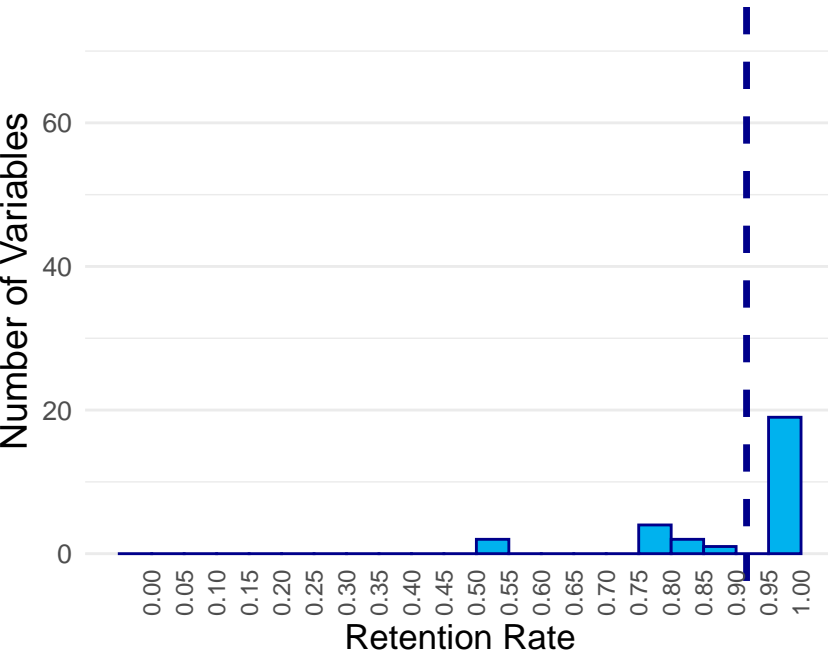


# Signal Variables



# Noise Variables

