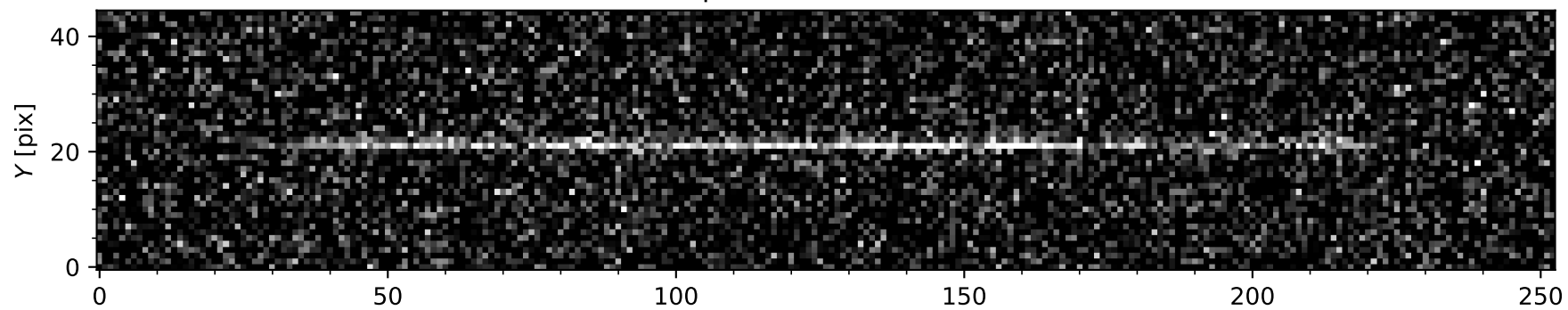
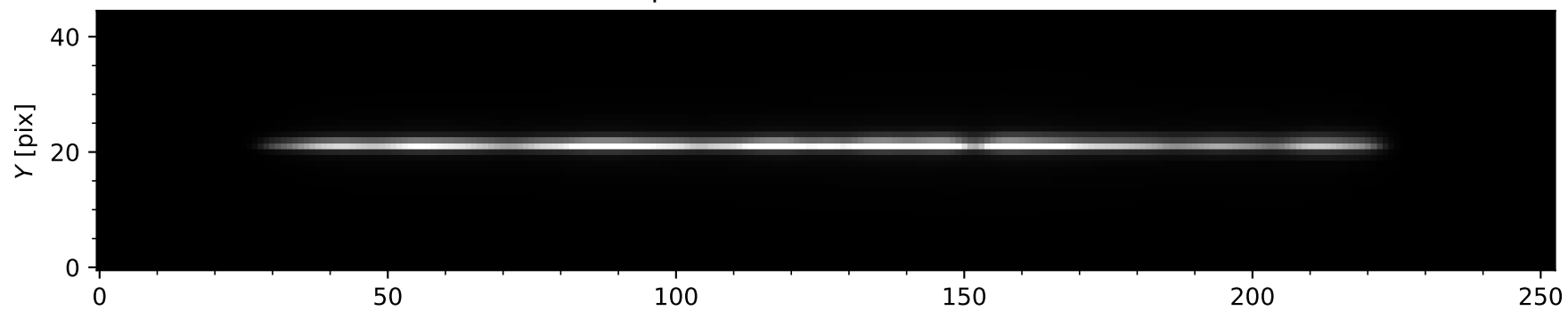


