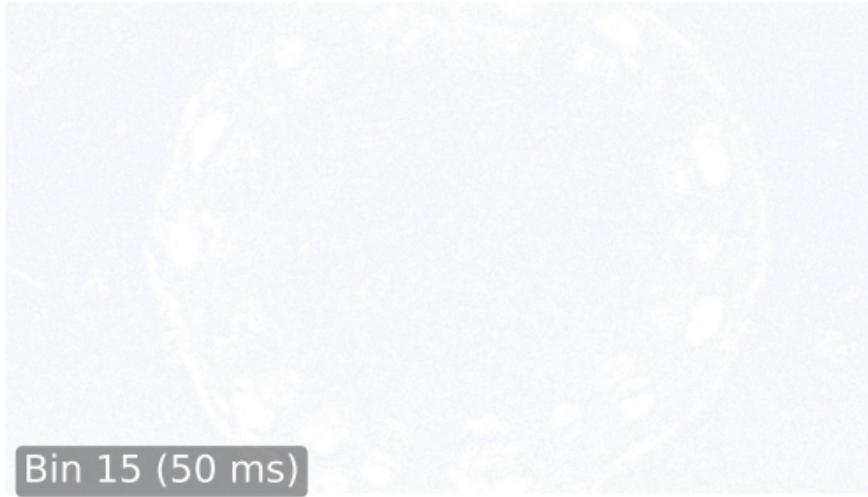


**(a)**

Original



Compensated



Rescaled intensity (a.u.)

