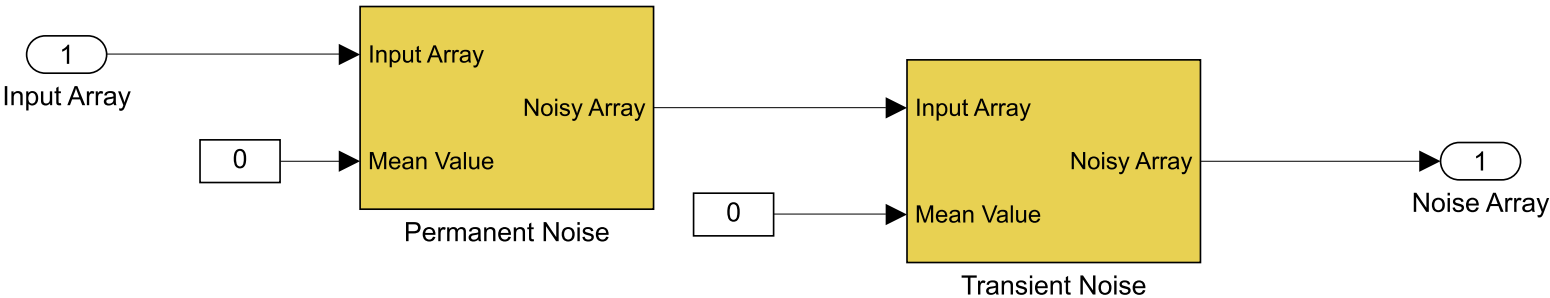


# Noise Generation



This adds permanent and transient noise to the input array.