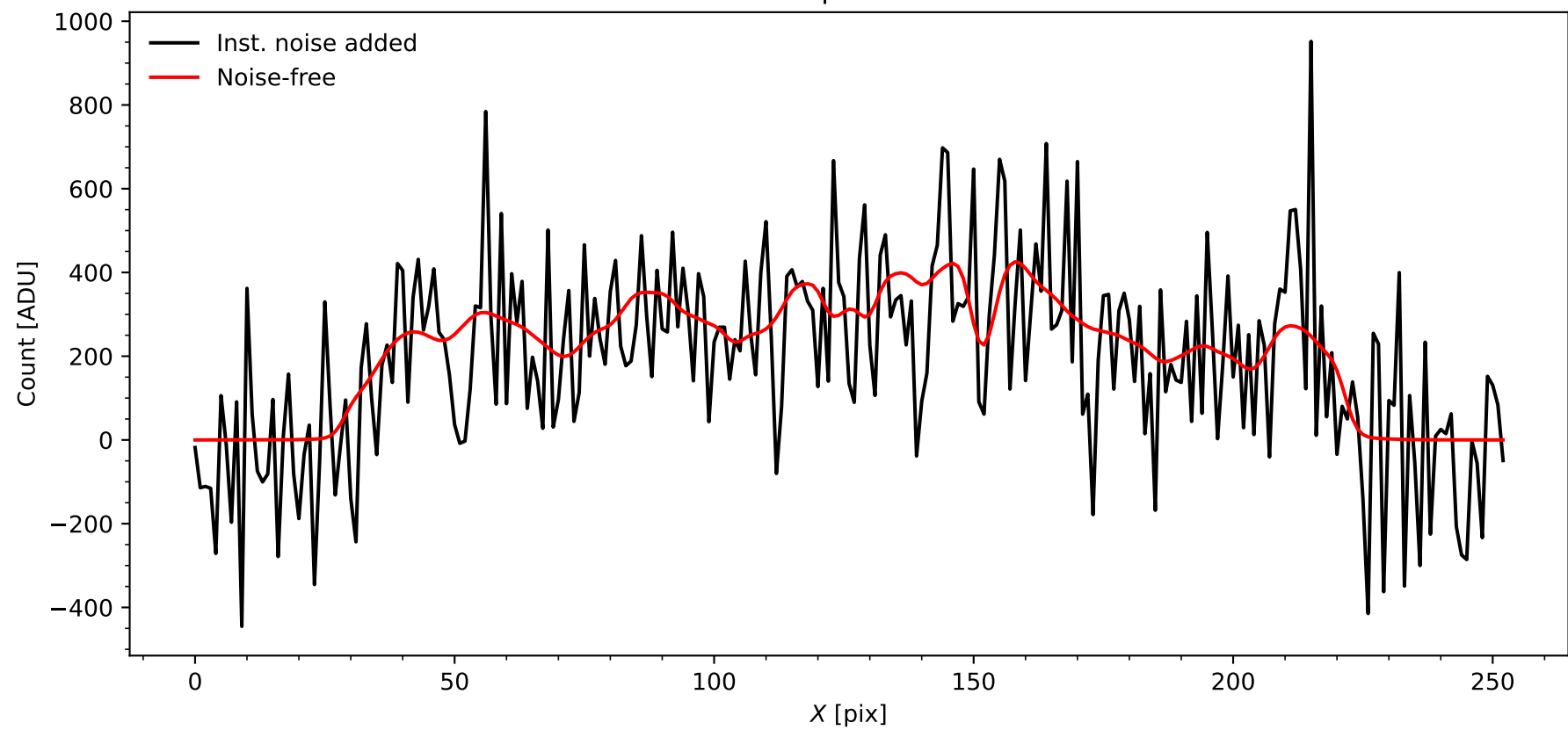
2d Spectrum --- noise-free



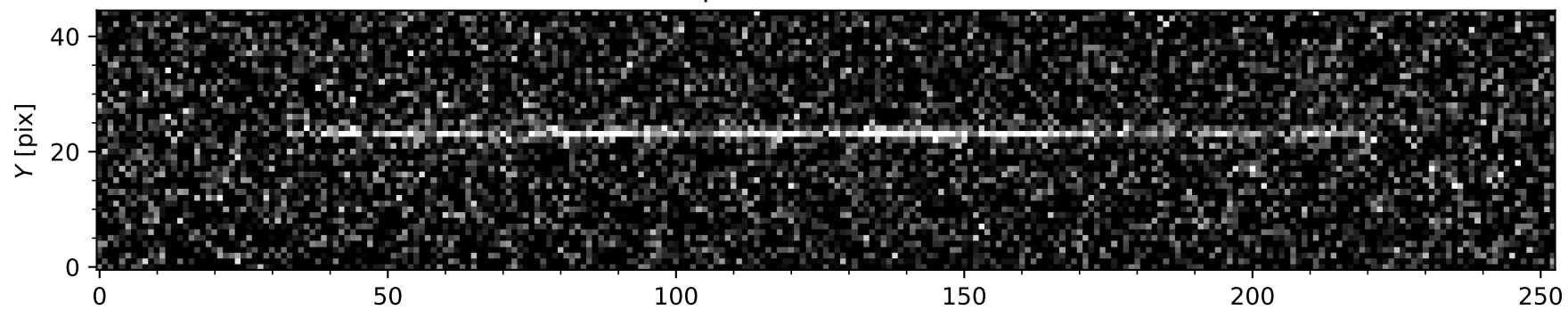
2d Spectrum --- inst. noise added



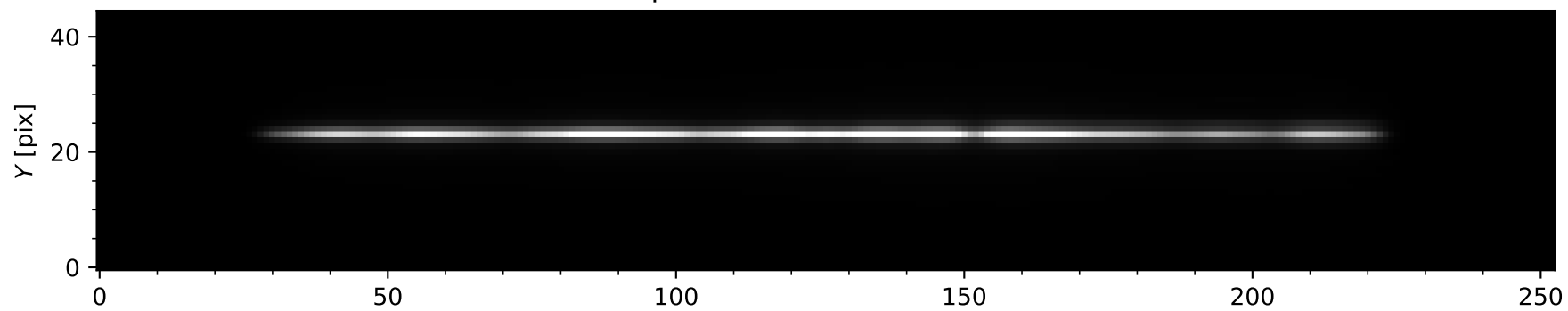
1d Spectrum



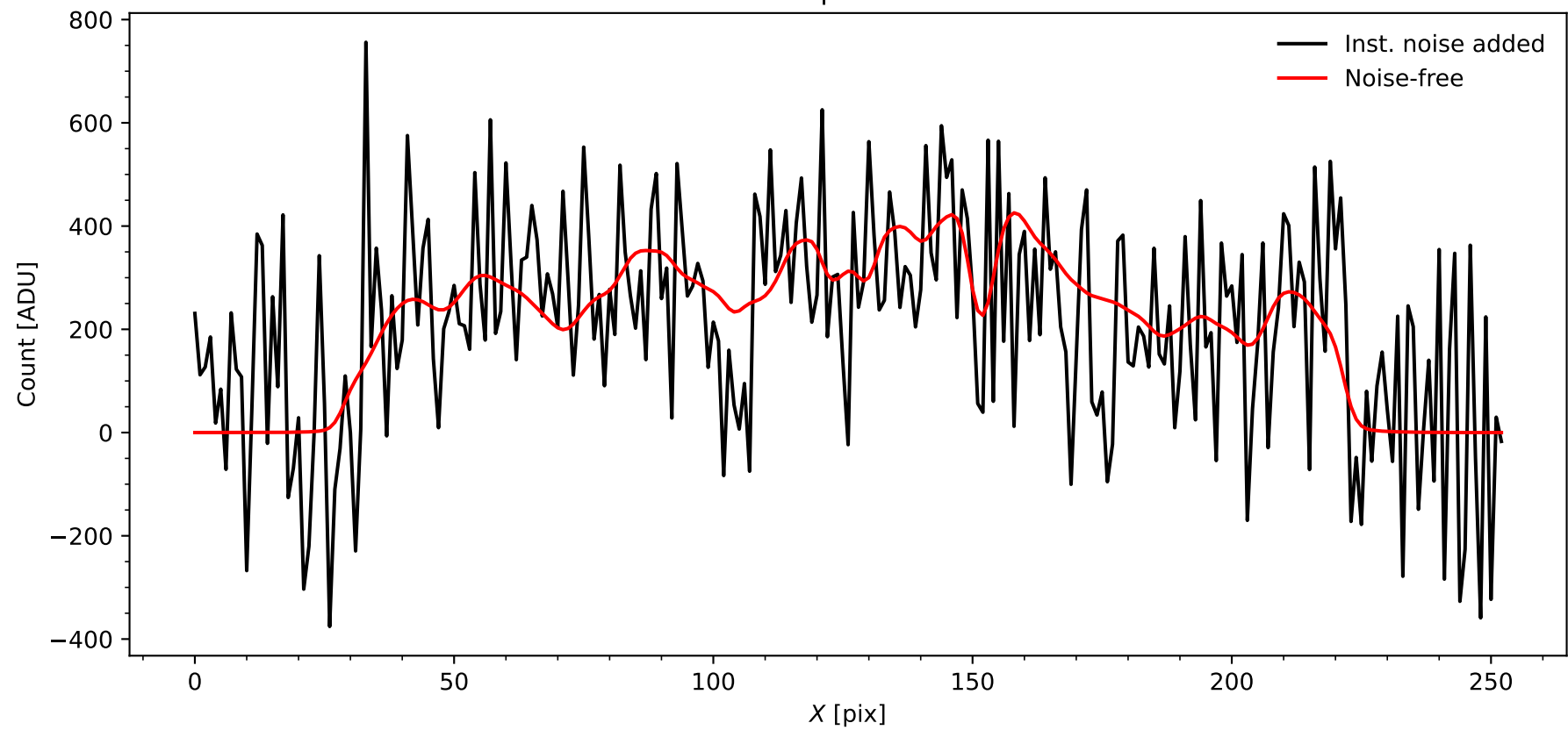
2d Spectrum --- noise-free



