$L, D, f, n_s, n_e, v_s, v_e, vel_s = 3000.0, 1.0, 0.71, 256, 256, 2, 0, 2$

Legend:
- Shot noise
- input $k^0P(k)$
- $k^0P_0(k)$
- $k^0P_1(k)$
- $k^0P_2(k)$
- $k^0P_3(k)$
- $k^0P_4(k)$

y-axis: $k^0P_\ell(k)$

x-axis: k