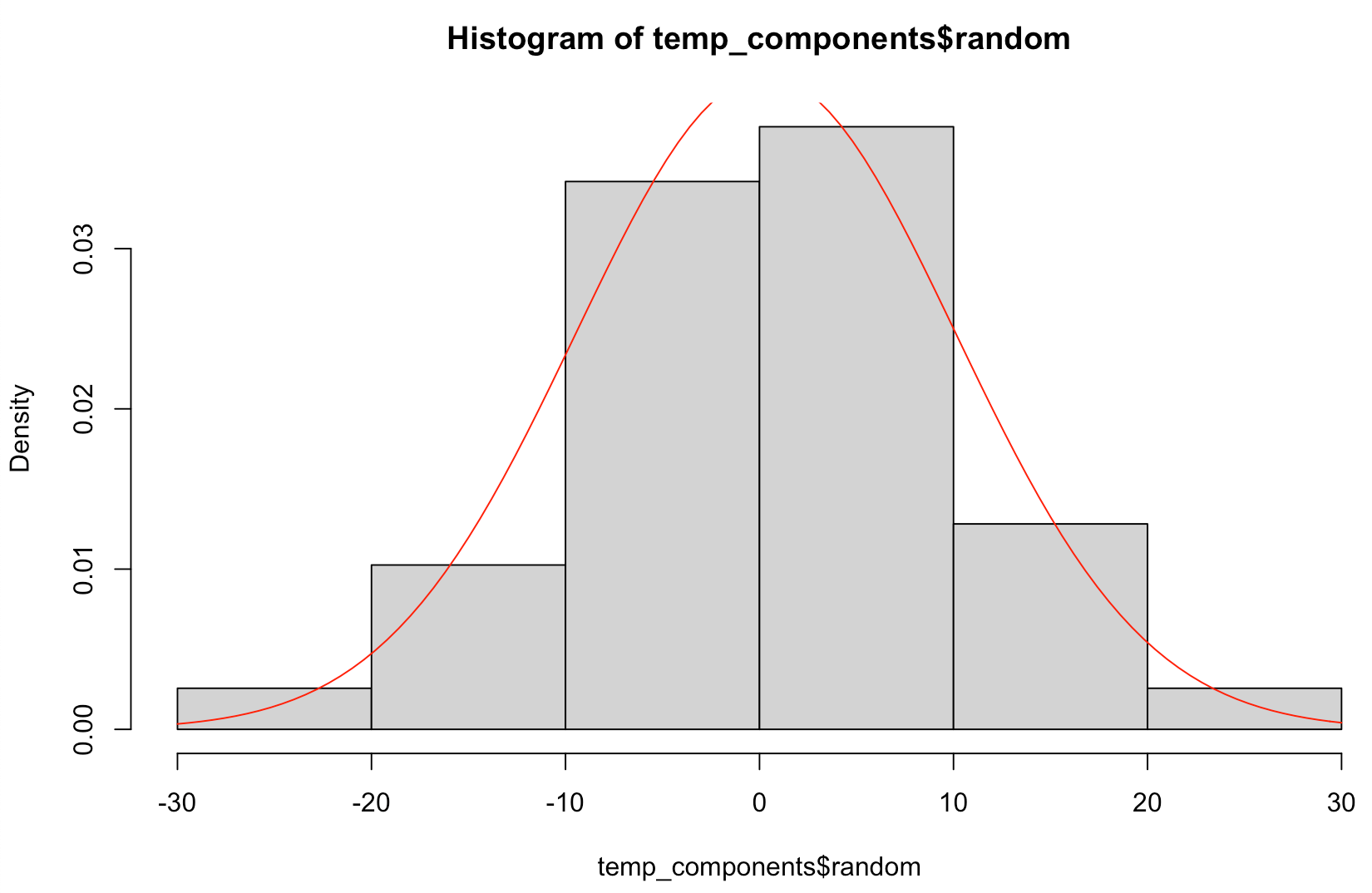
# Report

## PS4\_1

## PS4\_2







We can see that the error part follows a white noise distribution