













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









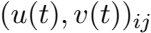
Worship







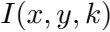
$V_{\text{in}}(t) = A_{\text{in}} \sin(\omega t)$



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







Beethoven's 9th

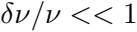




2020







Vergleichen Sie die folgenden Paare von



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







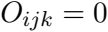








W E A









WORLD OF WAR II

1700

Avatar for @



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

$PV = P_0 V_0 \left(\frac{P_0}{P} \right)^{\frac{1}{\gamma}}$



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 horizontal stroke extending from the middle 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 large, pixelated, black and white graphic of the letter 'R'. The letter is composed of a grid of black and white squares, giving it a blocky, digital appearance. It is positioned on the right side of the page, partially overlapping the right edge.

A 10x10 grid of grayscale squares. The pattern is abstract, resembling a stylized lowercase 'l' or a vertical bar with a horizontal extension on the right side. The shape is composed of various shades of gray, from very dark to light gray, creating a sense of depth and texture. The overall form is irregular, with some squares missing or faded, giving it a fragmented appearance.

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 number 19. The digits are composed of a grid of squares, with varying shades of gray and black, giving it a retro, digital appearance. The number 1 is on the left, and the number 9 is on the right, both rendered in a stylized, blocky font.

A pixelated, black and white representation of the number 95. The digits are composed of a grid of black and gray pixels on a white background, giving it a retro, digital appearance. The '9' is formed by a thick vertical stroke on the right and a curved stroke on the left. The '5' is formed by a thick vertical stroke on the right and a horizontal stroke on the left. The overall style is reminiscent of early computer graphics or video game sprites.