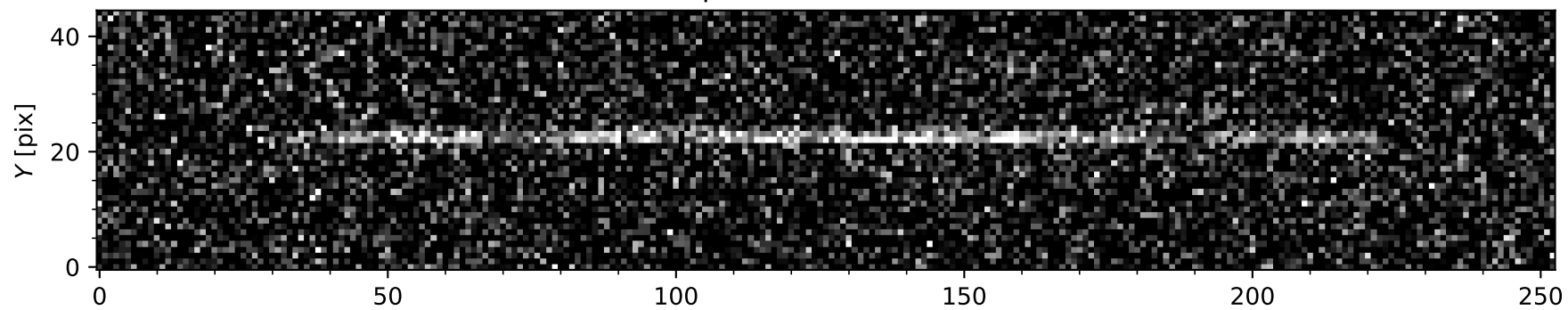
2d Spectrum --- inst. noise added



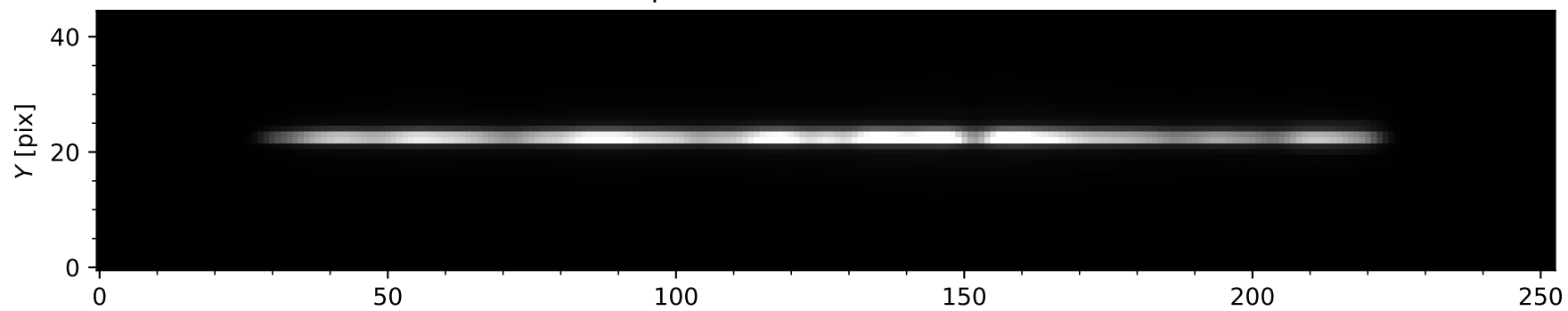
1d Spectrum



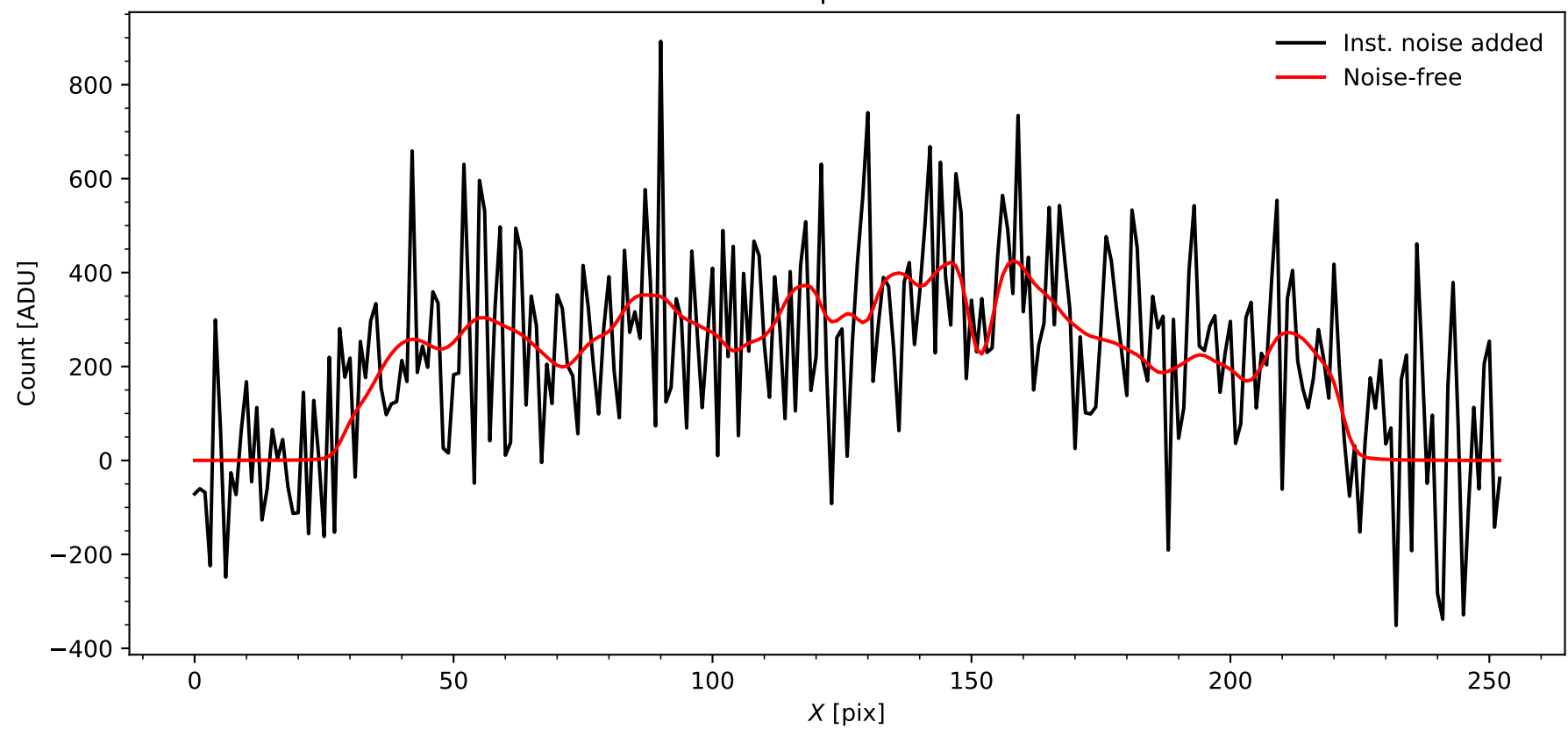
2d Spectrum --- noise-free



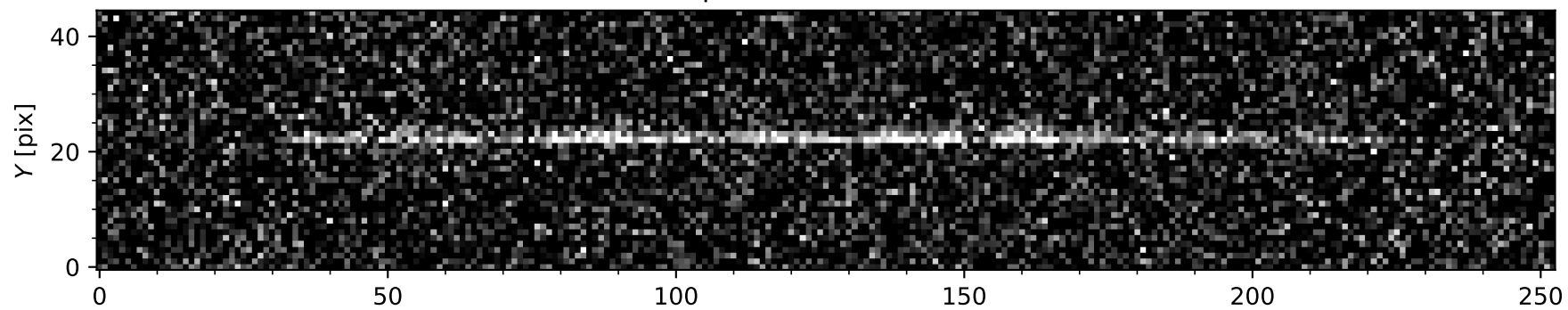
2d Spectrum --- inst. noise added



