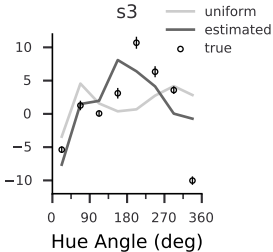


PSE (deg), cross-noise



PSE (deg), cross-noise

