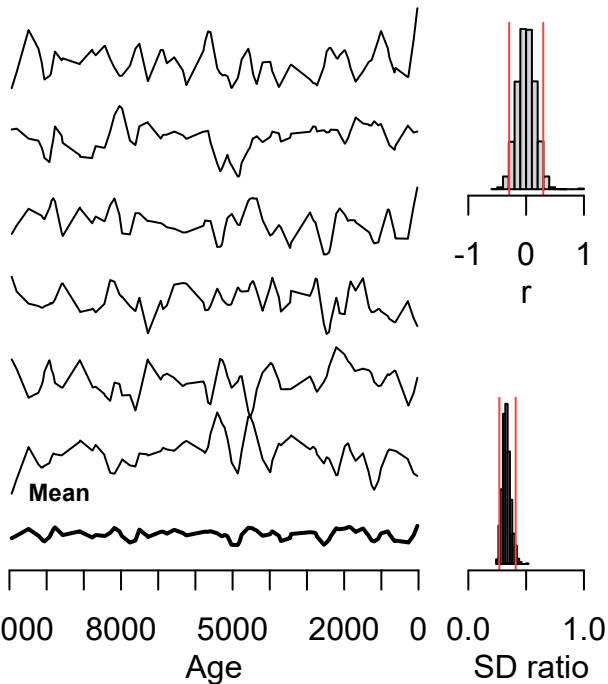


(a) Smooth Random**(b) Signal (50%) + Noise (50%)**