













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









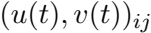
Wesley







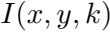
$V_{\text{in}}(t) = A_{\text{in}} \sin(\omega t)$



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







Beethoven's 9th

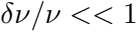




2020







Вопросы теории и практики
исследования, посвященного
исследованию, посвященного
исследованию, посвященного



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







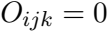








W E A









WAVE IN A WAVE

1700

Avatar for @



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

$$P(V_k(t)) = P(V_k(t) + P(V_k(t))$$



1921

PEPPER

A large, pixelated, black and white graphic of the letter 'P'. The letter is composed of many small squares, giving it a blocky, digital appearance. It is positioned on the left side of the page, with its vertical stroke extending from the top to the bottom, and its curved stroke starting from the middle and arching to the right. The background is white, and the letter itself is black with some gray shading to create a sense of depth and texture.

A pixelated, grayscale image of a stylized figure, possibly a character or logo, composed of various shades of gray and black pixels. The figure is positioned in the lower right quadrant of the image. It has a rounded head, a small body, and a long, curved tail or appendage extending downwards and to the right. The image is composed of a grid of pixels, with some pixels being black and others being various shades of gray, creating a high-contrast, digital art style. The background is white.

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. A. O. O.