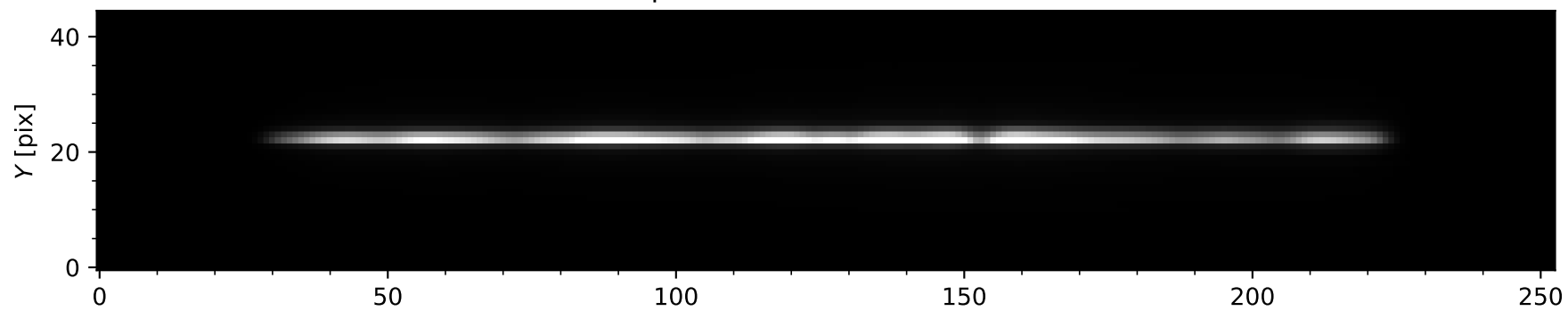
1d Spectrum



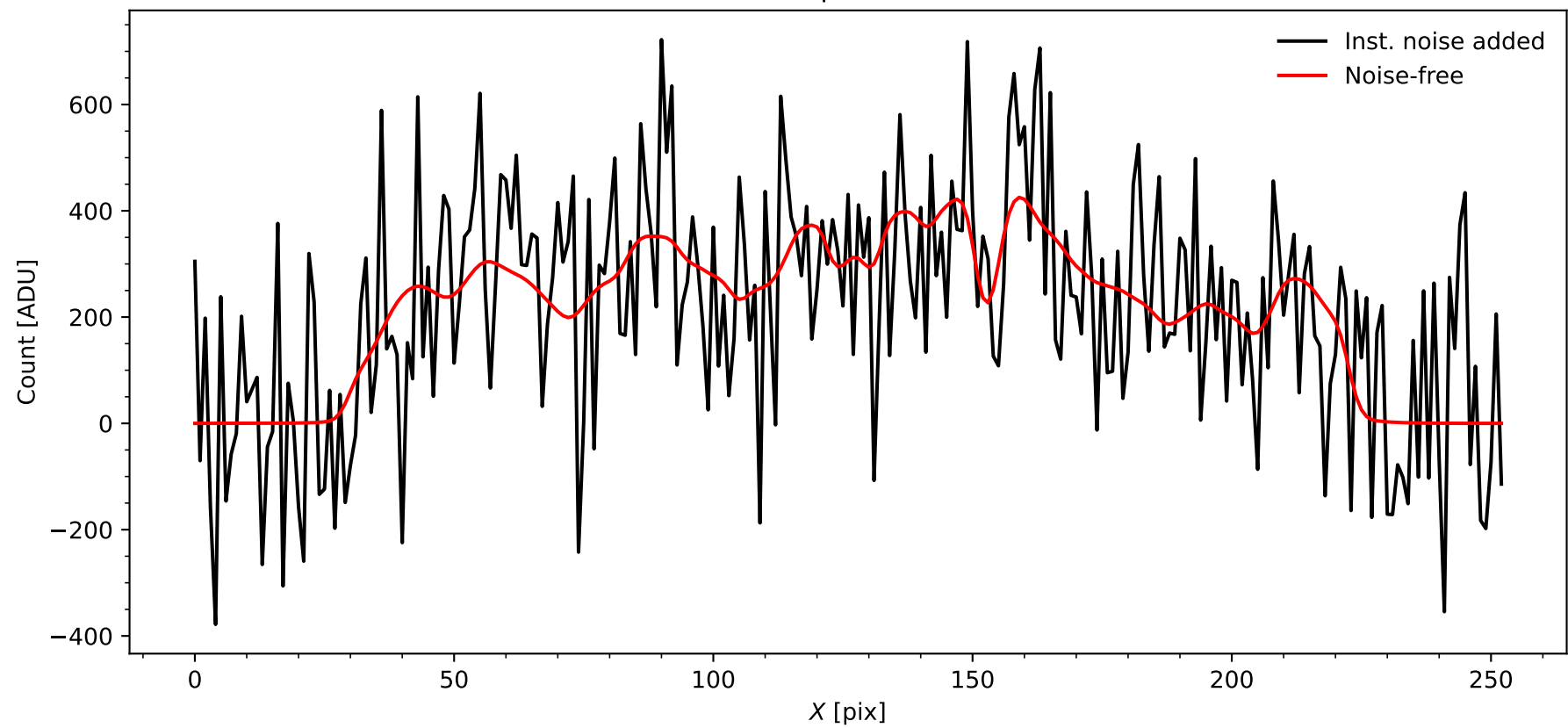
2d Spectrum --- noise-free



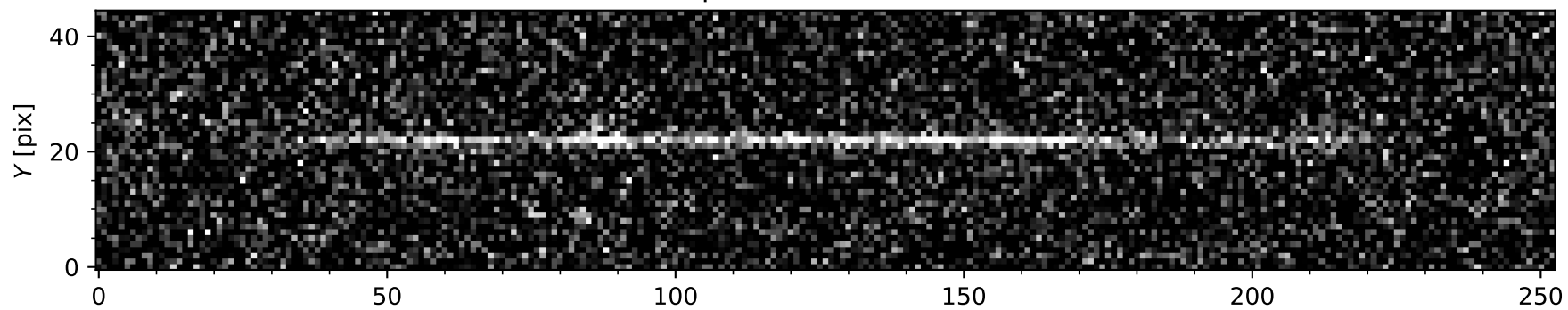
2d Spectrum --- inst. noise added



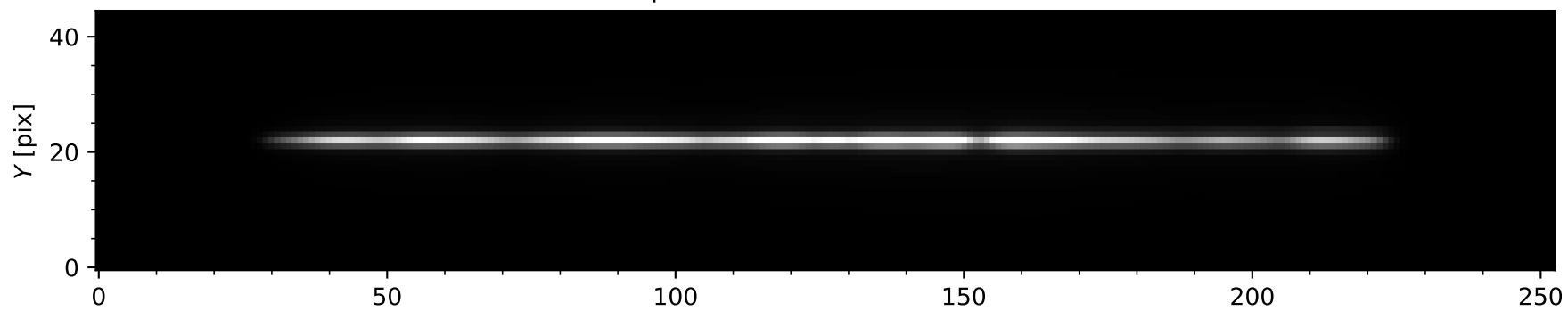
1d Spectrum



