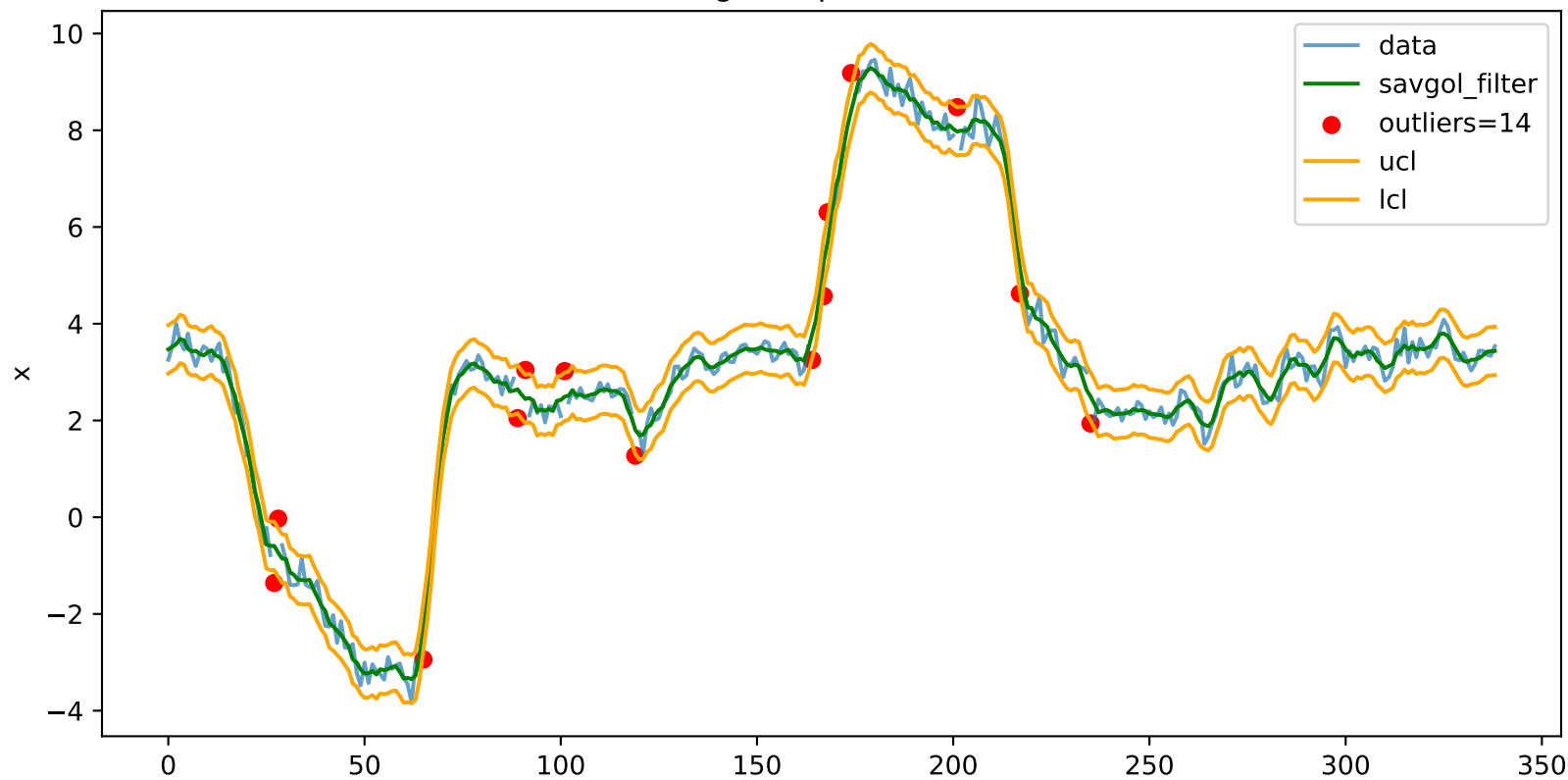
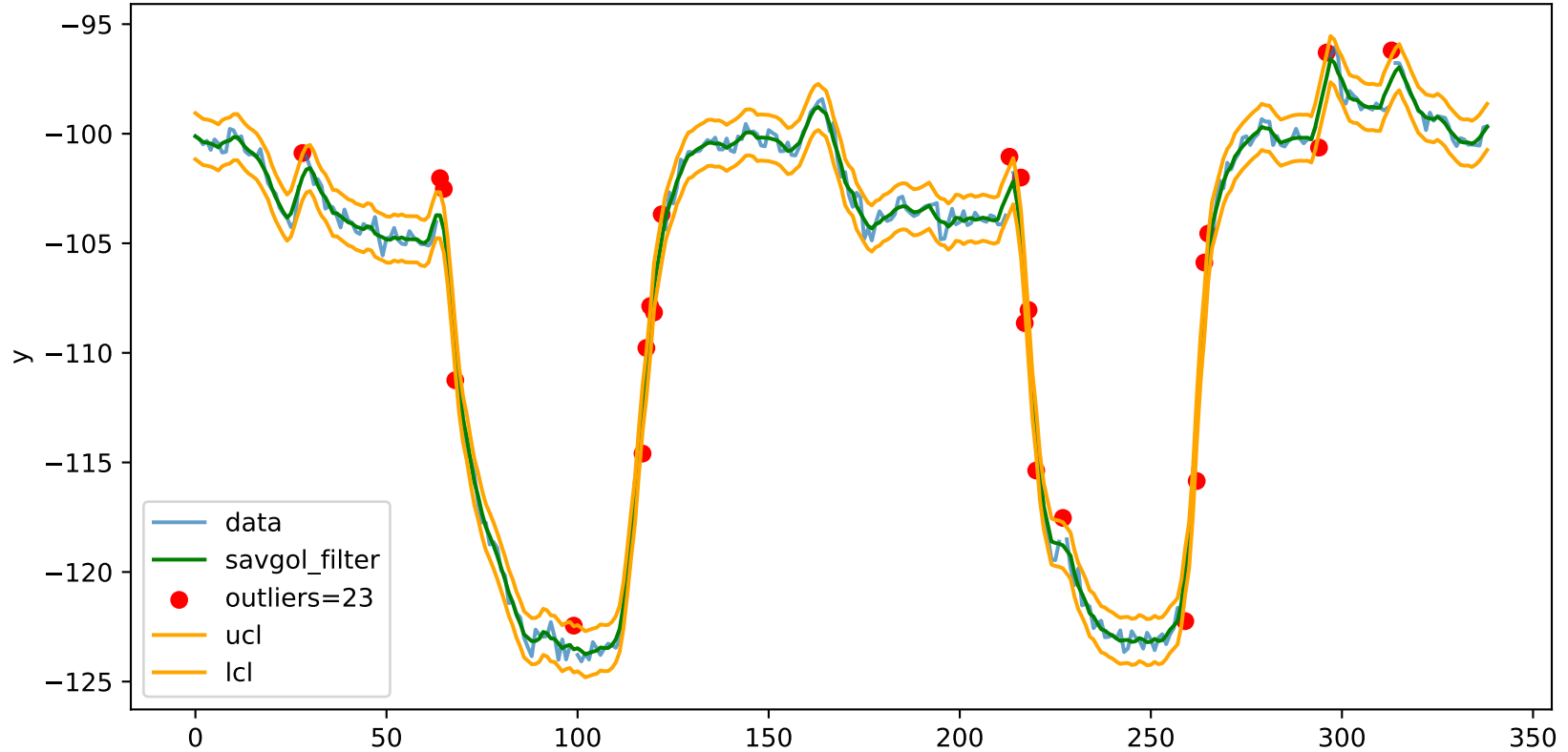


Smoothing Hampel Identifier for x



Smoothing Hampel Identifier for y



Smoothing Hampel Identifier for z

