













At the prompt:

Procedure: go uvshow

Some variables:

let ytype amp

let ytype weight

let xtype radius

let xtype time

let uvshow%fit no/yes

let uvshow%zero yes/no

let uvshow%track yes/no

At the prompt:

Procedure: go uv_shift





At the prompt:

Procedure: go uv_map

To plot:

Procedure: go bit

Some variables:

let type lmv

let type beam

let first 7

At the prompt:

Procedure: go support

Some variables:

let support%oneperplane yes/no

let support%kind cursor/ellipse/rect

At the prompt:

Procedure: go clean

Some variables:

```
let method hogbom/clark
```

```
let myclean%show yes/no
```

```
let myclean%support yes/no
```

```
let niter 1500
```

```
let ares 1e-3
```

To plot:

Procedure: go bit

Some variables:

let type lmv-clean

let first 23

let last 45

let type lmv-res

At the prompt:

Procedure: go view

Procedure: go bit

Some variables:

let type lmv-clean

let first 23

let last 45

let size 50

let spacing 3e-3









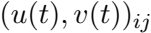
Worship







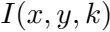
$V_{\text{in}}(t) = A_{\text{in}} \sin(\omega t)$



$$V_{jk}(t) = I(B_i(x, y, x_0 + y_0) B_j^*(x, y, x_0 + y_0) I(x, y, k)(u, v))_{ij}$$







Beethoven's 9th

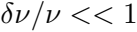




2020







Winkler, I. P. x, y, k(x, y, x, y, x, y)



$V_{jk} = A_{jk} S_{jk} + D_{jk} R_{jk} + N_{jk}$







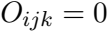








W E A









WAVE IN A WAVE

1700

Avatar for @



$$P M_k(t) = P A_i(t) + P S_k(t) - P A_j(t) - P S_k(t) + P C_{ijk}(t) + P R_{ijk}(t)$$

$PV_{\text{in}}(t) = PV_{\text{in}}(t) + PV_{\text{in}}(t)$



1921

PEPPER



Pravda

1992



$$AT_{jk}(t) = AA(t)AS_k(t)AA_j(t)AS_k(t) \cdot AD_{jk}(t)AR_{jk}(t)$$

$\Delta V_{\text{sig}}(t) = \Delta V_{\text{sig}}(t) + \Delta V_{\text{sig}}(t)$



ALWAYS





1992

ARISE

AI-2









A pixelated, black and white graphic of the letters 'A' and 'Q'. The 'A' is on the left, and the 'Q' is on the right. Both letters are composed of a grid of black and white pixels, giving them a blocky, digital appearance. The 'A' has a thick vertical stem and a horizontal crossbar. The 'Q' has a circular body and a short tail. The background is white.

A pixelated, black and white graphic of the number 4. The number is rendered in a bold, blocky font. To the right of the number, there is a starburst or explosion-like effect, consisting of several small, dark, pixelated shapes radiating outwards. The entire graphic is set against a white background.

A pixelated, black and white version of the Google logo. The letters are composed of large, square blocks of varying shades of gray, giving it a low-resolution, digital-art appearance. The logo is centered horizontally and occupies the middle portion of the image.

A pixelated, black and white version of the Google logo. The letters 'G', 'o', 'o', 'l', and 'e' are rendered in a blocky, digital style. The 'G' is the largest and most prominent, followed by the two 'o's, and then the 'l' and 'e'. The 'l' and 'e' are smaller and positioned to the right of the 'o's. The entire logo is composed of black and white pixels, giving it a retro, digital appearance.