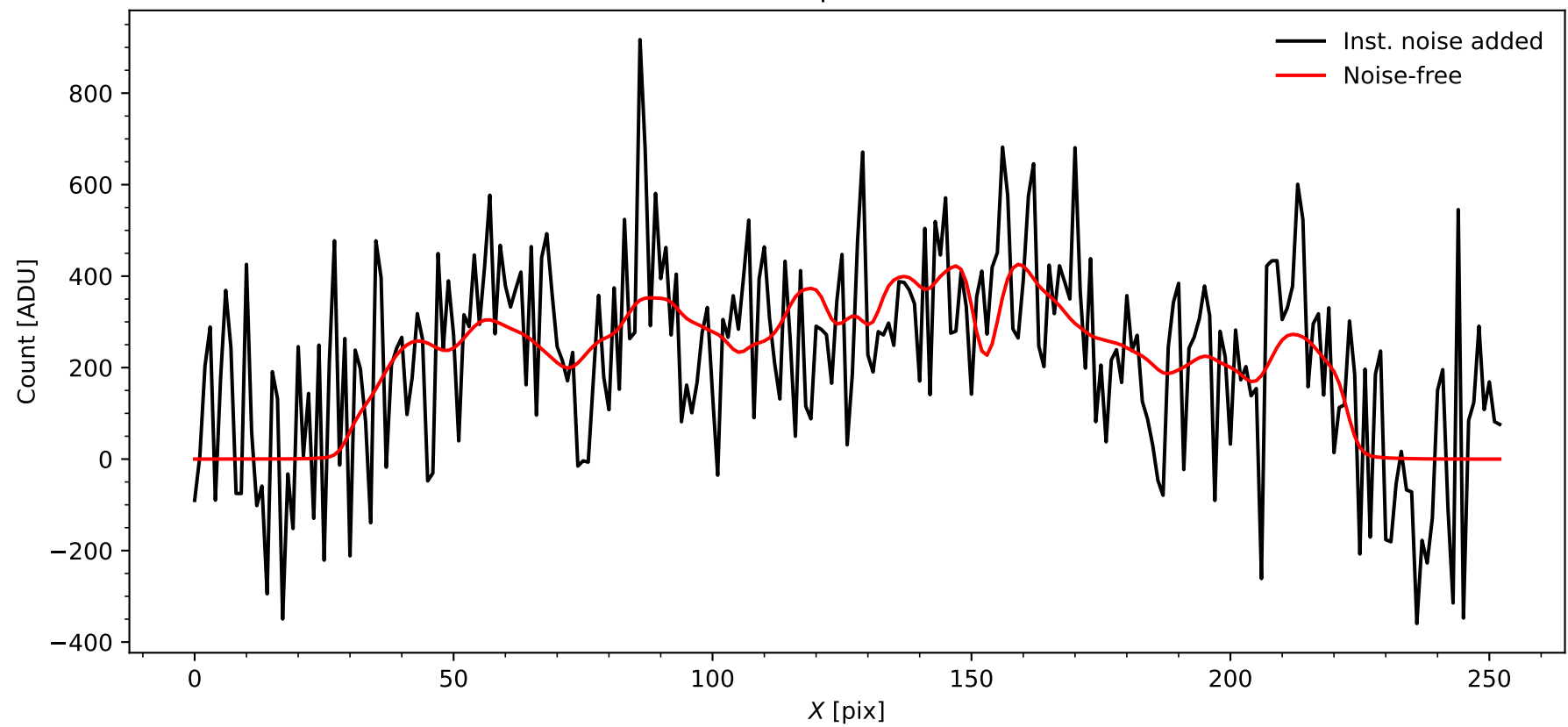
2d Spectrum --- noise-free



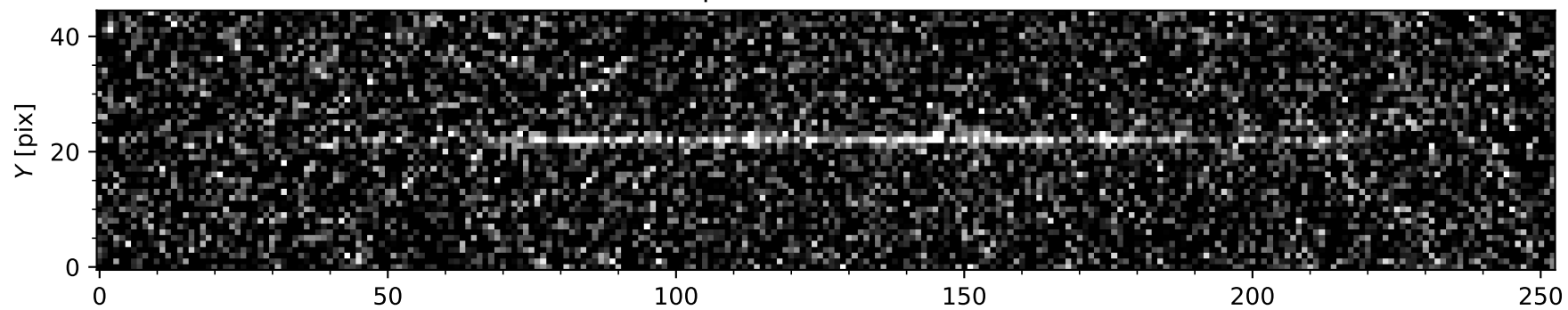
2d Spectrum --- inst. noise added



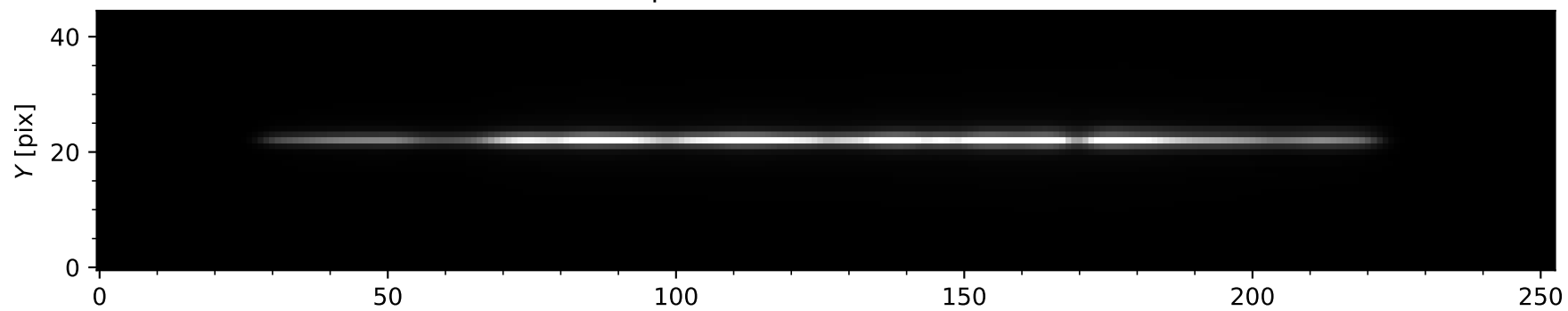
1d Spectrum



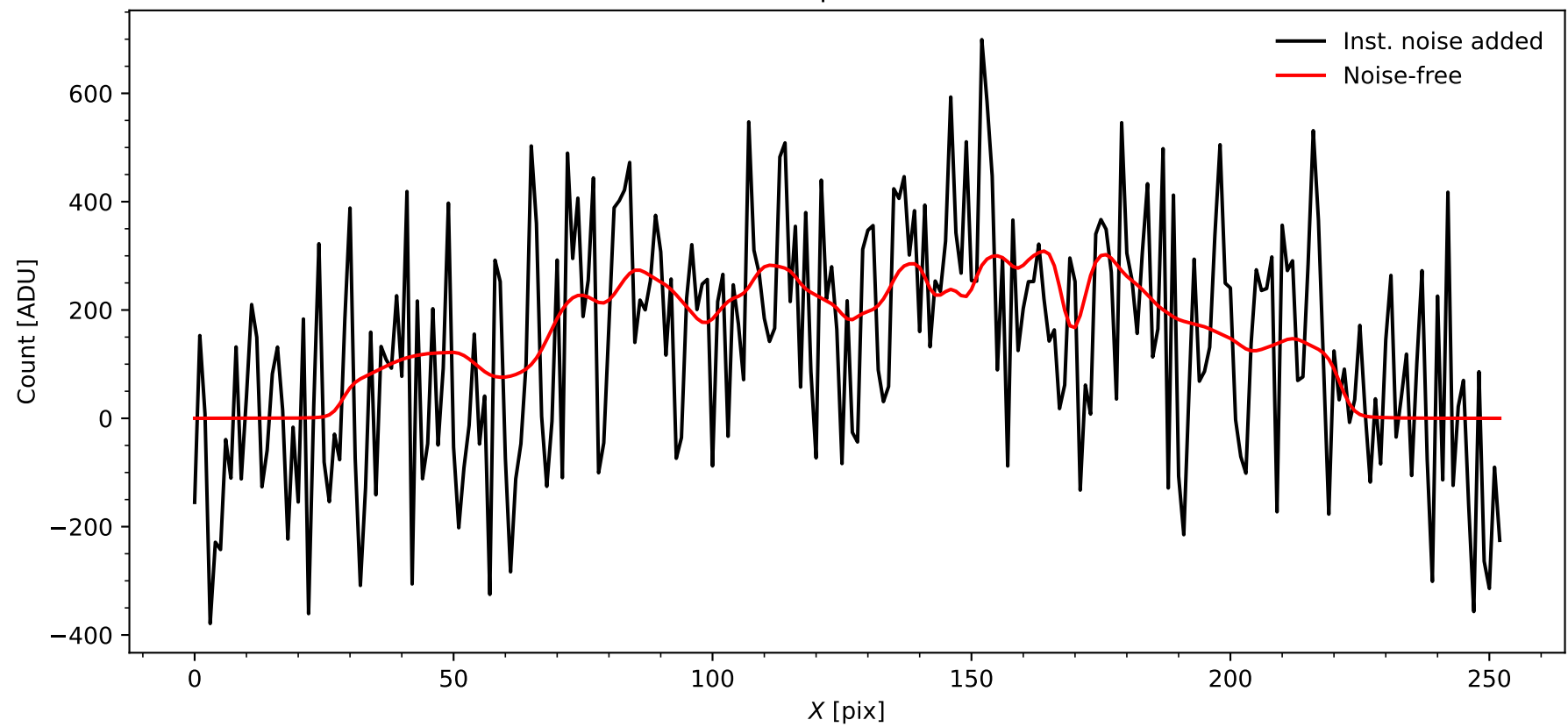
2d Spectrum --- noise-free



