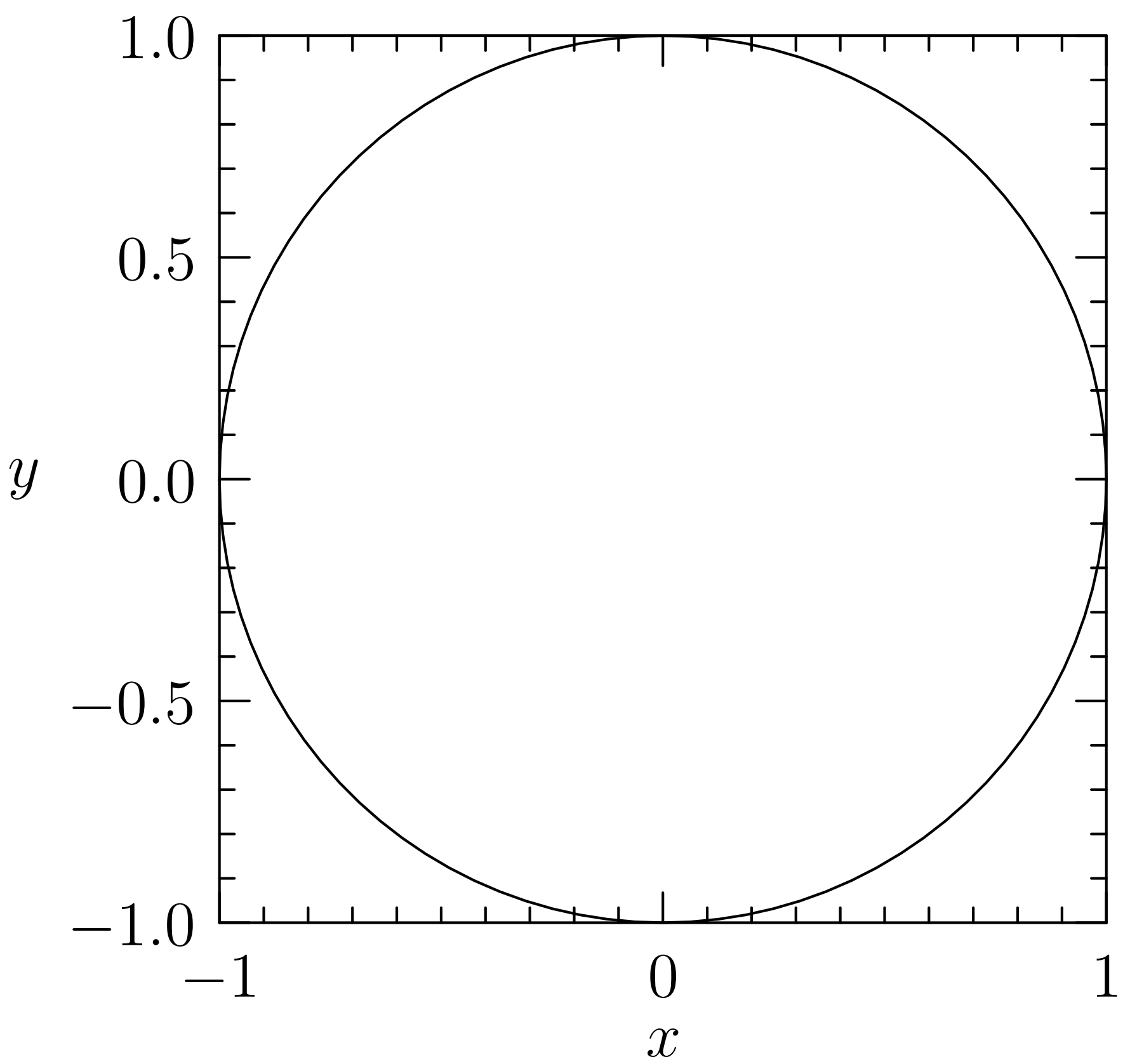

1.0
0.5
0.0
−0.5
−1.0
y
−1
0
1
x