









responsible for the











152





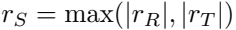










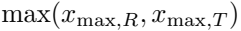




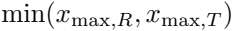


Wiederherstellung







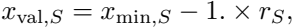






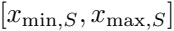
$$N_s = \text{int}\left(\frac{x_{\max,s} - x_{\min,s}}{r_s} + 1.5\right);$$



















Averaged channel intensity and weight (aligned spectra):

$$T_S(i) = \frac{w_R(i) \times T_R(i) + w_T(i) \times T_T(i)}{w_R(i) + w_T(i)} \quad (1)$$

$$w_S(i) = w_R(i) + w_T(i) \quad (2)$$





















WAVELENGTHS

$$\text{pdf}_R(x) = \frac{1}{\sigma_R \sqrt{2\pi}} \exp\left(-\frac{(x - \mu_R)^2}{2\sigma_R^2}\right)$$







VERIFIED OR 2

WORLD

$$w_R(i) = \frac{1}{\sigma_R(i)^2}$$

Resampled channel intensity (all weights):

$$T_{R'}(i) = \frac{\sum_{j=j_{\min}}^{j_{\max}} f_R(j) \times w_R(j) \times T_R(j)}{\sum_{j=j_{\min}}^{j_{\max}} f_R(j) \times w_R(j)} \quad (3)$$





[illegible]

0 1 2 3 4 5 6







$$\beta = \sum_{j=j_{\min}}^{j_{\max}} f_R(j) \times w_R(j)$$

$$o_R(\omega) = \frac{f_R(\omega) \times w_R(\omega)}{\rho}$$

1900

$$T_{R'}(i) = \sum_{j=j_{\min}}^{j_{\max}} a_R(j) \times T_R(j)$$

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WIRTSCHAFTS



$$\text{var} \left( \sum_{j=j_{\min}}^{j_{\max}} \alpha_R(j) \times T_R(j) \right)$$

$$\sum_{j=j_{\min}}^{j_{\max}} \alpha_R(j)^2 \times \text{var} \left( T_R(j) \right)$$

$$\frac{1}{\beta^2} \sum_{j=j_{\min}}^{j_{\max}} f_R(j)^2 w_R(j)$$

$$\text{var}(ax + b)^2 = \text{var}(ax + b)$$











Resampled channel weight (weights TIME and SIGMA):

$$w_{R'}(i) = \frac{\left( \sum_{j=j_{\min}}^{j_{\max}} f_R(j) w_R(j) \right)^2}{\sum_{j=j_{\min}}^{j_{\max}} f_R(j)^2 w_R(j)} \quad (4)$$







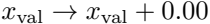








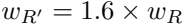


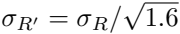




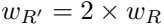


[illegible]





A pixelated, black and white graphic of the text "WOW! WOW!". The letters are thick and blocky, with a jagged, pixelated edge. The exclamation marks are also pixelated and have a small dot. The overall style is reminiscent of early digital art or video game graphics.





OR

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www.rw





Resampled channel weight (weight EQUAL):

$$w_{R'}(i) = \frac{\sum_{j=j_{\min}}^{j_{\max}} f_R(j) w_R(j)}{\sum_{j=j_{\min}}^{j_{\max}} f_R(j)} \quad (5)$$

WORLD









Averaged channel intensity and weight (non-aligned spectra):

$$T_S(i) = \frac{w_{R'}(i) \times T_{R'}(i) + w_{T'}(i) \times T_{T'}(i)}{w_{R'}(i) + w_{T'}(i)} \quad (6)$$

$$w_S(i) = w_{R'}(i) + w_{T'}(i) \quad (7)$$









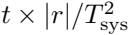
2017







1992-2016





$$\frac{t_{S_{out}} \times |r_{S_{out}}|}{T_{sys,S_{out}}^2} = \frac{t_{S_{in}} \times |r_{S_{in}}|}{T_{sys,S_{in}}^2} + \frac{t_{obs} \times |r_{obs}|}{T_{sys,obs}^2}$$

1990-2010

A pixelated, grayscale version of the Google logo. The letters are composed of a grid of black and white pixels, giving it a low-resolution, digital-art appearance. The logo is centered horizontally and occupies the middle portion of the image.

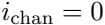






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Free, open, free, open