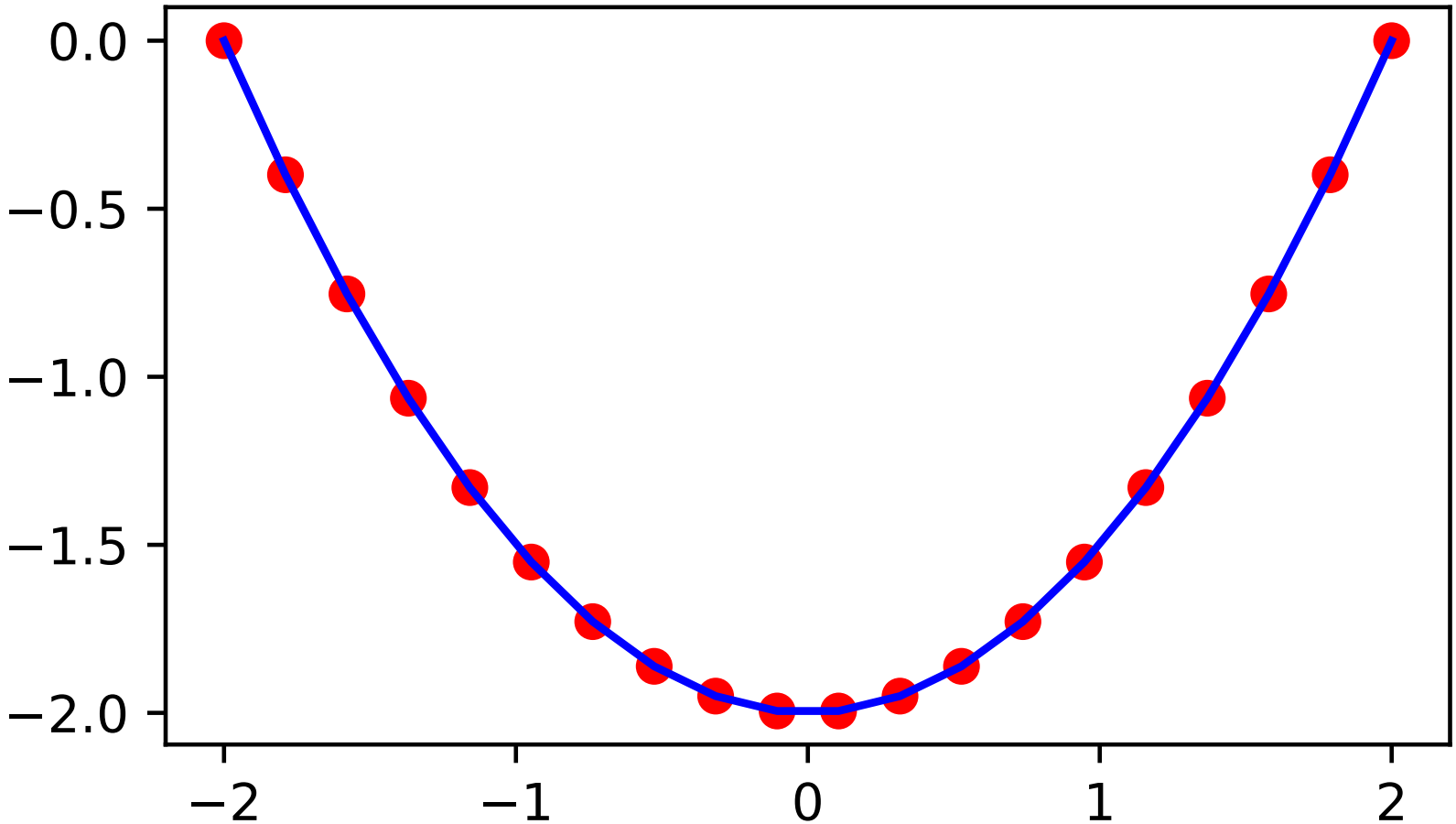

0.0
−0.5
−1.0
−1.5
−2.0
−2
−1
0
1
2