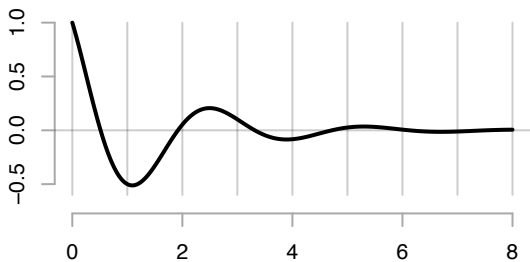


y_1 shock on y_1 (smooth)



y_1 shock on y_2 (smooth)

