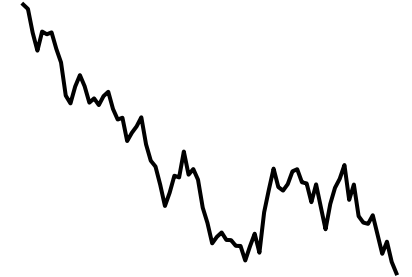
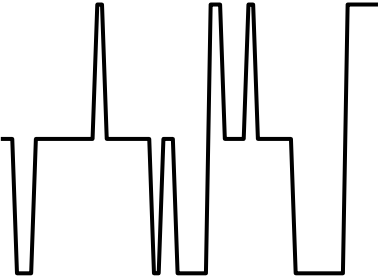




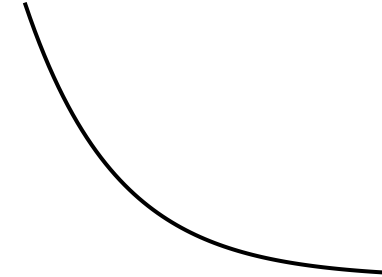
Random noise



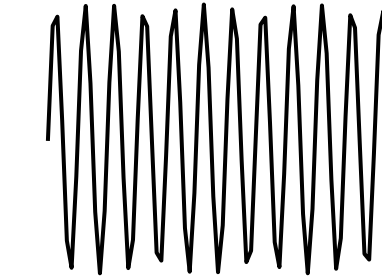
Drift



State switches



Systematic updates



Oscillations