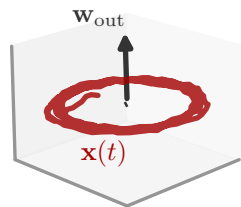
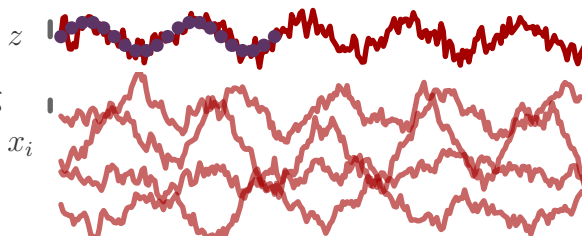
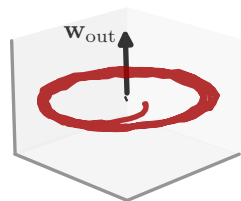
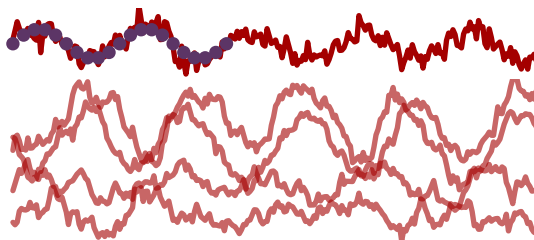


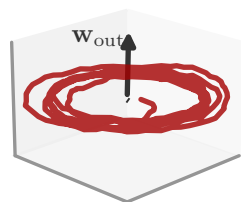
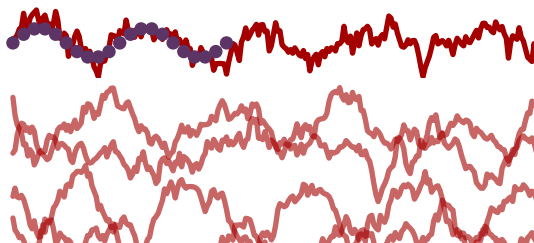
Oblique decaying
 $g = 0.7$



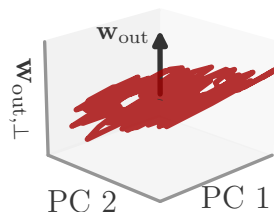
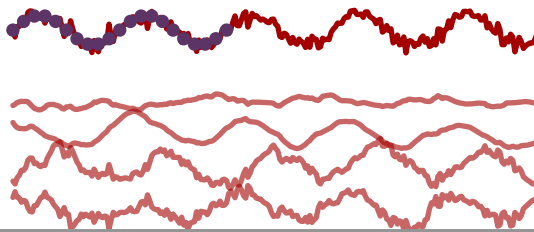
Oblique
 $g = 1.5$



Oblique large g
 $g = 3.0$



Oblique
 $g = 1.5$
 input noise



0 20 40

Trial time t

PC 2 PC 1