













*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

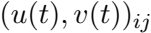






$V_{\text{in}}(t) = A_{\text{in}} \sin(\omega t)$

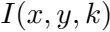




$$V_{jk}(t) = I(B_i(x, y, x_0 + y_i) B_j^*(x, y, x_0 + y_j) I(x, y, k))(u, v)_{ij}$$







Beethoven's 9th



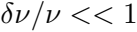




2020







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



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









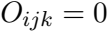








W E A











WAVE IN THE AIR

1700

Avatar for @



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



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



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 give it a three-dimensional effect.

A pixelated, grayscale image of a stylized figure, possibly a character or animal, composed of many small squares. The figure is positioned in the lower right quadrant of the image.

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.

