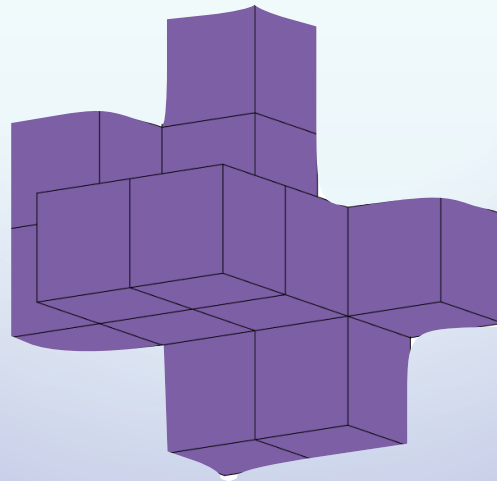


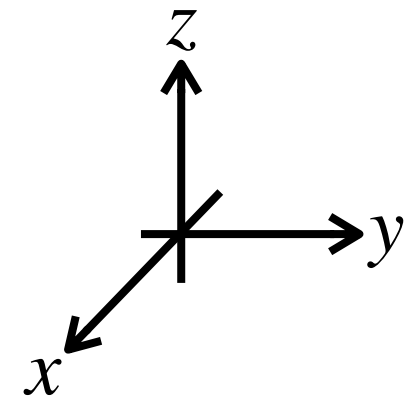
Background density

$$\rho_{bg}(z) = \rho_0 (1 + \gamma z)$$



Perturbation

$$\alpha \rho_0 C(\vec{y}, t)$$



$$\vec{y} = (x, y, z)$$