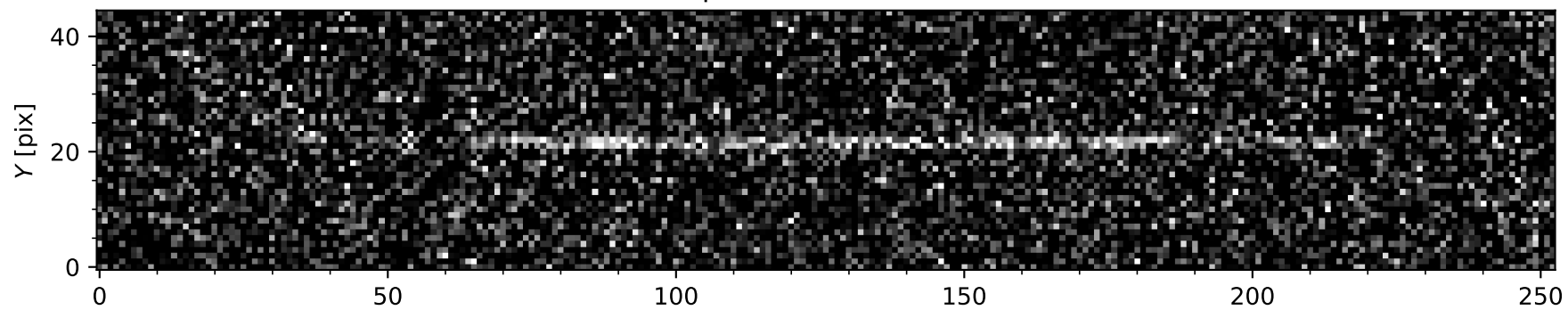
2d Spectrum --- inst. noise added



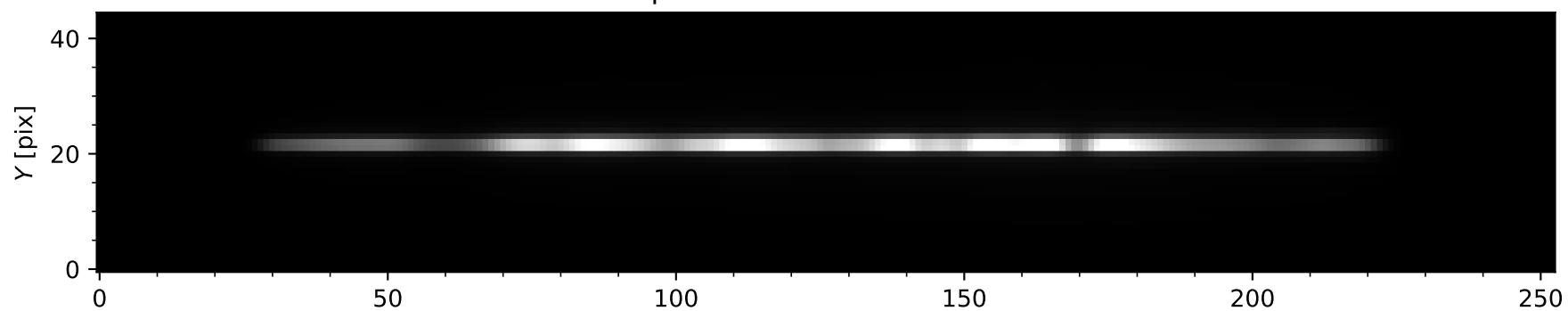
1d Spectrum



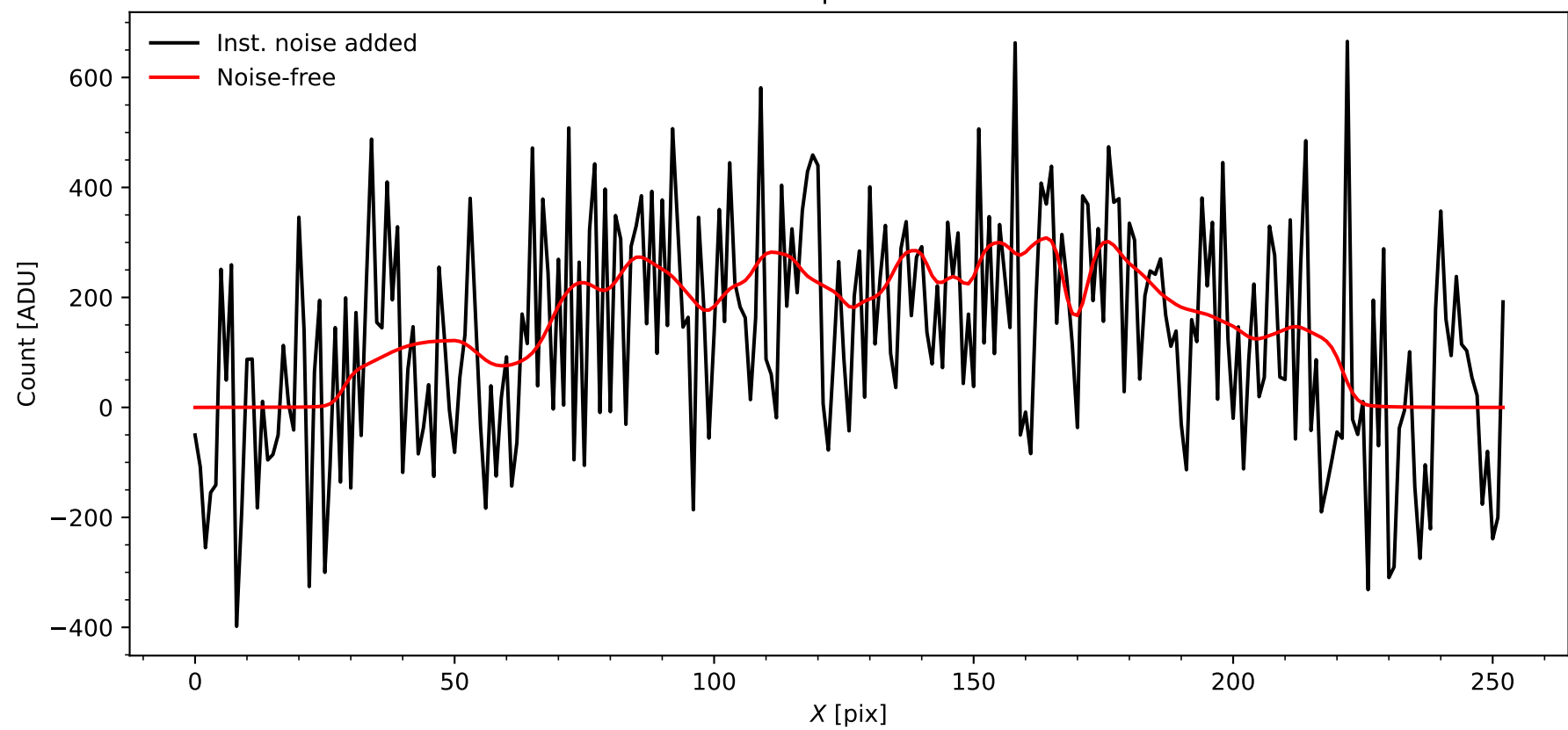
2d Spectrum --- noise-free



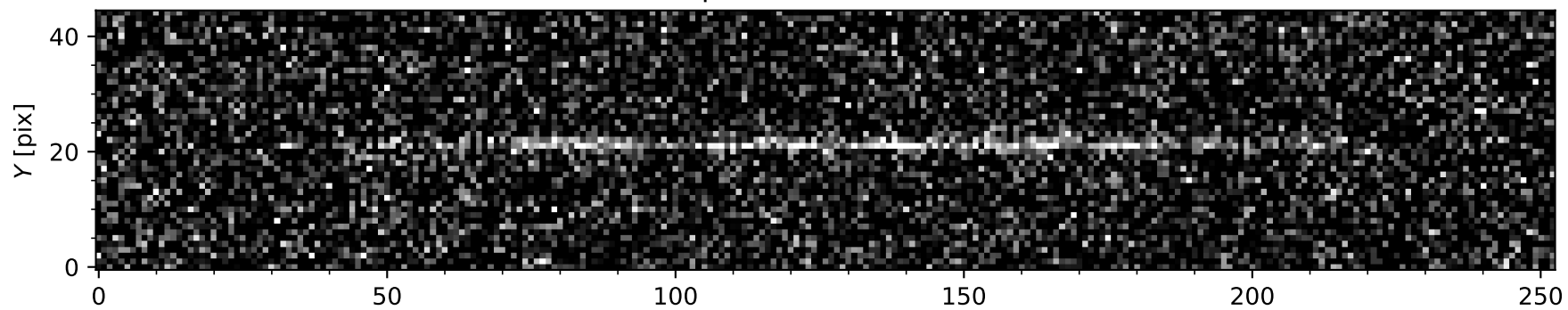
2d Spectrum --- inst. noise added



