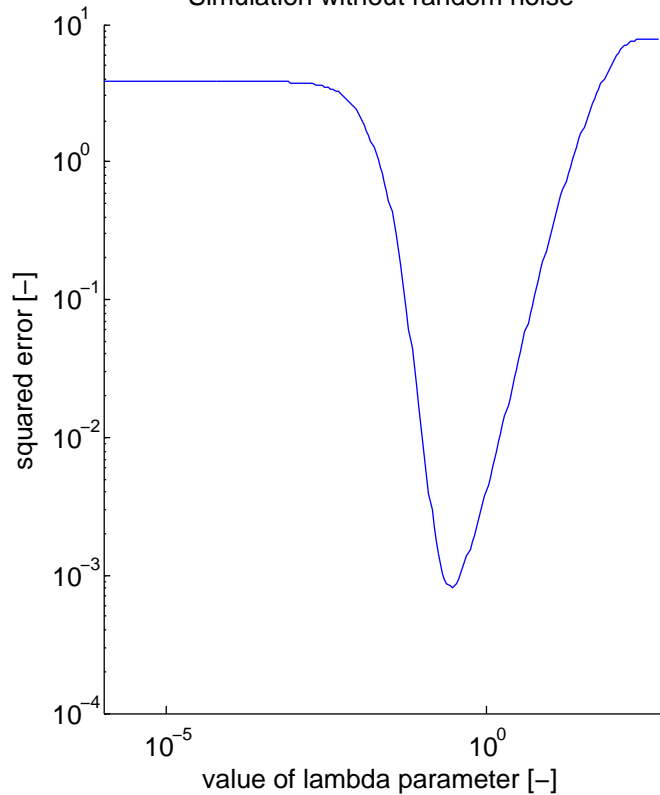


Simulation without random noise



Simulation with random noise

