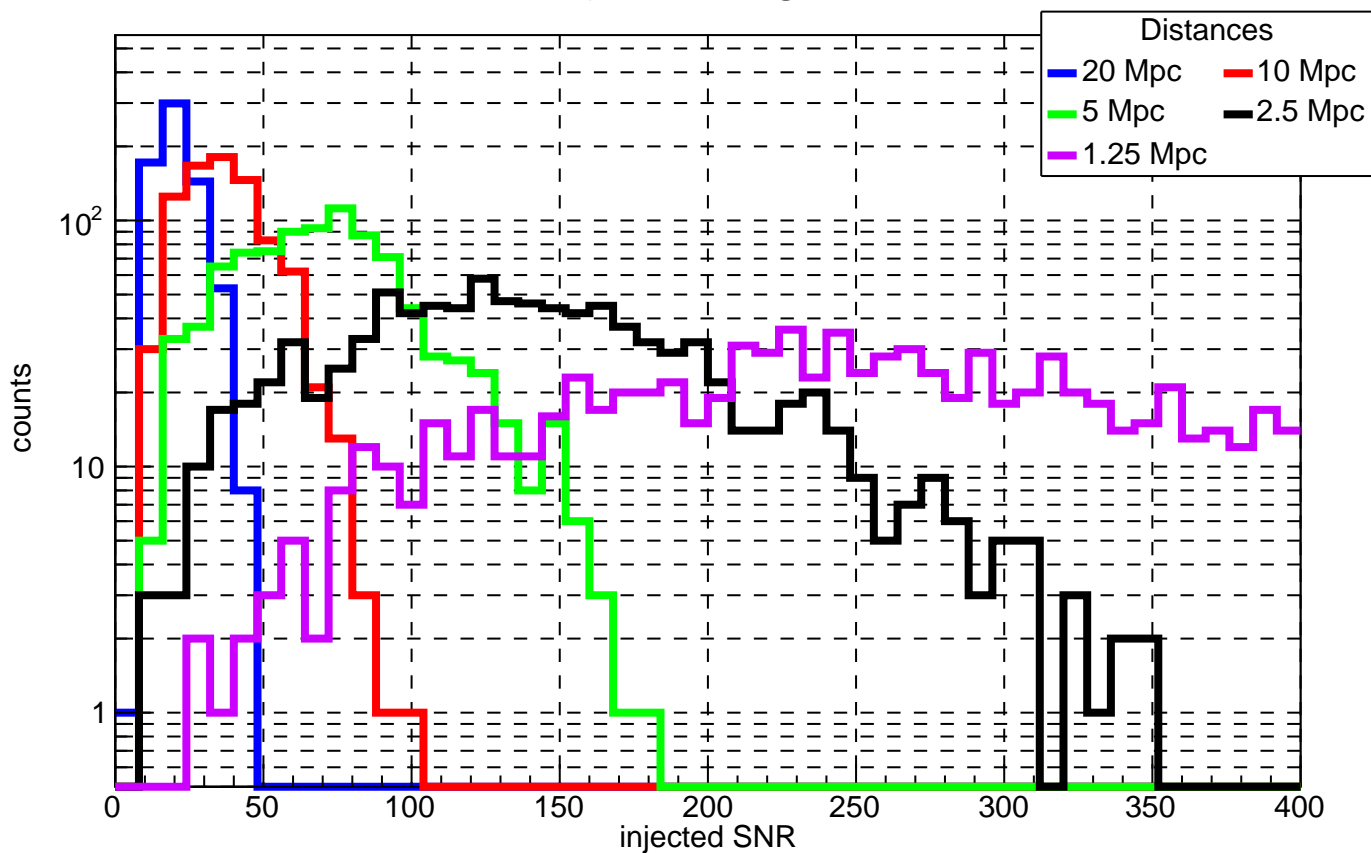


# injected Signal



# reconstructed Signal

