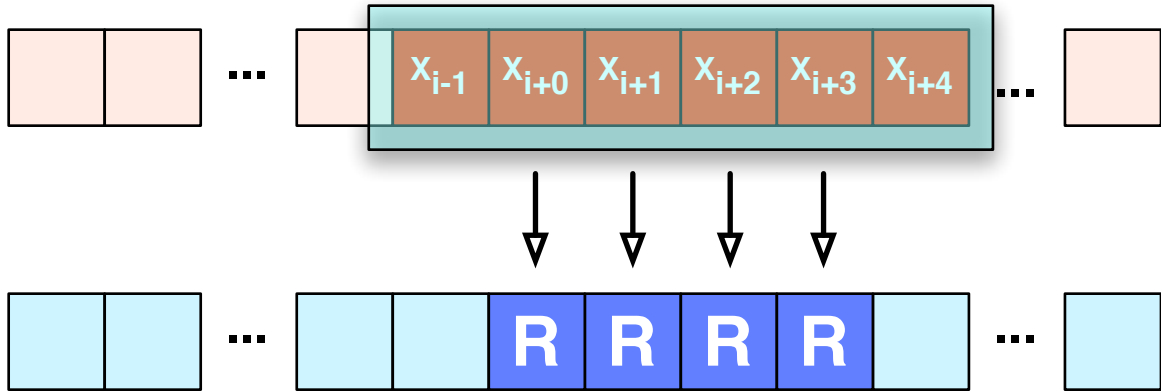


# Sliding window



$$VR = 1/3 * ( \text{load} \langle -1 \rangle (vx) + \text{load} \langle 0 \rangle (vx) + \text{load} \langle 1 \rangle (vx) )$$