













*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











W. J. W. W.

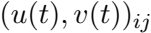






$V_{\text{in}}(t) = A_{\text{in}} \sin(\omega t)$

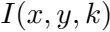




$$V_{jk}(t) = I(B_i(x, y, x_0 + y_0) B_j^*(x, y, x_0 + y_0) I(x, y, k)(u, v))_{ij}$$







Beethoven's 9th



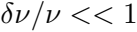




2020







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



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









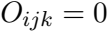








W E A











WAVE IN THE AIR

1700

Avatar for @



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



$P(V_k) = P(V_k + 1) + P(V_k)$



1921

PEWEE



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 is









A pixelated, black and white graphic of the number 10. The number is composed of a series of black and gray pixels on a white background, giving it a digital or retro aesthetic. The '1' is a simple vertical stroke, and the '0' is a circle with a small gap at the bottom.

A pixelated, black and white version of the Google logo. The letters are composed of large, square blocks, giving it a low-resolution, digital appearance. The colors are limited to black, white, and various shades of gray, creating a high-contrast, blocky effect. The logo is centered horizontally and occupies most of the width 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 'o's, 'l', and 'e'. The 'l' is a simple vertical bar. The 'e' has a small tail. The entire logo is composed of black and white pixels on a white background.