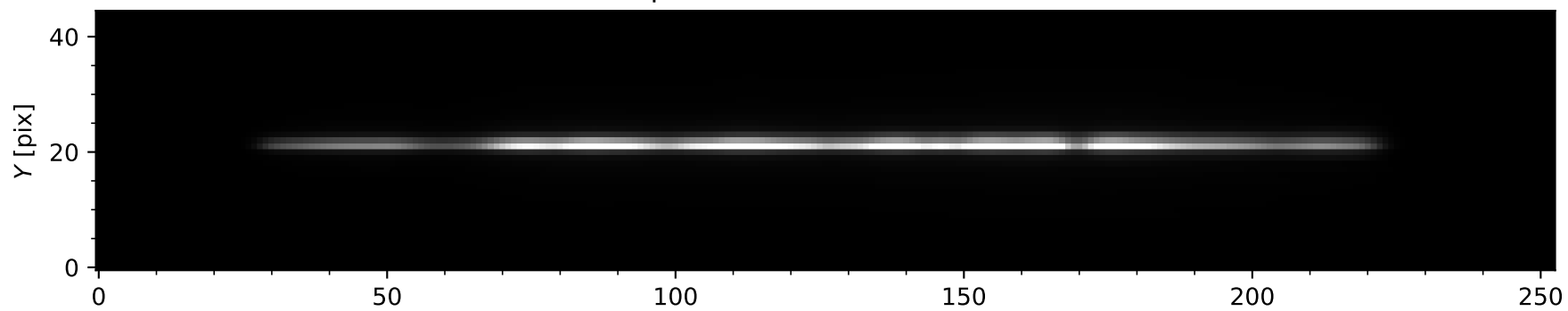
1d Spectrum



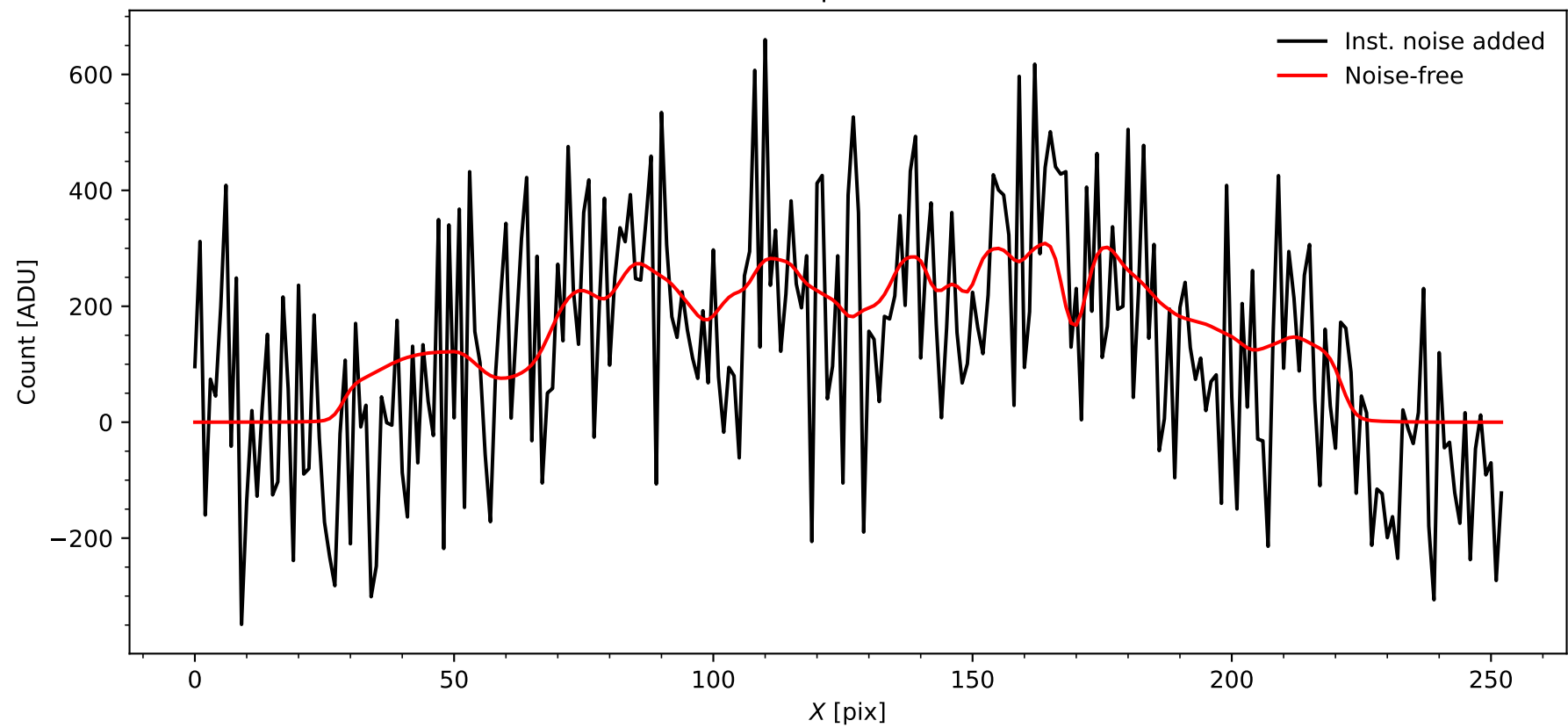
2d Spectrum --- noise-free



2d Spectrum --- inst. noise added

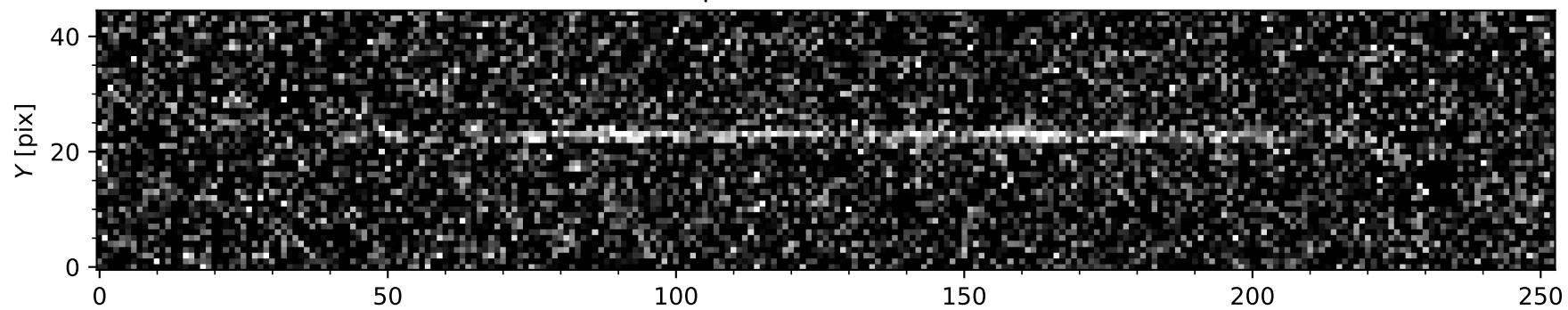


1d Spectrum

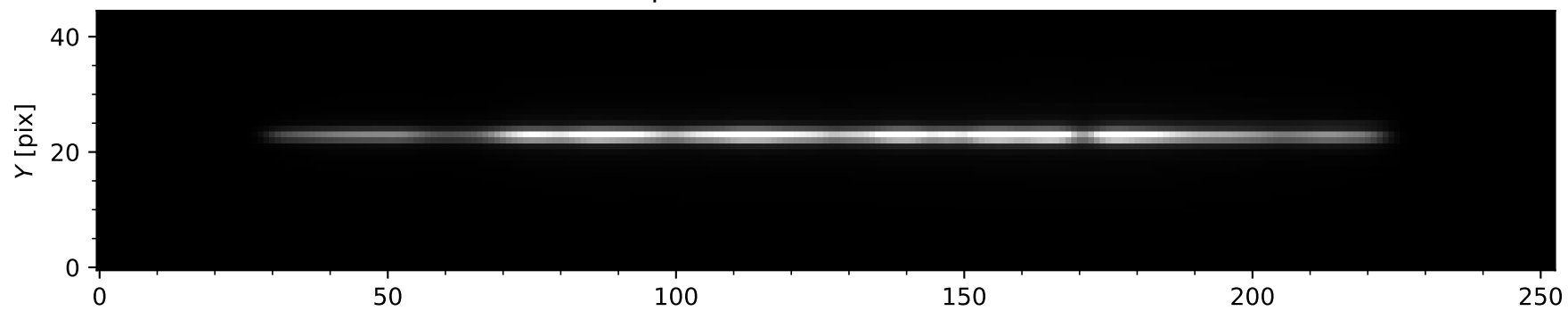




