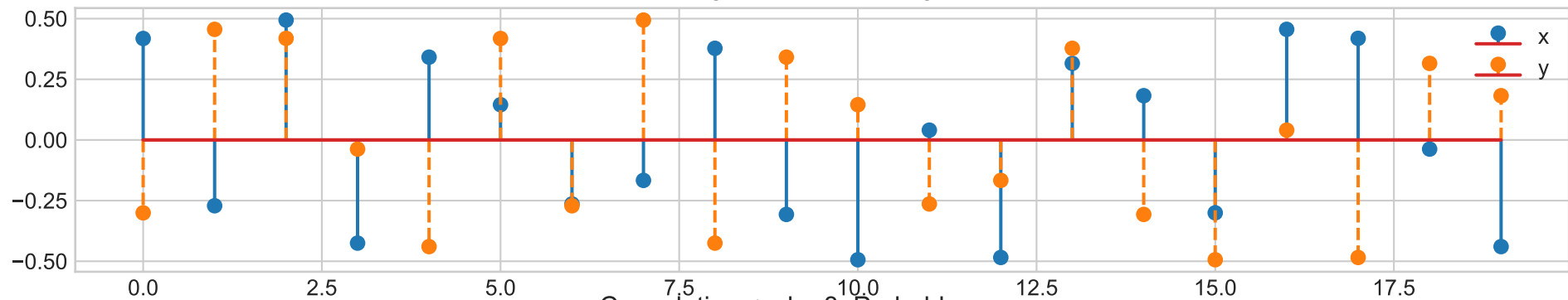
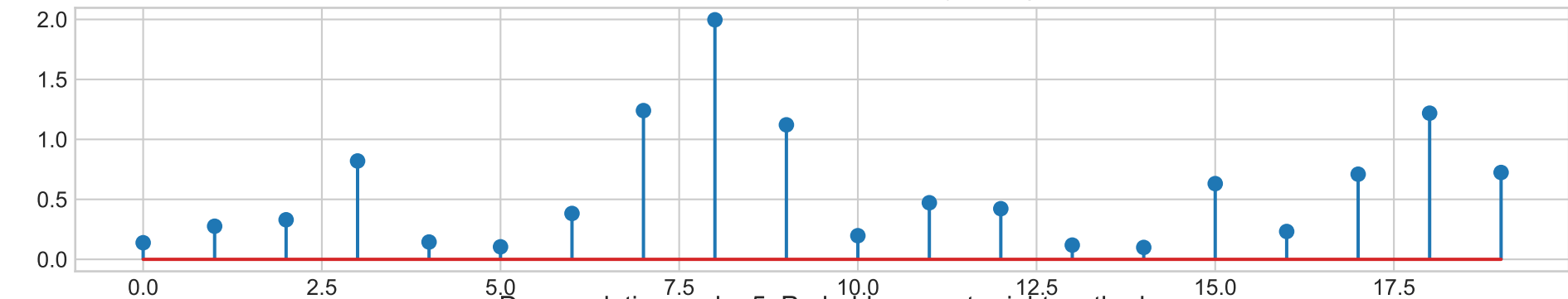


# Shift (d=5) Random signal (white noise)

Original vs Shifted Signal



Convolution -> d = 8. Probably wrong.



Deconvolution -> d = 5. Probably correct - right method