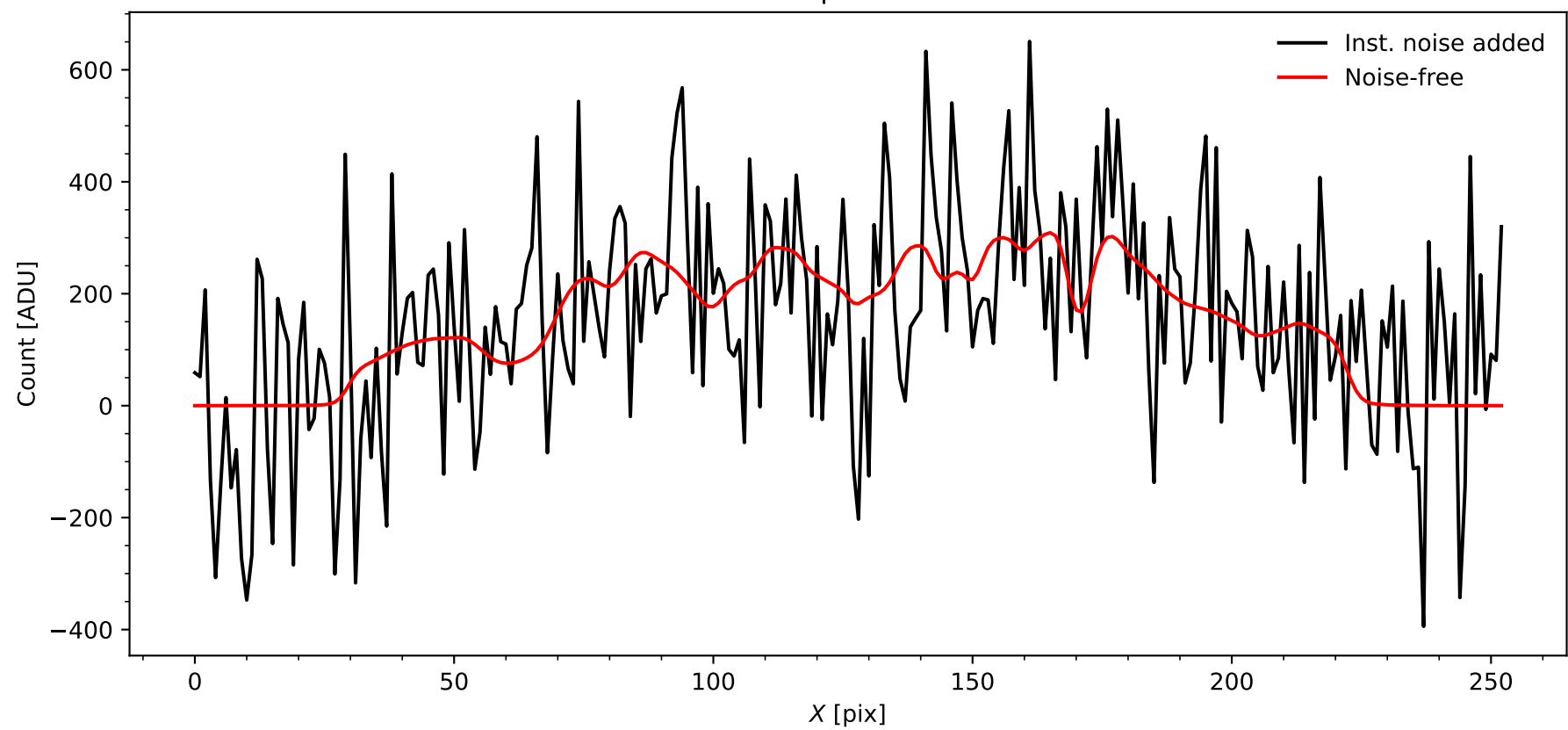
2d Spectrum --- noise-free



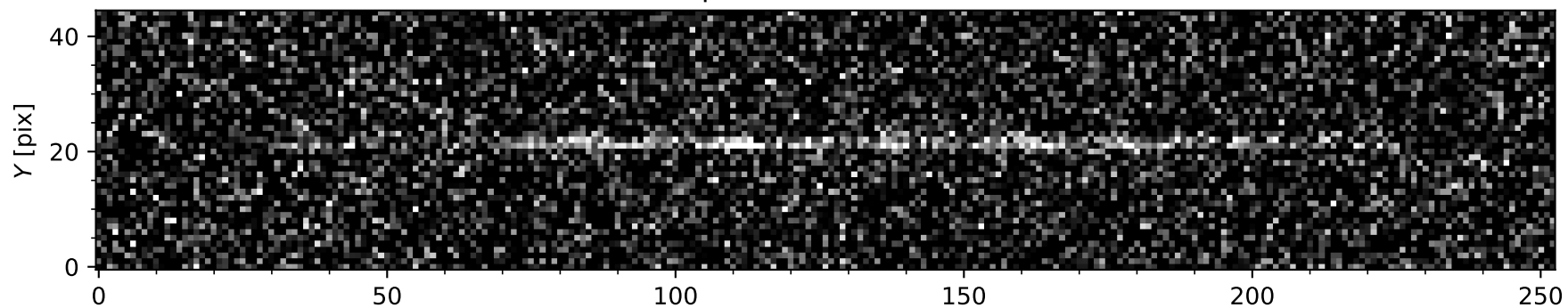
2d Spectrum --- inst. noise added



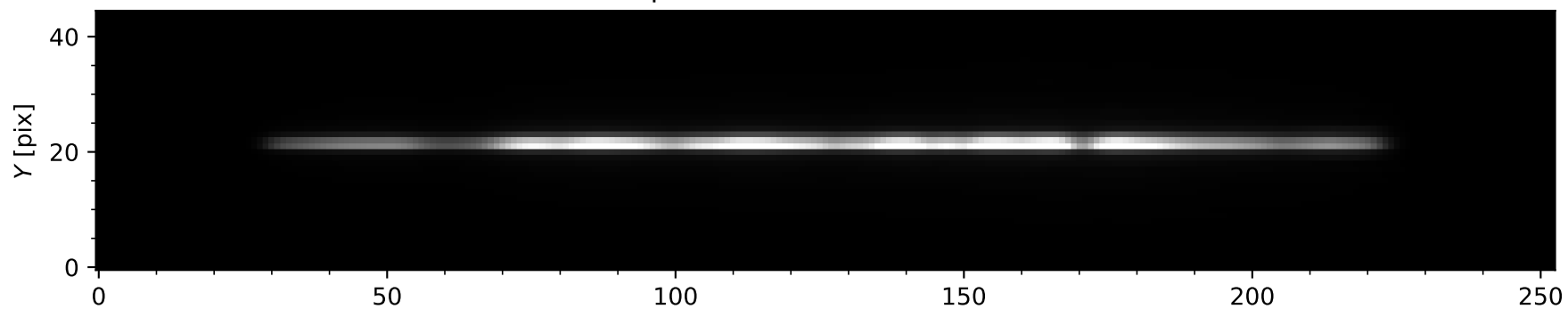
1d Spectrum



2d Spectrum --- noise-free



2d Spectrum --- inst. noise added



1d Spectrum

